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CODEx ADEPTUS ASTARTES



BLOOD ANGELS™



BLOOD ANGELS



**SONS OF SANGUINIUS, PROTECTORS OF
MANKIND**

INTRODUCTION



The Blood Angels are amongst the oldest and proudest of the Space Marine Chapters. They are peerless heroes, noble protectors of Humanity. Yet their outer glory hides souls riven with darkness, and a curse that may yet spell their doom.

From the earliest days of the Great Crusade, the Blood Angels made a name for themselves as loyal, courageous warriors. It was during the last days of the Horus Heresy, as the Imperium heaved with war and bloodshed, that a darkness crept into the Blood Angels' souls. The death of their Primarch, Sanguinius, left his sons afflicted with a spiritual sickness with which they struggle to this very day. Since that time the Blood Angels and their successor Chapters have fought on harder than ever. Cursed, and diminishing year by year, the Blood Angels fight on regardless. If they are to die out then these selfless heroes mean to do as much good as they can before they fall, and to leave a legacy as glorious as that of their Primarch.

BLOOD ANGELS

The Blood Angels are a hard-hitting army, and one that stands out on the tabletop with their ornate red, gold and black arms and armour. These Sons of Sanguinius combine the advanced weaponry and genetically enhanced might of other Space Marine forces with a speed and aggression that is all their own. Led by mighty heroes and potent psykers, their attacks spearheaded by the black-armoured brothers of the Death Company, the Blood Angels overwhelm their foes, annihilating enemy forces in the Emperor's name.

HOW THIS CODEX WORKS

Within codex you will find the origins of the Blood Angels, their history and the long honour-roll of glorious battles they have fought for the Imperium. You will also find a showcase of fantastically painted Blood Angels miniatures, replete with examples of Chapter and company colour schemes, distinctive iconography and the colours of the Blood Angels' successor Chapters. Finally, you will find a set of datasheets containing a full description of each Blood Angels unit and the rules for its use, which enable you to organise your collection of Citadel miniatures into a glorious and deadly Blood Angels army.





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 First Founding by the artifice of the Emperor himself, the Blood Angels occupied the vanguard of the Great Crusade, aiding the Emperor in his bid to reunite Humanity. Even then their deeds were heroic in the extreme, the Legion's battle-brothers exemplifying the best that the Adeptus Astartes had to offer. However, the Blood Angels' accomplishments reached new heights after they were reunited with their Primarch, Sanguinius.

Angel-winged and beautiful in both body and mind, Sanguinius was arguably the greatest of his father's sons. A mighty warrior and inspiring leader, Sanguinius' glory was that of a demi-god, 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. Indeed, 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.

That conflict was to cost the Blood Angels dear, however. 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, though the damage was not immediately evident, his death was to scar the Blood Angels in both flesh and spirit forevermore. 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, a sorrowful secret that undermined their every valorous deed.

FLAWED HEROES

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

The Flaw in the Blood Angels' gene-seed drives them to excesses of rage and violence that must be constantly controlled. However, it is a mark of shame amongst the Blood Angels to give in to the Red Thirst in any but the most dire of circumstances. Consequently the Chapter's battle-brothers continually strive to better themselves, fighting to master the rage inside and embody the noble ideals of their fallen Primarch. Yet no amount of self-control can preserve 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 smashed to shards by a sudden sensory bombardment, plunging him into a worsening spiral of blood-madness from which death is the only release. It is almost inevitable that this fate will eventually overtake every Blood Angel, the onset of madness more a matter of when than if. In the face of this stark reality, every Blood Angel 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 his physical perfection is echoed by their own. In addition, in ever more numerous cases, the psychic strength of the Primarch flows in his descendants' veins. Consequently, the Blood Angels are 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 tear the blood from their enemies' bodies in an exsanguinary storm. 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 at large.

Good intentions only go so far, however, especially in a time as dark as this. The Blood Angels and their successors, for all their nobility, 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 aggressively pronounced. 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 Sanguinius' sons keenly for signs of their inevitable fall. Yet the Blood Angels have remained loyal to the core 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 are choosing glorious death over ignominious madness, their reckless sacrifices leaving those who remain spread thinner still. Worse is the intensifying of the Black Rage itself. Once the Chapter would lose perhaps a handful of battle-brothers to this phenomenon in any given campaign. Now it is not unheard of for whole formations to plunge into madness, and the struggle to replace them becomes more pronounced with each fresh conflict the Blood Angels face.

Yet if the Blood Angels are to diminish and disappear, they do not intend to do so quietly. They are amongst the most celebrated of humanity's heroes, and are determined to be remembered as such. It may be that future generations recall them only as a legend, that they face imminent extermination, either by foes or by the Flaw within themselves. If that should be the case, the Blood Angels mean to leave behind a shining legacy that will inspire Mankind's remaining defenders by its example.

The Sons of Sanguinius may be called upon to meet their glorious end sooner rather than later. Greater and more terrible threats gather about the Imperium's borders with every passing year. Now one of these reaches out from the darkness towards the Blood Angels' home world, Baal. The Tyranids, a rapacious alien race that consumes all in its path, are advancing toward Baal with a depthless hunger. Creeping ever closer, a vast tendril of Hive Fleet Leviathan unfurls from the void, enfolding and devouring one planet after another. All across the star cluster known as the Red Scar, worlds of the Imperium are fighting and dying as the Tyranids descend upon them in their billions. Soon it must surely be the turn of Baal to see its skies darken and its defenders cut off by the swarms. When that time comes, the Sons of Sanguinius will face a fight for survival, one from which they must emerge triumphant, or not at all.



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 mere planet, nor 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. So were the Space Marines created.

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 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. The Primarchs themselves 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 the Space Marine 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 Great Crusade. Despots, aliens and Daemons all fell to the relentless advance of the Space Marine 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 Space Marine Legions. No mere warriors were the Primarchs – they were also shrewd and canny leaders of men, under whose command the righteous might of the Space Marine Legions increased a hundredfold. So it was that the Great Crusade surged onwards as never before. New battlefronts opened up under the Primarchs’ direction and worlds were reclaimed by the thousand. Throughout it all,

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 ferocious 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 which 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 now 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 bloodiest and 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 *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. In evil cunning, 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 holds through 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 his shattered body was now sustained only by the life-giving machineries of the Golden Throne. The reconstruction of his

empire and the final rout of the traitor forces would now fall to the surviving 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 – 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.



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.

The death of Sanguinius left no clear line of succession and 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. The remaining companies are reserve and training formations of one sort or another. Companies 6 and 7 are the Tactical Companies, used to reinforce a strike force or battleline when the Battle Companies are overstretched. The 8th and 9th Companies are specialist formations, composed of Assault Squads and Devastator 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. Of all a Chapter's companies, it is the 10th that fights least commonly as a single unit. Though the Scouts are not yet fully trained Space Marines, their skills are highly valued. As a result, every strike force will likely have a squad or two of Scouts attached to it.

Though each company can, and does, 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.

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. 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.

It should be noted that 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.





CHAPTER MASTER COMMANDER DANTE,

Master of the Blood Angels, Lord of the Angelic Host



SANGUINARY PRIESTHOOD BROTHER CORBULO,

Keeper of the Red Grail

21 Sanguinary Priests



RECLUSIAM

HIGH CHAPLAIN ASTORATH THE GRIM,
Redeemer of the Lost

14 Chaplains



SANGUINARY GUARD
BROTHER SEPHARAN,
Exalted Herald of Sanguinius

29 Sanguinary Guards



LIBRARIUS
CHIEF LIBRARIAN MEPHISTON,
Lord of Death

6 Epistolaries
11 Codiciers
9 Lexicanum
5 Acolytum
6 Librarian Dreadnoughts

FLEET COMMAND

BROTHER BELLEROPHON,

Keeper of the Heavengate

7 Strike Cruisers

2 Battle Barges

(Blade of Vengeance, Bloodcaller)

16 Rapid Strike Vessels

36 Thunderhawk Gunships

3 Thunderhawk Transporters

LOGISTICIAM

BROTHER ADANICIO,

Warden of the Gates

900 Chapter Equerries and Servitors

ARMOURY

BROTHER INCARAEI,

Master of the Blade

35 Techmarines

105 Servitors

20 Predators

21 Baal Predators

6 Vindicators

7 Whirlwinds

43 Land Raiders

53 Stormraven Gunships



Blood Angels Chapter Banner



Chaplain Banner



Blood Angels 2nd Company Standard



Captain Tycho's personal banner



Blood Angels 3rd Company Standard



1st COMPANY

'Archangels'

VETERAN COMPANY

Captain Karlaen

Shield of Baal

100 Veterans
6 Furioso Dreadnoughts



2nd COMPANY

'The Blooded'

BATTLE COMPANY

Captain Aphael

Master of the Watch

6 Tactical Squads
2 Assault Squads
2 Devastator Squads
3 Dreadnoughts



3rd COMPANY

'Ironhelms'

BATTLE COMPANY

Captain Tycho

Master of Sacrifice

6 Tactical Squads
2 Assault Squads
2 Devastator Squads
4 Dreadnoughts



4th COMPANY

'Knights of Baal'

BATTLE COMPANY

Captain Castigon

Lord Adjudicator

6 Tactical Squads

2 Assault Squads

2 Devastator Squads

4 Dreadnoughts



5th Company

'Daemonbanes'

BATTLE COMPANY

Captain Sendini

Keeper of the Arsenal

6 Tactical Squads

2 Assault Squads

2 Devastator Squads

3 Dreadnoughts



6th Company

'Eternals'

Tactical Company

Captain Raxiatel

Caller of the Fires

10 Tactical Squads

3 Dreadnoughts



7th Company

'Unconquerables'

Tactical Company

Captain Phaeton

Master of the Marches

10 Tactical Squads

2 Dreadnoughts



8th Company

'Bloodblades'

Assault Company

Captain Zedrenael

Lord of Skyfall

10 Assault Squads

1 Dreadnought



9th Company

'Sunderers'

Devastator Company

Captain Sendroth

Master of Sieges

10 Devastator Squads

3 Dreadnoughts



10th Company

'Redeemers'

Scout Company

Captain Borgio

Master of Recruits

10 Scout Squads

64 Unassigned Neophytes

HERALDRY OF THE HOST



The Blood Angels adhere to a strict heraldic system, allowing them to recognise what company and squad any given battle-brother belongs to at a glance. The advantages of such swift recognition amid the madness of battle are obvious. More than this, however, the Sons of Sanguinius revere their heraldry, and bear these markings as badges of pride.





HELMET

While some Space Marine Chapters use helmet colour to denote rank, the Blood Angels' helmets reflect the squad type to which they belong. This battle-brother's red helm signifies that he is a Tactical Space Marine.



CHAPTER SYMBOL

All Blood Angels in power armour display their Chapter emblem upon their left shoulder pad. Normally black set against red, these colours are swapped for gold on black in the case of Sergeants.



BOLTGUN

In comparison to the rest of their wargear, a Blood Angel's boltgun will normally boast a matt black casing. This sombre colouration does not diminish the bolter's paramountcy as the Blood Angels' chosen weapon of death. These weapons are crafted by the finest Blood Angels artisans. As such, many feature finely tooled inlays, gold chasing, or inset precious stones.



HONOUR SCROLL

The scrolls affixed to the armour of many Blood Angels record their noblest deeds. This is not vainglory. Should the wearer fall to the Black Rage, such scrolls serve as a memorial, a record

of the warrior that has been lost.



SQUAD MARKING

Individual Blood Angels squads can be easily recognised by their squad markings, displayed on the battle-brother's right knee pad. The white skull emblazoned on blue displayed by this battle-brother indicates that he belongs to the second squad of his company.



ARMOUR DECORATION

The Blood Angels take great pride in the artistry of their wargear. Some battle-brothers craft new adornments and decorations onto their own armour. Others inherit suits already heavy with blood drops, golden wings and other emblems. Either way, these flourishes embody the nobility to which all Blood Angels aspire.



Blood Angels Assault Marine



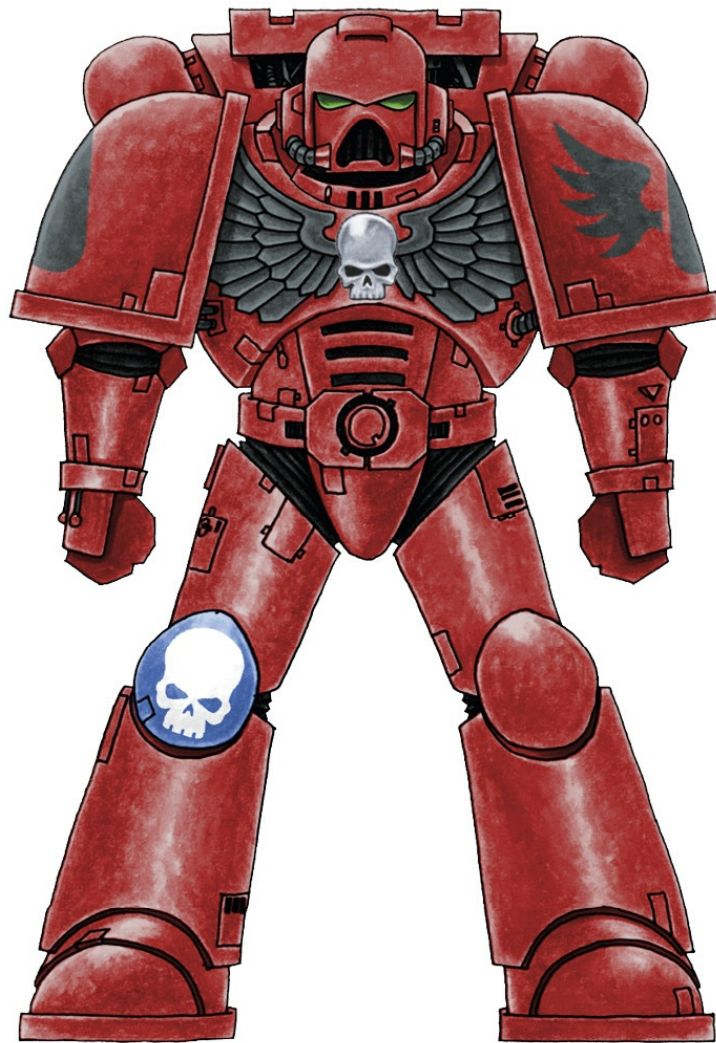
Blood Angels Tactical Sergeant



Blood Angels Devastator Marine



Blood Angels Veteran



Battle-brother Lucior, Blood Angels 5th Company, 2nd Tactical Squad



2nd Squad



3rd Squad



1st Squad



4th Squad



5th Squad



7th Squad



8th Squad



6th Squad



9th Squad



10th Squad

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 people 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 shifting constantly 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 tell-tale 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.

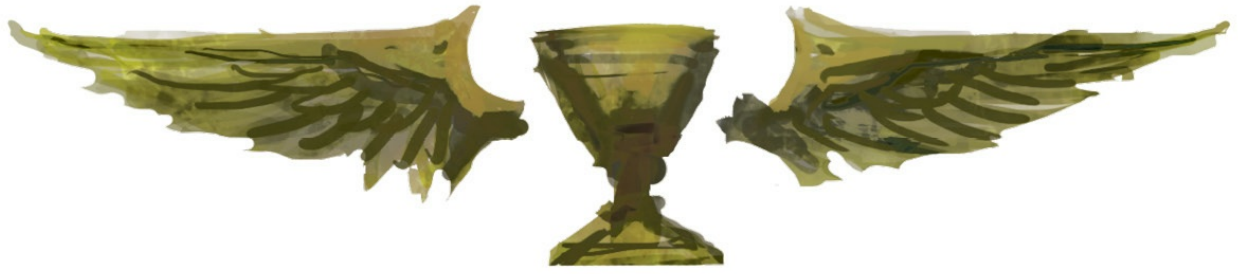
The pod that housed the infant Sanguinius came to rest upon Baal Secundus, at the place now known as Angel's Fall. The infant Primarch was found by one of the wandering tribes of humans who called themselves the Folk of Pure Blood, or simply the Blood. The young Sanguinius' life almost came to an end 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 the child as a mutant, though in all other ways he was as perfect a child as had ever been seen. Eventually innate compassion prevailed and the child 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 excelled 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 and 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 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 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. Many are marked by stigmata, most are short and stunted, their growth stifled by malnutrition. Many more will be marked by lesions and carcinoma.

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.

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.



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 a visionary. During his earliest life 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 greater arena. He wanted a better life for all Mankind and an end to the strife brought on by the collapse of human civilisation at the close of the Dark Age of Technology.

Yet 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 scabby 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. As the Flaw within their gene-seed has become more evident, this belief in change has turned into an altogether darker thing. They also see evidence of Mankind's capacity for folly and destruction. Their doctrines are permeated with a sense of mortality and the fallen greatness of man.

Physically the Blood Angels are among the longest lived of all the Space Marine Chapters. 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 1,100 years, 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. They have centuries in which to perfect 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 Marines.

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 suffer from a dreadful flaw. This Chapter, once the most golden and blessed of all the Chapters, now shuns the company of its fellows where possible. Some, it is said, are driven by a terrible death-seeking madness, brought on by visions of the death of their Primarch. Others are afflicted by the terrible Red Thirst, a craving for blood which some claim may be the first signs of a descent into Chaos. It is known that some amongst the Blood Angels themselves spend much time seeking a cure for this condition, although most have resigned themselves to the slow and terrible decline of their Chapter.

Some say that it is because Sanguinius was more touched by Chaos than the others during his flight through the Warp. They cite the fact that he possessed wings – an obvious mutation – to support their case. Others deny this, citing that the Emperor himself trusted the winged Primarch implicitly, and oversaw the creation of the Blood Angels. Certain heretics counter this with the argument that the Emperor also trusted Horus...

Other scholars claim that the Flaw lies in the process that is used to create each new generation of Blood Angels. They assert that it has crept in through the generations 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 is encoded with all the information needed to reshape ordinary cell clusters into the special organs Space Marines possess. The gene-seed contains viral machines which rebuild the body according to the biological template contained within it. However, even from the beginning, there was never a set way to activate the gene-seed.

Indeed, 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. This led to the Space Wolves using the ritual known as Bleeding, the Imperial Fists using the process known as the Hand of Faith, the White Scars conducting the Rites of the Risen Moon and the Blood Angels using Insanguination.

The process of Insanguination was originally triggered by injecting the aspirants with tiny samples of their Primarch's own blood. This practice, of course, ended with the tragic death of Sanguinius. However, some of his blood was kept and preserved within the Red Grail. 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, the drinking of the collected 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 Sanguinary 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. Unless it can be halted and reversed, the Chapter is doomed to extinction.



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 god-like 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.



THE DEATH COMPANY



The Blood Angels and their successor Chapters suffer from a deep-seated spiritual curse. Stemming from the violent death of their Primarch, the Black Rage can strike down any of Sanguinius' sons, from the freshest novitiate to the most celebrated veteran hero. It is from these fallen brothers that the Death Company is formed.

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 the ancient intrusion into their minds. Much of the training of these warriors 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 the Death Company.

OFFERINGS UPON THE ALTAR OF WAR

To join the Death Company is to consign oneself to destruction. These warriors seek only a worthy death in battle, a last sacrifice far preferable to the slow slide into blood-madness. Their armour is repainted black, and decorated with red saltires that symbolise Sanguinius' wounds at the Warmaster's hands. Honour scrolls are affixed to their wargear, commemorations of their actions in life and affirmations of their worth, even in death.

Many Death Company battle-brothers are too maddened to comprehend the truth of their surroundings. Some believe that they are Sanguinius himself. Others see the fires of the Horus Heresy raging all around them, their perceptions transported back in time to the siege of Holy Terra. Honoured comrades become strangers to their reeling minds, and the desire to rend and kill becomes all consuming. So skewed are the perceptions of those in the Death Company that they must be guided into battle by their still-lucid comrades. It is to the Chaplains that this duty normally falls, for their zeal can cut through the madness of their Death Company brethren and help shepherd them toward the foe. However, strong-willed Blood Angels heroes, and even the gold armoured Sanguinary Guard, have demonstrated the ability to direct these fallen warriors into the fight.

It is the duty of these individuals to ensure that their comrades' tragic sacrifice counts for all that it possibly can. After all, every Blood Angel who succumbs is a heroic protector of Humanity, and has more than earned a dignified and meaningful end. Furthermore, though this tragic phenomenon robs the Blood Angels and their successors of more battle-brothers every year, the Death Company can be a fearsome and tide-turning weapon if properly deployed.

Frenzied with battle lust, minds locked in their own private hells, the brothers of the Death

Company feel neither fear nor physical pain. Blows that would fell even a full-fledged Blood Angel in his right mind will not stop a warrior of the Death Company. These battle-brothers have been known to fight on with arms or legs hacked from their bodies, with their torsos torn open or whole bodies set ablaze. Still the warriors of the Death Company throw themselves at the foe, maddened roars bellowing from their vox grilles, eyes alive within their helmets with a frantic killing light. This spectacle alone is enough to break a less committed enemy. Those who stand their ground are torn limb from limb by the maddened killers, a violent death the only reward for their defiance.

Though they never fritter the lives of their fallen brothers away in a pointless or inglorious fashion, the Blood Angels commanders desire only death for these tragic warriors. They therefore hurl the Death Company into fights that no sane warrior would ever risk, the crazed battle-brothers giving their lives to achieve the impossible. Over the centuries the Blood Angels and their successors have learned how to wield the Death Company and their shattering assaults to best effect. No finer line-breaking unit is available to the Blood Angels commanders, and though unpredictable the Death Company make an exceptional terror weapon. Impenetrable defence lines are smashed wide open by bellowing black-armoured lunatics. Mighty monsters are dragged down, their flesh hacked and hewn even as they crush their aggressors one by one. Time and again the sacrifice of the Death Company has bought the Blood Angels victory, the guts of the enemy army torn out handful by bloody handful by relentless, howling madmen.

‘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

ALL-PERVADING TRAGEDY

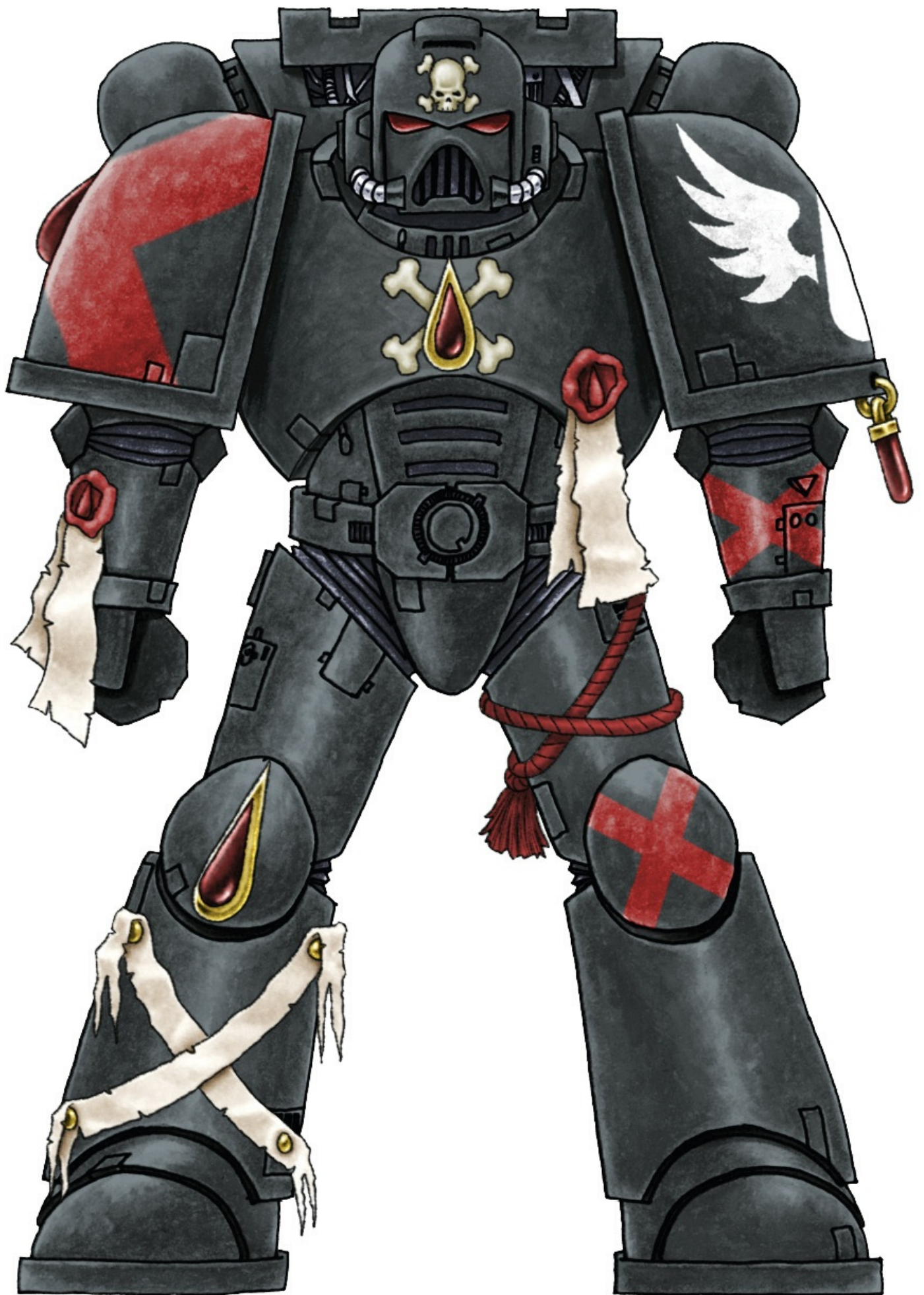
The Black Rage is a spiritual sickness, a malady from which no scion of Sanguinius is safe. Just as rank and file battle-brothers can fall to this curse, so too can vehicle crew, the commanders of the Chapter, and even the revenants that pilot the Blood Angels Dreadnoughts. The latter are transformed into terrifying engines of destruction; the pairing of a metal war engine with the mind of a madman can cause untold devastation amongst the foe. Yet no matter how powerful the Black Rage makes its hosts, the spiritual price paid is too steep to be borne.

Despite every effort by the afflicted Chapters to resist the curse, its grip seems only to have tightened as the centuries have passed. Before any given battle it is not uncommon for the Blood Angels to lose a handful of their brethren to the Black Rage. However, whispers circulate of the Blood Angels’ blackest days, of those rare occasions on which whole strike forces have fallen into madness en masse.

Such instances are thankfully rare, but it is an undeniable fact that they have occurred; indeed, on each occasion the Chaplains of the Reclusiam appear to have possessed

foreknowledge of the tragedy about to unfold, doing what they could to direct the fury of the storm to the Chapter's advantage. Chapter records speak of tragedies such as Nyctoth, the Scadden Atrocity, and the War of Broken Wings, citing them as terrible moments, black marks of shame for which the Blood Angels may never atone. That these conflicts largely ended in crushing victory for the Imperium is small consolation given the price paid by Sanguinius' sons in both lives and honour.

There are those within the Blood Angels and their successors who still seek escape from the curse that afflicts them. Brother Corbulo, Sanguinary High Priest, is renowned for his unrelenting search to find the cure to the Blood Angels' Flaw. Meanwhile Mephiston – the Chapter's Chief Librarian – appears to have overcome it altogether. Still the curse persists, eroding the Blood Angels' numbers and casting a dark shadow upon their spiritual integrity.



Lost Brother Raphaelus, formerly of the Blood Angels 3rd Company, 4th Tactical Squad, now

consigned to the Death Company.



THE ARTISTRY OF DEATH



The Blood Angels are amongst the finest craftsmen and artisans the Imperium has ever known. Even the most commonplace items of wargear produced by their forges are exquisite pieces, veritable works of art. They are no less lethal for this, however – a lesson that many foes have learned to their cost.

INFERNO PISTOL

More commonly seen in the hands of the Adepta Sororitas, the inferno pistol has also found a place amongst the armouries of the Blood Angels. These weapons are short ranged, restricting their versatility, yet their sheer lethality more than compensates for such limitations. Amongst the fast-moving strike forces of the Blood Angels, inferno pistols provide invaluable anti-tank firepower. Even should the Chapter's big guns be left behind, there is no threat Sanguinius' Sons cannot defeat.



HAND FLAMER

Unlike many Chapters of the Adeptus Astartes, the Blood Angels make widespread use of hand flamers. Such weapons are considered sub-optimal by most Space Marine Chapters. Their fuel reservoirs provide only a few shots and, in some cases, their barrels and casings can warp dangerously under the heat of repeated firing. The excellence of Baalite craftsmanship overcomes both issues, however. Blood Angels hand flamers are punchy, close range firethrowers, capable of scouring a bunker or corridor clean of foes with a single shot. Amongst the fast-paced offensives of the Blood Angels, these hand-held anti-personnel weapons regularly prove invaluable.



GLAIVE ENCARMINE

Each glaive encarmine is a Chapter relic in its own right. Indeed, some of these venerable weapons have been in service since before the Horus Heresy. Forged from an alloy known as ‘angelsteel’, whose secrets are known only to the artificers of the Blood Angels, these blades never scratch, warp or break, no matter what violence they are subjected to. Glaives encarmine take a variety of forms, though the majority are either long-bladed swords or heavy axes.



CHAINSWORD

Few Imperial weapons are as iconic as the chainsword. Those wielded by the battle-brothers of the Blood Angels are strikingly decorated, perfectly balanced, and expertly made. The teeth of each blade are made from the vitrified sands of Baal, atomically hardened to an unbreakable cutting edge. Anointed in blessed blood, the chainswords are held in stasis between battles to ensure their components remain untouched by the ravages of time.



DEATH MASK

The death masks of the Sanguinary Guard are golden war-helms around which crackle terrifying haloes of golden light. The machine spirit of each mask bonds closely with its wearer, its loyalty to him absolute. When a Sanguinary Guard falls in battle, his death mask is removed with much ceremony and placed within the Sarcophagus of Sorrows on Baal. The mask is left in its dark tomb for seven days and seven nights, by the end of which it will have taken on the stylised features of its former wearer. These transformations are claimed by the Blood Angels to be miracles, and none has ever proven otherwise.



BLOOD CHALICE

The very first blood chalices were presented to the Sanguinary Priesthood by Sanguinius himself. Legend has it that the Primarch somehow instilled a part of his being into each vessel, making them repositories of his divine power. Over the long centuries, many blood chalices have been lost to the caprices of war. Those that remain are considered highly sacred, and must be protected at all costs. To lose such a priceless relic is a black mark of shame that can never be expunged, and so Blood Angels will fight to the death rather than allow a blood chalice to fall into the hands of the foe.



BOLTGUN

Firing tight bursts of self-propelled micro-missiles, the boltgun combines versatility with a murderous stopping power that makes it the mainstay weapon of every Space Marine Chapter. However, though it is the iconic weapon of the Adeptus Astartes as a whole, few Chapters' boltguns can compare in quality to those of the Blood Angels. Perfectly machined, every component hand-crafted by master artisans, Blood Angels bolters never suffer mechanical failure of any sort. Their noble machine spirits are loyal and warlike in equal measure, while in many cases their decorative adornments of gold and bloodstone are worth more than an entire Imperial hive city.



BOLT PISTOL

The bolt pistols crafted by the Blood Angels are exceptional examples of their kind – finely wrought weapons of war as reliable as they are ornate. Unsurprisingly for such an aggressive Chapter, the bolt pistol has a special place in the hearts of the Blood Angels. Indeed, within the ranks of the Chapter's Assault Squads a practice has developed known as 'giving grace'. Before battle, the members of each squad carefully strip their bolt pistols, adding a single drop of their own shed blood to the weapons' inner workings before reassembling them. This ritual is believed to imbue the bolt pistols with the wrath of the Primarch himself, and is as important to Blood Angels Assault Marines as checking armour seals and recalibrating auto-senses.



SUCCESSOR CHAPTERS



The Blood Angels have founded a string of successor Chapters, each of which has inherited both the golden nobility of their forefathers, and their dark flaws. Some, such as the Lamenters or Knights of Blood, have wandered far on stranger paths. Others fight on like the heroes they are, their every selfless deed an effort to deny the beast within.

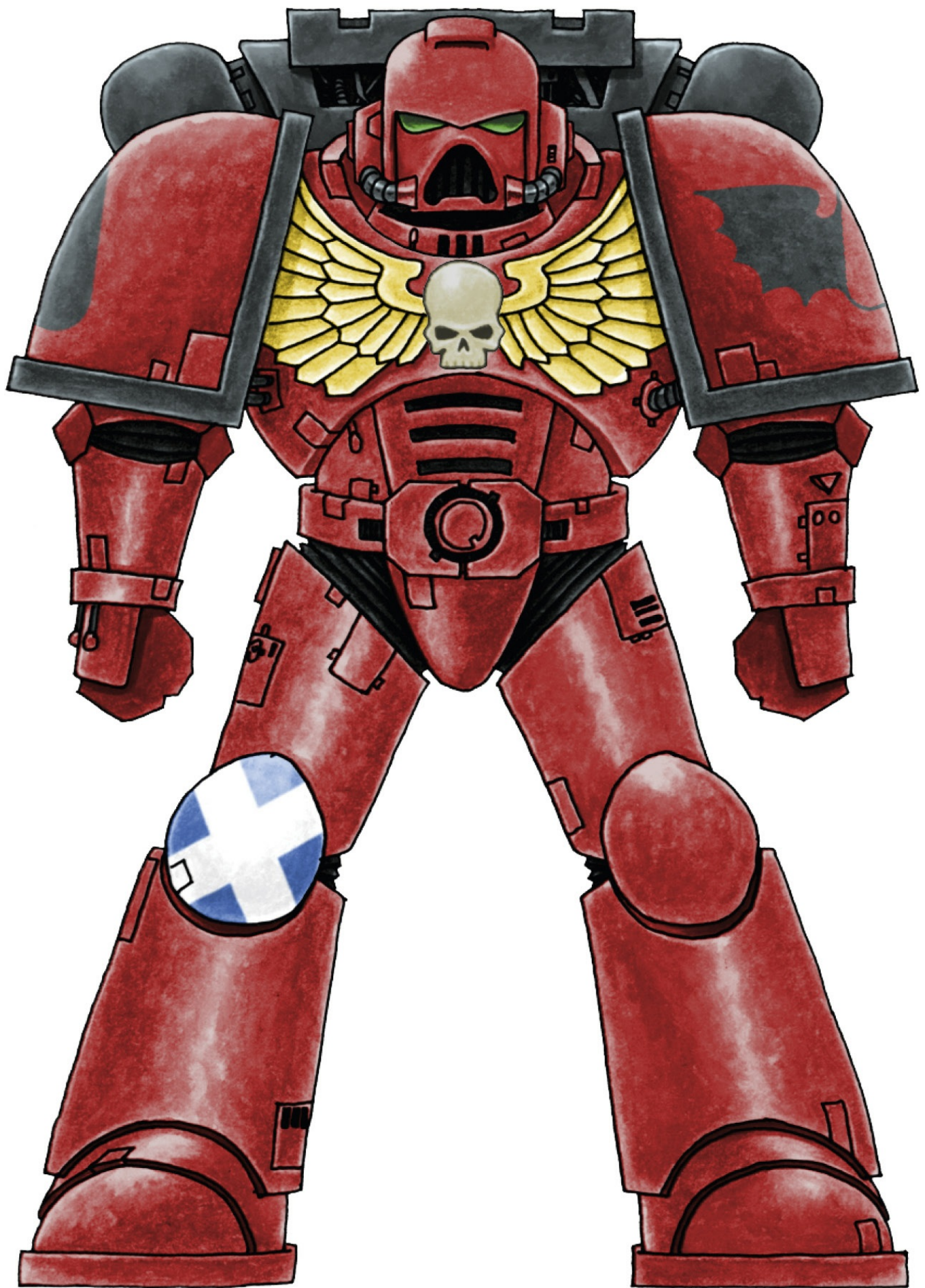
ANGELS ENCARMINE





Shoulder pad bearing the Angels Encarmine Chapter symbol

It is said by the Blood Angels' archivists that no Space Marine Chapter is as active as the Angels Encarmine. Their Chapter Master, Castellan Zargo, cannot rest at peace and so forever seeks opportunities to lead his brothers on campaign. As a result, the Angels Encarmine are rarely at full strength, their numbers worn down by the attrition of constant warfare. What the Angels Encarmine lack in numerical strength, however, is more than compensated for in fervour. They have never once denied a request for assistance by Imperial forces, and have won the approbation of Chapter Masters and Planetary Governors alike by their selfless heroism. For all their glorious victories, it is worrying to note that the Angels Encarmine rarely take to the field in a major engagement without their Death Company numbering at least thirty battle-brothers. This observation implies an increasing instability in the Chapter's gene-seed, and an inability to control the spiritual fury within.



*Battle-brother Vitrian, Angels Encarmine 5th Company,
6th Tactical Squad*

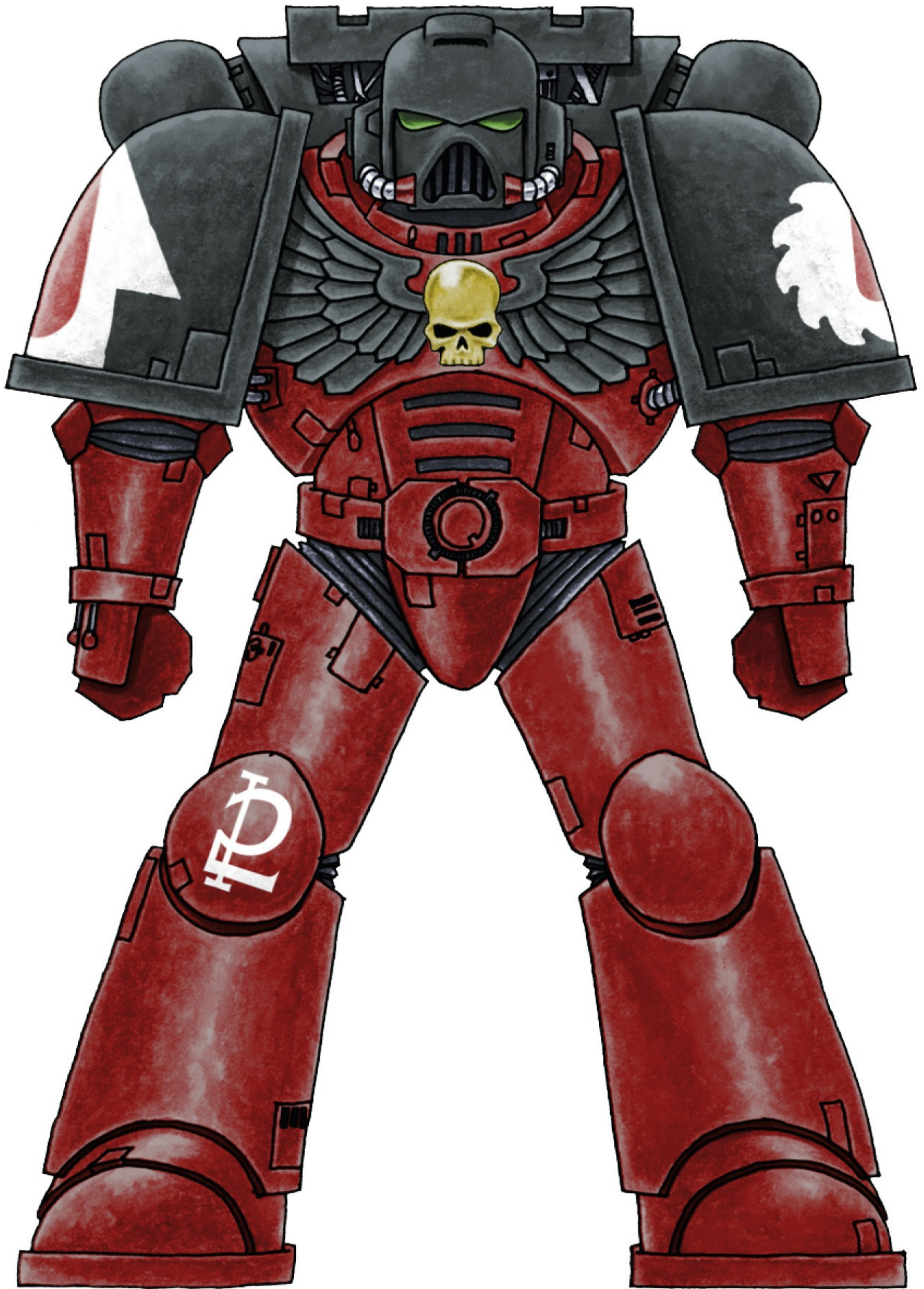
FLESH TEARERS





Shoulder pad bearing the Flesh Tearers Chapter symbol

The Flesh Tearers' blood-rage is infamous, as are the deeds said to have been performed by the Chapter's battle-brothers upon the battlefield. 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 need. This unsavoury reputation has only been exacerbated by rumours of blood rituals in the wake of successful campaigns. Indeed, repeated calls have been made by the Inquisition's Ordo Astartes to have the Chapter investigated for renegade tendencies. However, in recent years the inspired leadership of the Flesh Tearers' newest Chapter Master, Gabriel Seth, has begun to have a positive effect. Seth has rebuilt a viable relationship with the Blood Angels, a thing that once seemed impossible. Yet for all Seth's careful shepherding of his savage brothers, their gene-seed continues to destabilise at an unsustainable rate. Whether their declining numbers and blood-madness will lead these warriors onto the path of the renegade, only time will tell.



*Battle-brother Arteino, Flesh Tearers
5th Company, 2nd Tactical Squad*

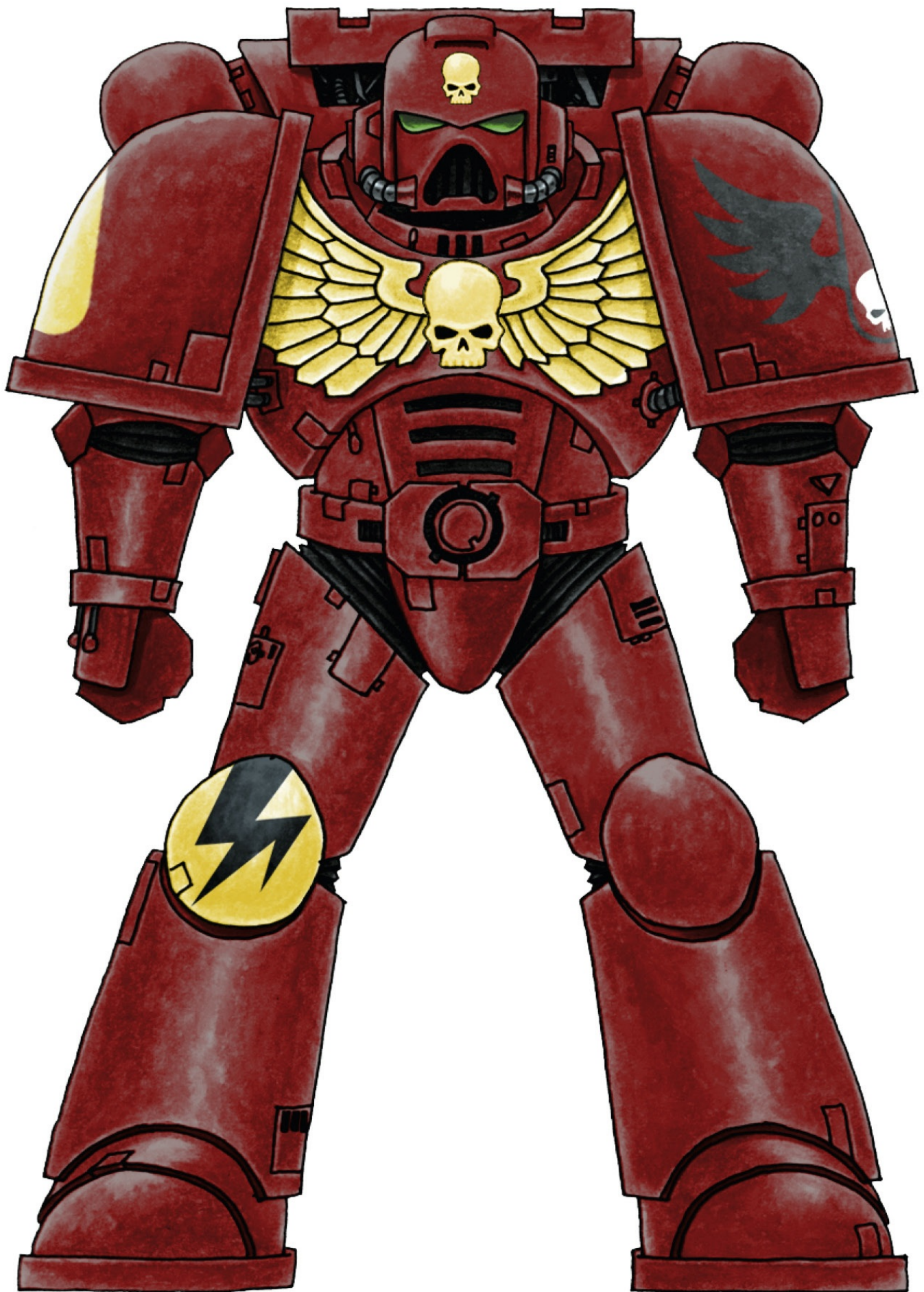
ANGELS VERMILLION





Shoulder pad bearing the Angels Vermillion Chapter symbol

Alone of the Blood Angels' successors, the Angels Vermillion shun all contact with their brother Chapters, choosing to bear their lingering curse in solitude and isolation. Little is recorded of the Angels Vermillions' actions in the days since the Second Founding, but whenever the Chapter is mentioned, its battle record is nothing short of exemplary. The relief of the Quatandrill Templesiege, the banishment of the Daemon Ag'thax'rae'phael on Parnassium, even the desperate campaign known as the Thousand Days of Pain, all of these are shining moments in an otherwise shrouded history. Indeed, there are many among the Blood Angels Chapter Council who advocate efforts to establish closer ties to this elusive successor Chapter, yet for reasons known only to himself, Commander Dante has always refused. It is impossible to say why the Angels Vermillion have chosen to endure their curse without the support of its brothers – perhaps they feel the shame must be borne alone, or perhaps they have a darker cause...



*Battle-brother Gabriel, Angels Vermillion 2nd Company,
8th Assault Squad*

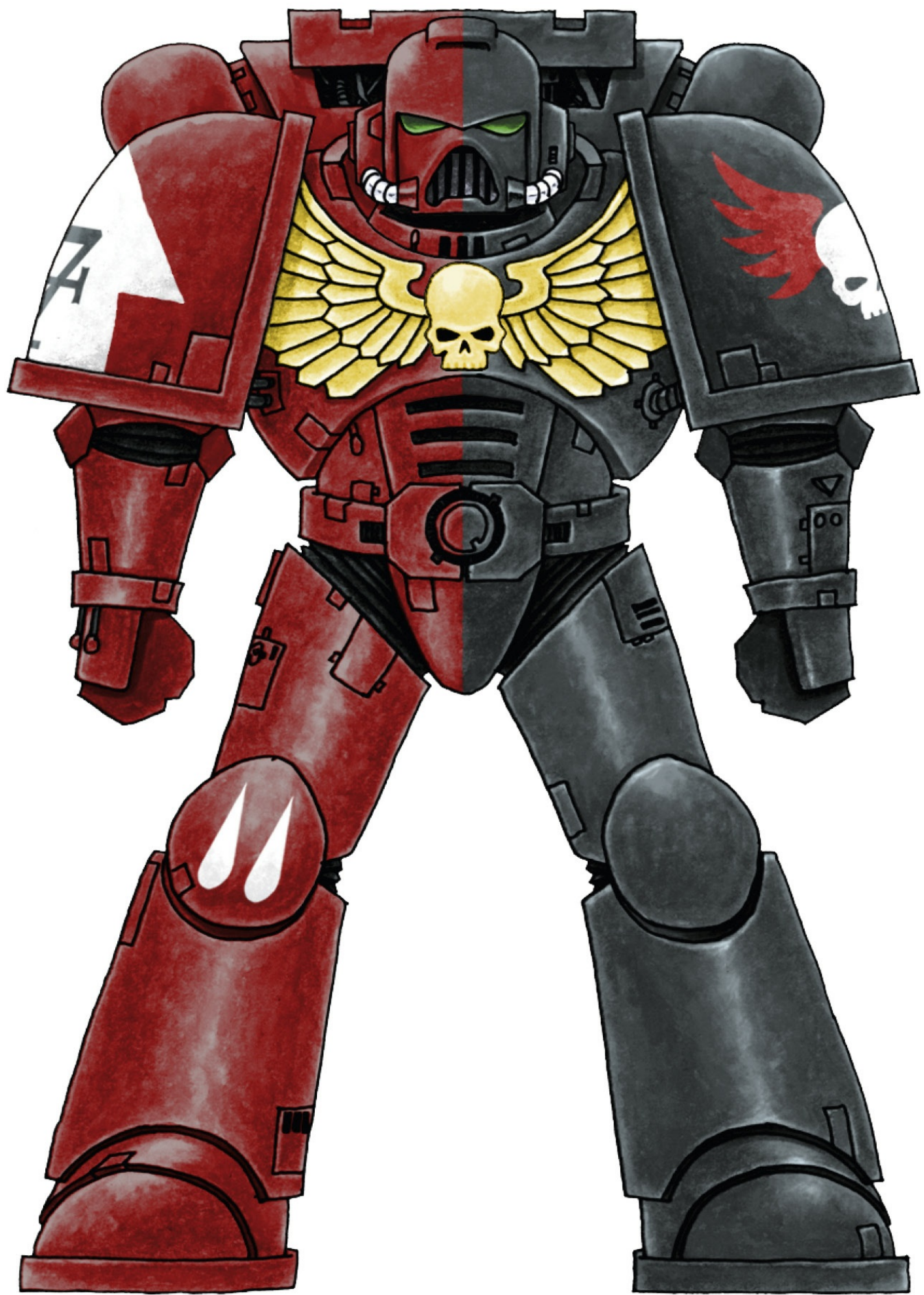
ANGELS SANGUINE





Shoulder pad bearing the Angels Sanguine Chapter symbol

The history of the Angels Sanguine is long and glorious. Indeed, the Chapter has been pivotal in many victories against the horrors emerging from the Eye of Terror. It was the Angels Sanguine who barred the gates of Gharvenghuul when the Pestilent Host fell upon them. It was the Angels Sanguine who shattered Lord Hakkath's gathering Gorestorm on Bedecca II, and who won a great victory on the Isles of the Void against a traitor army led by Typhus himself. Yet the shadow of the Flaw lingers ever about the Angels Sanguine. What drives the Chapter's battle-brothers to shield their faces from the gaze of others, never removing their helms save for in the privacy of their fortress monastery? Why has the Chapter seen such a spike in the rate of emergent psykers within its ranks, leading to a Librarius almost twice the size of that possessed by any other Blood Angels successor Chapter? And what is the secret of the catacombs that lie beneath the Chapter's home?



Battle-brother Faustin, Angels Sanguine 5th Company, 7th Tactical Squad

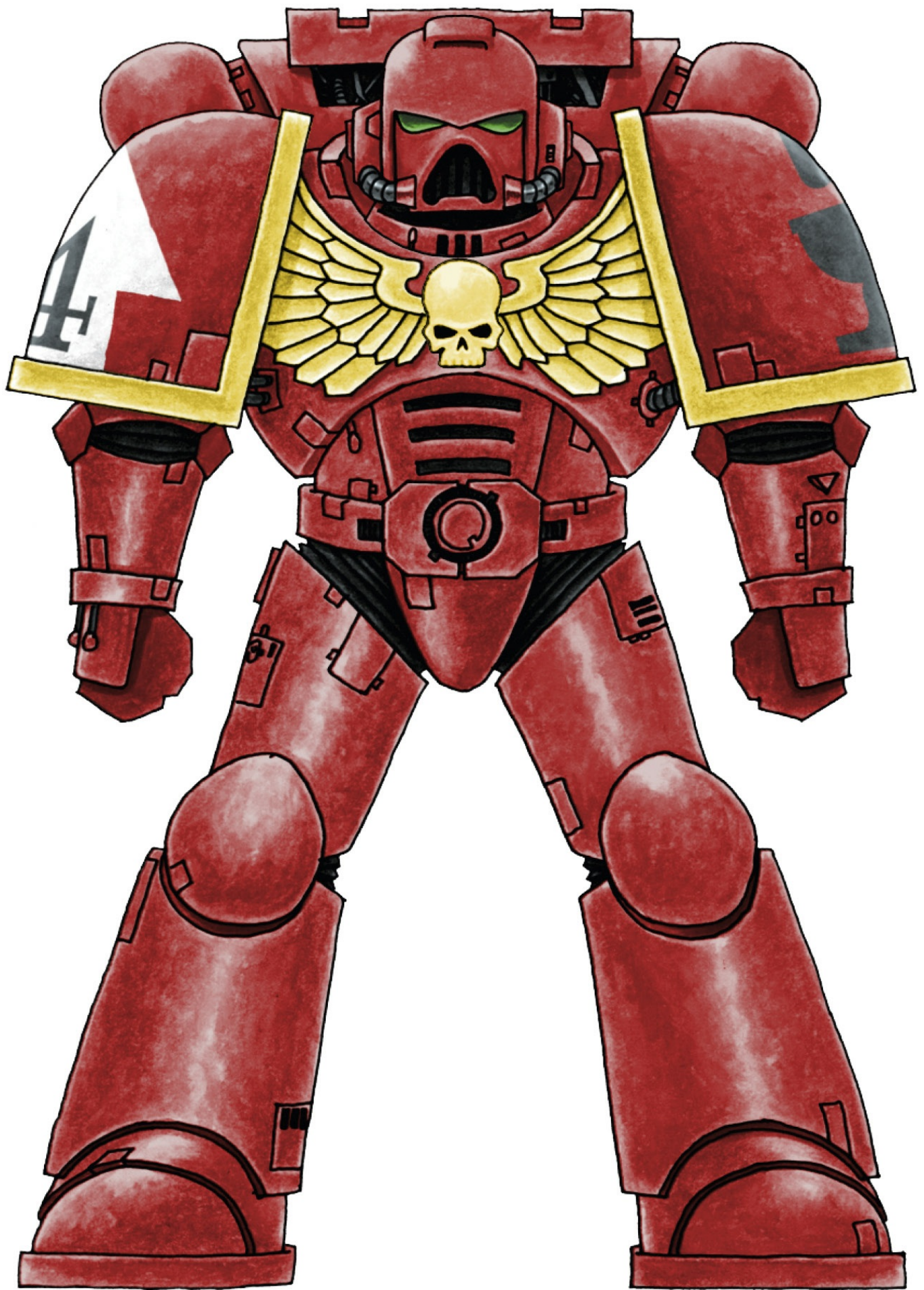
BLOOD DRINKERS





Shoulder pad bearing the Blood Drinkers Chapter symbol

Rather than deny the blood-lust that echoes through their souls, the Blood Drinkers have embraced it, making it a central part of their many rituals. The Sanguis Excrucio, the Blooded Sun, and the ritual of Red Tears are openly practised, proud warrior traditions that are made no secret of to outside observers. This acceptance of their nature seems to have afforded the Blood Drinkers an unprecedented level of control over the Flaw, even leading to claims of a slight decrease in instances of the Black Rage. However, it remains to be seen if this is a route to salvation, or but the first step on the long and well-intentioned road to damnation. Nevertheless, the Blood Drinkers ever aspire to be better than their corrupted flesh, striving endlessly to be judged as equals with the other Chapters of legend. It is a telling indictment of their noble character that the Blood Drinkers maintain close ties with several other Chapters considered above reproach, most notably the Novamarines and the famed Howling Griffons.



Battle-brother Vincenzo, Blood Drinkers 2nd Company, 4th Tactical Squad

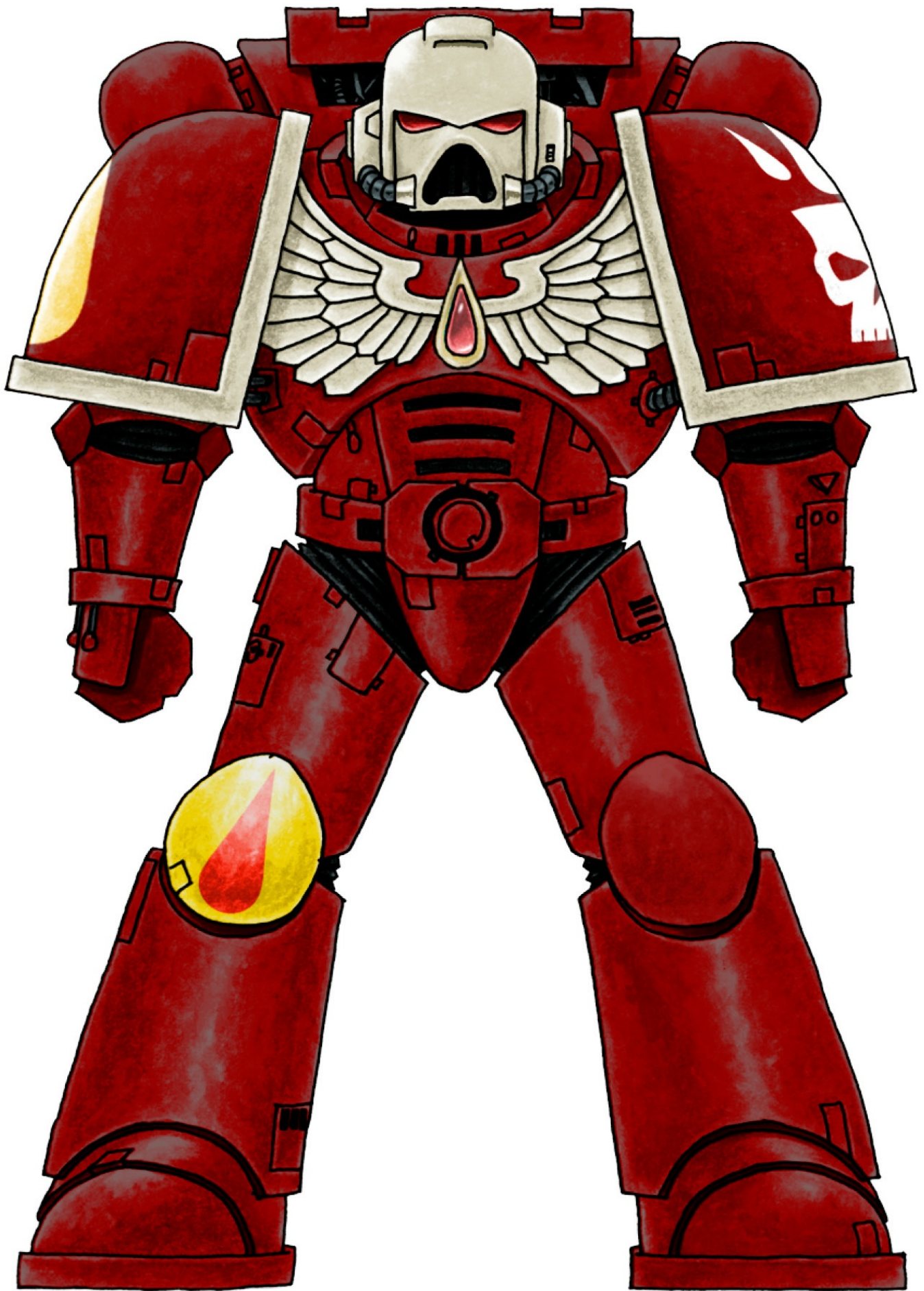
CARMINE BLADES





Shoulder pad bearing the Carmine Blades Chapter symbol

The Carmine Blades were not recognised as successors of the Blood Angels until late M41. Indeed, the Chapter were originally named the Swords of Haldroth after their feral recruiting world. They had long suffered from what they called the blood-curse, but had hidden their Flaw from prying eyes for fear of Inquisitorial sanction. Officially they were recorded as successors of the Ultramarines. It is unclear whether this came about as a result of an error within the Administratum, or an intentional ruse put in place by the Chapter's leaders in ages past. Whatever the truth, the Chapter's real heritage was revealed when High Chaplain Astorath was drawn instinctively to where the 'cursed brothers' were interred. On that day the fate of the Chapter was irrevocably changed, their true identity revealed to all. Renamed the Carmine Blades, these successors have 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. Ritual scarification and the flaying of captured foes are still widespread problems. Still, the Carmine Blades have proved resilient and resourceful successors.



Battle-brother Donatael, Carmine Blades 2nd Company, 3rd Tactical Squad

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.

C.M30 The Legions Arise

Utilising arcane sciences, the Emperor creates the weapon with which he will reclaim the galaxy for Mankind – the Space Marines. Amongst the Legions created in this First Founding are the Blood Angels, whose exploits soon see them greatly honoured.

C.M30 Sons of the Angel

The Great Crusade reaches Baal, and the Blood Angels are reunited with their Primarch, Sanguinius. Arguably the greatest of all the Emperor's sons, Sanguinius leads his Legion to ever greater glory.

C.M31 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 Sanguinary Guard 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 unlocks a terrible Flaw within the gene-seed of his Legion; this curse will bedevil the Blood Angels for evermore.

C.M31 A Troubled Succession

In the Heresy's wake, Roboute Guilliman's Codex Astartes is implemented throughout the Imperium. It fragments the Space Marine Legions that remain, scattering their strength wide for the sake of the Imperium's safety. Under the guidance of Azkaellon, Sanguinius' one surviving Sanguinary Guard, the Blood Angels Legion is broken down into the Blood Angels Chapter and their Second Founding Successors. After ensuring that the traditions and identity of the Blood Angels will be safeguarded in perpetuity, Azkaellon disappears from all Chapter records. It soon becomes clear that the deepening Flaw within the Blood Angels gene-seed has also beset their successors; the curse claims more battle-brothers with each passing year.



344.M33 The Blackstar Liberation

Warpstorm Korinthus finally abates, revealing the vast Blackstar System firmly in the grip of Chaos. More than half of the Blood Angels Chapter deploys to liberate the Imperial citizens of these worlds. The war that follows lasts two full years and pits the Blood Angels against a lethal coalition of Night Lords, Death Guard and Word Bearers. Eventually, the Blood Angels best their foes amid the nuclear fires of the battle of Neverwish, driving them back to the Warp in tatters. The cost is great, but the Sons of Sanguinius recover a huge and populous system for the Imperium.

400.M35 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, smashes aside the renegade warfleet of Lord Borvashik, and descends upon the Redhaven System. However, 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 so-called Shield of Sanguinius and is utterly destroyed.

266.M37 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 macrocities of Hell's Hollow. The Blood Angels and their brethren react to this new development with typical courage and resolve. The main strength of the strikeforce 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. Amid an orgy of violence, the black armoured battle-brothers slaughter everything in their path, closing the rift at the price of their own lives.

676.M40 A Bloody Reversal

During fierce fighting on the mountainous moon of Tytus, the Blood Angels of Strike Force Alenso succumb to the Red Thirst en masse. Though they smash into their greenskin foes

with unstoppable fury, the Blood Angels are swiftly engulfed. Buried beneath the relentless green tide, it appears that Strike Force Alenso is lost. Yet at the last moment, a heroic drop-offensive by the Elysian 46th Airborne rescues the Blood Angels from disaster. In the battle's wake, Captain Alenso personally honours the Elysians' Colonel Vandegrahst, displaying a humility that leaves the Astra Militarum officer speechless.

187.M41 A Bounty Denied

For almost a decade the gloom-shrouded worlds of the Shadowblight system have suffered the uncontested predation of Dark Eldar raiding bands. This cruel fate has been long concealed by a shield of flickering illusions thrown up by Commorrite mirrorbeacons. However, upon detecting this barrier of bewilderment and misdirection, a triumvirate of Blood Angels Librarians bend their formidable mental powers to break through.

This they do, laying bare the miserable worlds beyond along with their surprised tormentors. Led by the trio of Librarians, an outraged force of Blood Angels descends to punish the arrogant xenos. The campaign that follows is bloody in the extreme, the fury of the Blood Angels pitted against the skill and contempt of the Commorrites. Casualties are high on both sides; the Dark Eldar possess the edge in speed and stealth, the Blood Angels in resilience and determination.

Finally, after the destruction of Archon Sybralath's Palace of Torments, the Dark Eldar lose their will to fight and retreat to the Webway in disgust. Victory belongs to the Blood Angels, and to the Shadowblight survivors they have liberated.

589.M41 Cleansing of the Sin of Damnation

A space hulk codenamed *Sin of Damnation* drops out of the Warp, dangerously close to the Blood Angels' homeworld of Baal. Strike Force Raphael moves to intercept the hulk, deploying squads of 1st Company Terminators via boarding torpedoes. A vicious battle erupts throughout miles of tangled corridors, chambers and ducts as the Blood Angels battle furiously against the hulk's Genestealer infestation. Finally, despite heavy casualties and much bloody hardship, the *Sin of Damnation* is cleansed and its secrets plundered in the Imperium's name.

746.M41 Suffer not the Alien...

Three companies of Blood Angels aid the Ultramarines in their war with Hive Fleet Behemoth. Over the course of three bloody years, these Baalite battle-brothers aid the warriors of Ultramar time and again. They return to Baal well versed in the ways of battling the Tyranid threat.

815.M41 A New Beginning

Gabriel Seth becomes Master of the Flesh Tearers. His first act is to repair relations between his Chapter and the Blood Angels, the pact of brotherhood having been sundered by centuries of the Flesh Tearers' bloodthirsty ways.



823.M41 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 acts of piracy by a ragtag fleet of renegades. Though the pirate fleet is quickly shattered, their flagship breaks up in the Khartan atmosphere, raining its wreckage across the planet. The ship's Warp core 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 core, deactivating it and ending Khartas' nightmare. In the wake of the madness, the Sanguinor disappears without a trace.

830.M41 The Axonar Spirewar

Commander Dante sends the 3rd and 4th Companies to quell rebellion on the hive world of Axonar. Deeming the defences at the base of the hive cities to be too formidable for a direct assault, Captain Metraen orders a series of low-orbit jump pack insertions onto the upper spires. Trapped behind their own defences, the rebels are swiftly crushed.

841.M41 Blood on the Ice

On the frozen world known as the Ommissiah's Eye, Explorator Station Lambda-Binaris comes under attack by unknown assailants. Blood Angels Strike Force Castigon responds to the station's distress call, reaching the ice-locked planet at the same time as a bulk transporter sent by the knightly house Krast. Captain Castigon and Baron Bartolf of House Krast make common cause, the two warriors quickly establishing a bond of mutual respect.

Combining their forces, Castigon and Bartolf launch a heavy combat drop at the northern and southern extremes of the sprawling Explorator station. Household detachments of Krast Knights make planetfall amongst plummeting spreads of Drop Pods while Stormraven Gunships streak overhead. The two forces begin to sweep through the complex from opposite

ends, combing its snow-heaped streets and semi-ruined buildings for signs of life. However, within minutes of the operation beginning, both forces come under heavy attack by ambushing forces of Night Lords Traitor Marines.

A running battle erupts through the frozen complex, Knights wading through the traitors' firepower with guns roaring while Blood Angels flood forward around their feet. The Night Lords' trap begins to unravel as the traitors realise they have caught more dangerous quarry than they bargained for. Abandoning their assault, the Night Lords attempt a fighting retreat, triggering explosive charges spread throughout the complex in an attempt to cover their escape. However, Captain Castigon leads his Assault Squads and Death Company in a frenzied attack upon the retreating Chaos forces. This maddened charge pins the foe in place long enough for reinforcements to move up. Caught between the Blood Angels and their towering allies, the Chaos force is exterminated to the last warrior.

872.M41 Armoured Might

Several armoured regiments of Astra Militarum fall to the temptations of Chaos during the Kasablan campaign. Turning on their allies, the renegade tankers seize the world's capital city in the name of the Ruinous Powers, before beginning extermination sweeps across Kasablan's plains. Retribution is swift, however, as a spearhead of Blood Angels tanks is loosed upon the traitors. Lucifer engines howling, the Baal Predators and Razorbacks of the Blood Angels consistently outmanoeuvre the heavier traitor armour. The renegades find their tanks cut apart by withering crossfires that leave smoking wrecks littering the azure plains.

The fallen Astra Militarum forces stage a breakout toward Kasablan's mountaintop spaceport, but their charge comes to a crashing halt when Thunderhawk Landers deploy a wave of red armoured Land Raiders directly in their path. Caught between the wrathful tank brigades of the Blood Angels, the last traitors fight frantically, but their position is hopeless. Despite significant casualties, the Blood Angels crush the foe beneath the grinding treads of their battle tanks.

877.M41 The Mel'yanneth Skywar

Captain Metraen is charged with the destruction of the Eldar Raiders operating from a fortress hidden in the poisonous atmosphere of the gas giant Mel'yanneth. Harnessing the Chapter's entire fleet of Stormraven and Thunderhawk Gunships, 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 Eldar 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 crushing defeat.

926.M41 The Worldengine

The Blood Angels 2nd and 4th Companies are despatched to the Vidar Sector to assist against the threat of the Necron Worldengine. Following the sacrifice of the Astral Knights Chapter and the destruction of the Worldengine, it is Captain Donatos Aphael of the 2nd Company who proposes that a permanent 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.



927.M41 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.

941.M41 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, chiefly because only the overcharged engines of their Lucifer-class Rhinos can hope to keep pace with the roaming convoys of Ork Speed Freaks.

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 'eavy 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.

992.M41 The Hives of Hollonan

Chief Librarian Mephiston leads strike force Sanguinatus to exterminate a Genestealer cult on the hive world of Hollonan. Though the infestation is swiftly cleansed, a mighty tendril of Hive Fleet Kraken descends upon the hive world. Mephiston, recognising that his force is outmatched, sends a distress call into the void before digging in for the inevitable assault.

The Tyranid invasion is not long in coming, Hollonan's skies darkening with spores. The days that follow are horrific, long hours dragging by as wave after wave of Tyranid warrior-beasts hurl themselves at the Imperial defences. Only Mephiston's leadership holds the defenders together as they are driven steadily back into Hollonan's sprawling underhive.

Finally, during the desperate defence of the Chapel of the Emperor's Repose, Mephiston single-handedly holds off a mighty Tyranid swarm. He slays the Hive Tyrant at the attackers' heart, before being felled by a rampaging Trygon. However, Mephiston's fall only serves to drive the surviving Blood Angels and PDF to new heights of fury. So it is that, as fresh companies of Blood Angels and Angels Vermillion plunge through the tainted skies, the last of the defenders still live to be rescued. The Space Marines are not alone, for a force of Eldar from Craftworld Ulthwé fight at their side. However, these enigmatic allies remain just long enough to see the splinter fleet eradicated and Mephiston pulled broken but unbowed from the wreckage, before they vanish once more.



994.M41 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 the twelve worlds of Blackfang, but also from two neighbouring systems.

995.M41 Beheading the Serpent

Tycho's 3rd Company is one of many Space Marine strike forces that responds to the threat of Hive Fleet Jormungandr. Though Tycho leads his battle-brothers to several crucial victories, so reckless are his tactics that the Sanguinary Priests begin to fear for his sanity.

998.M41 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 his 3rd Company to Armageddon's aid. The consequences of this decision will prove dire indeed, yet honour demands that the Blood Angels can do no less.

998.M41 The Shield of Baal

News reaches Baal that the Cryptan Shield, intended to hold back the might of Hive Fleet Leviathan, has collapsed. Already Commander Dante has put plans in motion to defend the Blood Angels' home world, strike forces fighting hit-and-run battles with Leviathan's smaller splinter fleets throughout the Red Scar. Meanwhile, the defences of Baal and her moons have been bolstered like never before; indomitable fortresses rise above the sweltering sands, and the might of the Blood Angels' successor Chapters gathers from across the galaxy. Yet still it may not be enough, for the Tyranids are seemingly without number, and Hive Fleet Leviathan is learning the weaknesses of its prey at an exponential rate.

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. He will see the defences shored up if such a thing is still possible, and if not will do battle with the Cryptoid Tendril directly in a desperate bid for the salvation of Baal.



SONS OF SANGUINIUS



The skills of the artisan run deep within the gene-seed of the Blood Angels and their successor Chapters. This fact is reflected in the incredible craftsmanship of their wargear, weaponry and vehicles. Warriors soar into battle upon flaming wings. Finely woven banners flutter in the breeze, emblazoned with ancient and honour-steeped heraldry. Each gun and each blade is expertly made and perfectly balanced, a finely wrought tool of utmost lethality. Red and gold, black and bone, the Sons of Sanguinius surge into battle, appearing every inch the angels of death that legend paints them.





Captain Aphael, Master of the Watch and leader of the Blood Angels 2nd Company



**Brother Amadeon, Blood Angels Devastator of the 2nd Company,
wielding a potent multi-melta**







Sergeant Goriel, a Tactical Squad Sergeant of the Blood Angels 2nd Company



**Sergeant Angelon of the Blood Angels 2nd Company, wielding an
ornately decorated chainsword and combi-grav**





Lost Brethren of the Blood Angels Death Company, formally designated Squad Sacrifin. They are led into their final battle by fallen hero Captain Gaius, and transported by the ancient Rhino Charon's Duty.





The Black Rage can take even those fallen heroes installed within a sacred sarcophagus – those so afflicted are known as Death Company Dreadnoughts. Their rage-fuelled strength makes them perhaps the most terrifying of all the Chapter's warriors.





Armed with flamer and power fist, a Death Company Dreadnought can bring ruin to even the most formidable of enemy fortresses.







Vanguard Veterans of Squad Marius, equipped for close assault



**Captain Karlaen, Terminator armoured Captain of the Blood Angels
1st Company and sworn Shield of Baal**



**Ancient Zorael, Furioso Dreadnought armed with a frag cannon and
power fist**



Epistolary Martellos, a powerful psyker armed with a force axe and clad in Terminator armour





Flesh Tearers Terminator Assault Squad Danatael, equipped exclusively with crackling lightning claws ideal for tearing apart enemy infantry



Flesh Tearers Tactical Squad Lucien, advancing upon the foe with armoured support from a Furioso Dreadnought and Predator battle tank







FORCES OF THE BLOOD ANGELS



The following section details background and rules information that describe the forces used by the Blood Angels – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Blood Angels miniatures into an army ready to fight battles in your games of Warhammer 40,000.

DATASHEETS

Each Blood Angels unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:







DEATH COMPANY SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Death Company Marine	4	4	4	4	1	4	2	8	3+

UNIT TYPE:
Infantry

UNIT COMPOSITION:
5 Death Company Marines

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Fearless
- Feel No Pain
- Furious Charge
- Rage
- Relentless

OPTIONS:

- May include up to ten additional Death Company Marines...20 pts/model
- Any Death Company Marine may replace his bolt pistol with a boltgun...free
- Any Death Company Marine may replace his bolt pistol and/or chainsword with:
 - Power weapon...15 pts/model
 - Power fist...25 pts/model
 - Thunder hammer...30 pts/model
- Any Death Company Marine may replace his bolt pistol with one of the following:
 - Hand flamer...10 pts/model
 - Inferno pistol or plasma pistol...15 pts/model
- The entire squad may have jump packs...3 pts/model
- If they do not select jump packs, the unit may select a Drop Pod, or Razorback as a Dedicated Transport.

1. Faction: The unit's Faction is shown here by a symbol. All units that have this symbol, which is all the units described in this book, have the Blood Angels Faction.

2. Battlefield Role: The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support or Lords of War. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.

3. Unit Name: Here you will find the name of the unit.

4. Points Cost: This is the points cost of the unit without any upgrades, used if you are

choosing an army to a points value.

5. Unit Profile: *This section will show the profiles of any models the unit can include.*

6. Unit Type: *This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.*

7. Unit Composition: *This section will show the number and type of models that make up the basic unit, before any upgrades are taken.*

8. Wargear: *This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix of this book. The cost for all the unit's basic equipment is included in its points cost.*

9. Special Rules: *Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this book or in the Special Rules section of Warhammer 40,000: The Rules.*

10. Options: *This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.*



RELIC OF BAAL

Blood Reaver: Never was a weapon so aptly named as Seth's massive chainsword. Armed with this ruinous blade, Seth can carve even the most heavily armoured opponents apart in welters of gore.

Range	S	AP	Type
-	x2	4	Melee, Rending, Two-handed



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. 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. It is too early to tell if Seth's strategy will ultimately bear fruit. Despite his intentions, Seth has done little to dispel the mistrust of his staunchest critics. Yet such things are of little concern to the Flesh Tearers Chapter Master, for, in his heart, Seth has never truly abandoned hope that the Flesh Tearers can be spared from ultimate oblivion. It is a desperate hope, at best.

11. Warlord Traits: Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.

12. Relics of Baal: Some entries have unique items of wargear, the description and rules for which will be listed here.

13. Unit Description: This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.

BLOOD ANGELS WARGEAR LIST



These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

Ranged Weapons

A model may replace its bolt pistol and/or Melee weapon with one of the following:

- Storm bolter...*5 pts*
- Combi-flamer, -grav, -melta or -plasma...*10 pts*
- Hand flamer ¹...*10 pts*
- Grav-pistol...*15 pts*
- Inferno pistol ¹...*15 pts*
- Plasma pistol...*15 pts*

Melee Weapons

A model may replace its bolt pistol, boltgun and/or Melee weapon with one of the following:

- Chainsword...*free*
- Power weapon...*15 pts*
- Lightning claw...*15 pts*
- Power fist...*25 pts*
- Thunder hammer...*30 pts*

Terminator Weapons

A model wearing Terminator armour may replace its storm bolter with one of the following:

- Combi-flamer, -melta or -plasma...*5 pts*
- Lightning claw...*10 pts*
- Thunder hammer...*25 pts*

A model wearing Terminator armour may replace its power weapon with one of the following:

- Lightning claw...*5 pts*
- Storm shield...*5 pts*

- Power fist...*10 pts*
- Chainfist...*15 pts*
- Thunder hammer...*15 pts*

Heavy Weapons

A model may replace its boltgun with one of the following:

- Heavy bolter...*10 pts*
- Heavy flamer ²...*10 pts*
- Multi-melta...*10 pts*
- Missile launcher (with frag and krak missiles)...*15 pts*
- ° May also take flakk missiles...*10 pts*
- Plasma cannon...*15 pts*
- Lascannon...*20 pts*

Special Weapons

A model may replace its Melee weapon or boltgun with one of the following:

- Flamer...*5 pts*
- Meltagun...*10 pts*
- Grav-gun...*15 pts*
- Plasma gun...*15 pts*

Special Issue Wargear

A model may take up to one of each of the following:

- Auspex...*5 pts*
- Melta bombs...*5 pts*
- Digital weapons...*10 pts*
- Teleport homer...*10 pts*
- Jump pack ^{3, 4, 5}...*15 pts*
- Space Marine bike ^{3, 4}...*20 pts*

Relics of Baal

Only one of each Relic of Baal may be taken per army. A model may replace one weapon with one of the following:

- The Crown Angelic ⁶...*10 pts*
- The Veritas Vitae ^{6, 7}...*15 pts*

- Valour's Edge...*20 pts*
- Fury of Baal...*25 pts*
- The Angel's Wing ^{3, 4, 6}...*25 pts*

Dreadnought Weapons

A model may replace its multi-melta with one of the following:

- Twin-linked autocannon...*5 pts*
- Twin-linked heavy bolter...*5 pts*
- Twin-linked heavy flamer...*5 pts*
- Plasma cannon...*10 pts*
- Assault cannon...*20 pts*
- Twin-linked lascannon...*25 pts*

Blood Angels Vehicle Equipment

A model may take up to one of each of the following:

- Dozer blade ⁸...*5 pts*
- Storm bolter...*5 pts*
- Extra armour...*10 pts*
- Hunter-killer missile...*10 pts*

¹ *May not be taken by Scout Sergeants, Veteran Scout Sergeants, Scout Biker Sergeants or Scout Biker Veteran Sergeants.*

² *May only be taken by Sternguard Veterans and Tactical Squads.*

³ *Note that these pieces of wargear are mutually exclusive. For example, a Librarian riding a Space Marine bike may not also take a jump pack.*

⁴ *May not be taken by models wearing Terminator armour.*

⁵ *May not be taken by models with a servo-arm or servo-harness.*

⁶ *Does not replace one of the character's weapons.*

⁷ *May only be taken by your Warlord.*

⁸ *May not be taken by a Land Raider of any type.*



Captain

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	3+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Captain

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Iron halo

SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge
- Independent Character

OPTIONS:

- May replace bolt pistol with a boltgun...*free*
- May replace chainsword with a relic blade...*25 pts*
- May take a storm shield...*15 pts*
- May replace power armour with artificer armour...*20 pts*

- May take items from the **Melee Weapons**, **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of Baal** lists.
- May replace power armour, bolt pistol, chainsword and frag and krak grenades with Terminator armour, storm bolter and power weapon...30 pts
- A Captain in Terminator armour may only take items from the **Terminator Weapons**, **Special Issue Wargear** and/or **Relics of Baal** lists.



The Imperium can lay claim to few heroes as noble as the Captains of the Blood Angels. A master of the arts of battle, each of these skilled warriors is charged with command of an entire company of Blood Angels. Such an appointment presents the Captain with the power to conquer worlds. However, it also comes with a price. Like most Space Marine Chapters, the Blood Angels have but ten such companies to spread across the stars. Thus, while a Blood Angels Captain is afforded near autonomous authority, he must also bear a vast weight of responsibility upon his shoulders. The Imperium as a whole is his to defend, the honour of his battle-brothers his to uphold. It is unsurprising, then, that Commander Dante and his Chapter Council select Blood Angels Captains with the greatest of care. Such diligence brings its own rewards; each Blood Angels Captain is a mighty hero, whose strategic brilliance is matched by his talent for carving down every enemy that stands in his path.



Librarian

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

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Librarian

WARGEAR:

- Power armour
- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades
- Psychic hood

SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge
- Independent Character
- Psyker (Mastery Level 1)

PSYKER:

Librarians generate their powers from the **Sanguinary**, **Biomancy**, **Daemonology**, **Divination** and **Pyromancy** disciplines.

OPTIONS:

- May be upgraded to Psyker (Mastery Level 2)...25 pts

- May replace bolt pistol with a boltgun...*free*
- May take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of Baal** lists.
- One Librarian in your army may replace his force weapon with Gallian's Staff...*10 pts*
- May replace power armour, bolt pistol and frag and krak grenades with Terminator armour...*25 pts*
- A Librarian in Terminator armour may take one of the following:
 - Storm bolter...*5 pts*
 - Combi-flamer, -melta or -plasma...*10 pts*
 - Storm shield...*10 pts*
- A Librarian in Terminator armour may only take items from the **Special Issue Wargear** and/or **Relics of Baal** lists.



Although incredibly rare, psychic might runs stronger through the veins of the Blood Angels than most. A product of the Chapter's unique bond with their Primarch, this peculiarity means that the Sons of Sanguinius' psykers are often unusually powerful. The untrained mind of a psyker is a terrible threat to all around them, a gateway for the Daemons of the

Warp to tear wide open. Careful screening and harsh training ensures that Blood Angels Librarians do not suffer this fate. Instead they become steely warriors easily as capable as any of their brothers. Furthermore, their powers make them living weapons with the ability to exsanguinate foes at a glance, glean fragments of future events, or swoop across the battlefield on spectral golden wings. The Librarians of the Blood Angels are perhaps closer to their Primarch than any, yet still they stand remote from their battle-brothers. After all, should so powerful a psyker fall to the Flaw, the destruction caused would be grievous indeed. Thus the Librarians are watched cautiously lest they fall from grace into damnation.



CAPTAIN TYCHO

MASTER OF SACRIFICE

	WS	BS	S	T	W	I	A	Ld	Sv
Captain Tycho	6	5	4	4	3	5	3	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Artificer armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Digital weapons
- Iron halo

WARLORD TRAIT:

- Red Rampage

SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge
- Hatred (Orks)
- Independent Character



RELIC OF BAAL

Blood Song: *This weapon was made for Tycho by the Chapter's master artificers,*

and is as much a symbol of status as it is a terrifying weapon of war. Perfectly calibrated and imbued with a machine spirit of exceptional nobility, Blood Song has never let its master down.

Blood Song is a combi-weapon with the following profile:

Range	S	AP	Type
24"	4	4	Rapid Fire, Master-crafted
18"	8	1	Assault 1, Melta, Master-crafted, One Use Only



Erasmus Tycho was once the best and brightest his Chapter had to offer. Indeed, there were those who whispered that he was being groomed as Dante's successor. When Tycho assumed command of the Blood Angels 3rd Company during the Second War for Armageddon, his star seemed truly on the rise. Tycho led his battle-brothers in a series of lightning fast assaults that saw Boss Grakka's Speed Freeks routed, the defences along the River Chaeron

recaptured, and Ork supply lines sundered at half a dozen key points. For a time it seemed Tycho and his warriors might turn the tide of the Armageddon conflict almost single-handed. Then, during a raid on an Ork position, Tycho's command was ambushed. Though they prevailed, Tycho himself was maimed by a brutal psychic assault from a greenskin Weirdboy. He survived, but with one side of his face frozen in an ugly rictus grin. The damage was concealed using a golden mask, yet the deeper hurt remained. Tycho was left with inner scars of bitterness and rage, the terrible extent of which would be revealed in the years to come.



TYCHO THE LOST THE FALLEN STAR

	WS	BS	S	T	W	I	A	Ld	Sv
Tycho the Lost	6	5	4	4	3	5	4	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Artificer armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Digital weapons
- Iron halo

WARLORD TRAIT:

- Red Rampage

SPECIAL RULES:

- Fearless
- Feel No Pain
- Furious Charge
- Hatred (Orks)
- Independent Character
- Rage
- Relentless

Fallen to the Black Rage: You cannot include Tycho the Lost in an army that includes Captain Tycho. Tycho the Lost can only join a Death Company Squad.



RELIC OF BAAL

Blood Song: *Tycho bore his signature combi-melta even after his submission to the insanity of the Black Rage. At Tempestora, Blood Song's fiery wrath mirrored the Captain's own, and the masterwork weapon wrought terrible ruin upon the greenskin invaders before Tycho's fall.*

Blood Song is a combi-weapon with the following profile:

Range	S	AP	Type
24"	4	4	Rapid Fire, Master-crafted
18"	8	1	Assault 1, Melta, Master-crafted, One Use Only



After the Second War for Armageddon it swiftly became apparent that all was not well with Erasmus Tycho. Commander Dante reluctantly assigned Tycho to permanent battle duty, yet even there he was ever more violent of temperament, 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 the Ork-held hive of Tempestora. Though his charge carried the day, and though the ferocity of his assault has since become legend, the Captain fell at the last. In death he found redemption, his twisted face settling into an image of serenity. It is whispered in the halls of the Apothecarion that when his half-mask was removed during the funereal rites, not a single hint of disfigurement could be found.



LIBRARIAN DREADNOUGHT

	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Librarian Dreadnought	5	4	6	13	12	10	4	2	3

UNIT TYPE:
Vehicle (Walker, Character)

UNIT COMPOSITION:
1 Librarian Dreadnought

- WARGEAR:**
- Furioso force halberd
 - Power fist with built-in storm bolter
 - Psychic hood
 - Searchlight
 - Smoke launchers

WARLORD TRAITS:
If your Warlord is a Librarian Dreadnought, you must roll on the Warlord Traits table in this book – he can never roll on any other Warlord Traits table.

- SPECIAL RULES:**
- Furious Charge
 - Psychic Pilot (Mastery Level 1)

PSYKER:
Librarian Dreadnoughts generate their powers from the **Sanguinary**, **Biomancy**, **Daemonology**, **Divination** and **Pyromancy** disciplines.

OPTIONS:

- May be upgraded to Psychic Pilot (Mastery Level 2)...25 pts
- May replace storm bolter with one of the following:
 - Heavy flamer...10 pts
 - Meltagun...10 pts
- May select a Drop Pod as a Dedicated Transport.



A Librarian Dreadnought is a truly potent warrior. Between his array of psychic abilities, blazing force weapon and crushing fist, the pilot is prepared to best any foe. As resilient as a battle tank, this armoured walker is piloted by the interred remains of a Blood Angels Librarian. Too broken in body to fight on unaided, the Librarian now strides into battle cradled in an unyielding adamantium frame. Though his flesh-and-blood form is a crippled ruin, the Librarian's mind remains as powerful as ever. Indeed, this mental fortitude renders Blood Angels Librarians nearly immune to the gradual disconnect suffered by most Dreadnought pilots. A number of these venerable ancients therefore serve as advisors to Commander Dante himself, their counsel as sage now as it ever was in their former lives.



MEPHISTON

LORD OF DEATH

	WS	BS	S	T	W	I	A	Ld	Sv
Mephiston	6	5	5	5	3	5	4	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Artificer armour
- Plasma pistol
- Force sword
- Frag grenades
- Krak grenades
- Psychic hood

WARLORD TRAIT:

- Soulwarden

SPECIAL RULES:

- And They Shall Know No Fear
- Fleet
- Furious Charge
- Independent Character
- Psyker (Mastery Level 3)

Transfixing Gaze: Roll 2D6 at the start of each Fight sub-phase in which Mephiston is fighting in a challenge; if the result is greater than or equal to his opponent's Leadership, Mephiston's melee attacks will, until the end of the Assault phase, hit on a 2+, irrespective of the two models' Weapon Skill values.

PSYKER:

Mephiston always knows the *Sanguine Sword* psychic power. He may generate two more powers from the **Sanguinary**, **Biomancy**, **Daemonology**, **Divination** and **Pyromancy** disciplines.

Sanguine Sword...Warp Charge 1

Mephiston's force sword bursts into crimson flame, kindled with the heat of his inner rage.

Sanguine Sword is a **blessing** that targets Mephiston. Whilst the power is in effect, his force sword has Strength 10.



There was once a courageous Librarian of the Blood Angels Chapter called Calistarius. That warrior fell, taken by the Black Rage during the Second War for Armageddon. During the attack upon the Ecclesiorum building at Hades Hive, Calistarius was amongst those buried when the complex collapsed. Crushed but not dead, the fallen Librarian lay trapped for days, screaming and raging as he battled the Flaw. Finally, on the seventh night he emerged victorious, smashing his way out of the rubble as a new and terrible being. Gone was Calistarius. In his place stood Mephiston, the only Blood Angel ever to conquer the Black Rage. The change in him was unprecedented, his physical and mental might pushed to extremes by his reawakened gene-seed. Indeed, Mephiston was soon named Chief Librarian

of the Blood Angels, and he was viewed by many as a ray of hope in these dark days. After all, if one can conquer the Black Rage, so might others. Yet there are those that whisper that Mephiston may have paid for his resurrection in ways as-yet unguessed...



THE SANGUINOR

THE GOLDEN ANGEL

	WS	BS	S	T	W	I	A	Ld	Sv
The Sanguinor	8	5	5	4	3	6	4	10	2+

UNIT TYPE:

Jump Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Artificer armour
- Encarmine sword
- Frag grenades
- Krak grenades
- Death mask
- Iron halo
- Jump pack

WARLORD TRAIT:

- Heroic Bearing

SPECIAL RULES:

- Eternal Warrior
- Fearless
- Furious Charge

Aura of Fervour: All other friendly models with the Blood Angels Faction that are within 6" of the Sanguinor add 1 to their Attacks.

Avenging Angel: The Sanguinor re-rolls failed To Hit and To Wound rolls during challenges.



When the skies darken and the Blood Angels are beset upon all sides, it is the Sanguinor who comes to their aid. A glittering angel of war, he soars across the battlefield and plunges into the foe, scattering them before him like shadows before a blazing brand. The inspirational aura that surrounds the Sanguinor has rallied the most desperate of battle-brothers from the brink of defeat. His skills in battle are devastating, and his coming heralds victory against the odds. Yet for all this, many amongst the Blood Angels believe the Sanguinor to be a myth. This figure has appeared only a handful of times during the Chapter's history, and few have survived a battle to attest to his presence. Only in the Reclusiam are there records that verify the Sanguinor's existence, and these are closely guarded. As to his identity, this is more mysterious still. Theories abound, both within the Chapter and without – the Inquisition in particular fear that this strange figure may be the herald of a darker power. Yet to the Blood Angels he is a part of their heritage, an honoured figure of hope in a time of darkness and woe.



ASTORATH

REDEEMER OF THE LOST

	WS	BS	S	T	W	I	A	Ld	Sv
Astorath	6	5	4	4	3	5	3	10	2+

UNIT TYPE:

Jump Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Artificer armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Jump pack
- Rosarius

WARLORD TRAIT:

- Soulwarden

SPECIAL RULES:

- Furious Charge
- Independent Character
- Zealot

Liturgies of Blood: In a turn in which Astorath charges into combat, all Death Company Marines in his unit re-roll failed To Wound rolls in the Fight sub-phase. A model that has made a disordered charge that turn receives no benefit from Liturgies of Blood.



RELIC OF BAAL

The Executioner's Axe: *Astorath's axe is crafted to deliver the perfect killing blow. Many consider the blade to be cursed, for it is steeped beyond cleansing in the blood of Sanguinius' sons. Yet it is a peerless weapon of mercy and of war, its cutting edge coated with void-diamond and sharpened to a monomolecular finish.*

Range	S	AP	Type
-	+1	2	Melee, Killing Strike, Two-handed, Unwieldy

Killing Strike: When a weapon with this special rule rolls a 6 To Wound, the target is wounded automatically, regardless of the target's Toughness, and the Wound has the Instant Death special rule.



Amongst the Blood Angels and their successors, Astorath the Grim is honoured and loathed in equal measure. As High Chaplain of his order, it is Astorath's sorrowful duty to bring

mercy to those lost to the Black Rage. In most cases a battle-brother can still do his duty one final time despite his madness, yet there are those too lost even to seek death in battle. There are also those luckless few that survive their swansong and are left, raving and bestial, in the battle's wake. It is these unfortunates to whom Astorath attends, striking their heads from their shoulders with a single blow of his mighty axe. There are those who believe that Astorath's coming fans the flames of madness, spurring sane brothers into the grip of the Flaw. Yet the opposite is true – Astorath possesses the ability to sense the onset of the Flaw before all others, and across any distance, and simply ensures that he is on hand when the inevitable occurs. In battle, Astorath is a true angel of death, a sombre, axe-wielding figure who shepherds the madmen at his side to a final, meaningful end.



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

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Sanguinary Priest

WARGEAR:

- Power armour
- Chainsword
- Frag grenades
- Krak grenades
- Blood chalice
- Narthecium

SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge
- Independent Character

OPTIONS:

- May take a bolt pistol...1 pt
- May take items from the **Melee Weapons**, **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of Baal** lists.



The Sanguinary Priests are the Apothecaries of the Blood Angels, charged with preserving the Chapter's precious gene-seed. More prominent than their counterparts in most Chapters, their order was raised to a position of honour in ancient times by Sanguinius himself. They are equal in rank to the Chaplains – their tower stands proud over the Blood Angels' fortress monastery in stark contrast to the looming darkness of the Reclusiam, echoing the nature of the Chapter they serve. Where the Chaplains aid the Blood Angels in resisting the Flaw, the Sanguinary Priests exhort their brothers to embrace the Red Thirst, and to use it to their advantage. Skilled warriors and battlefield surgeons, the Sanguinary Priests galvanise their brothers to ever greater feats of heroism with their presence. This effect is intensified by the fact that each priest carries within his narthecium a fragment of one of the original blood chalices. These goblets once bore the blessing of Sanguinius himself, and their effect upon nearby battle-brothers is electrifying.



BROTHER CORBULO

KEEPER OF THE RED GRAIL

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

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Narthecium

WARLORD TRAIT:

- Speed of the Primarch

SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge
- Independent Character

Far-Seeing Eye: Once per game, as long as Corbulo has not been removed as a casualty, this ability may be used to do one of the following:

- Re-roll the dice to Seize the Initiative.
- Re-roll the dice to see if a unit arrives from Reserve.
- Re-roll a single dice used in a To Hit or To Wound roll, or a single dice used in a saving throw.

- Re-roll a single scatter dice.



RELICS OF BAAL

Heaven's Teeth: *This deadly chainsword is rumoured to have been crafted by the hand of the Primarch himself.*

Range	S	AP	Type
-	+1	-	Melee, Rending

The Red Grail: *This is the very chalice in which the Primarch's blood was preserved after his death. Those in its presence are seemingly exhorted to greater deeds by his spirit.*

All friendly units with the Blood Angels Faction within 6" of Corbulo (including Corbulo himself) add 1 to their Weapon Skill and Initiative. The bonus to Weapon Skill is not cumulative with the bonus granted by a blood chalice.



Brother Corbulo is the Sanguinary High Priest, a courageous warrior charged with wardenship of the Red Grail. It is said that Corbulo's noble features more closely resemble those of the Primarch than those of any other Blood Angel alive today. This resemblance goes deeper than simple aesthetics; Corbulo's purity of spirit and hopeful determination are legendary. These qualities have driven him from one end of the galaxy to the other in his search for a cure to the Red Thirst. Though this quest has yet to bear fruit, the Sanguinary High Priest has never abandoned his goal. Indeed, it seems likely that he never will. Corbulo bears another of his Primarch's gifts, for he is blessed with a modicum of prophetic foresight. Using this power, Corbulo has helped his Chapter avert disaster time and again. Of late, however, the keeper of the Red Grail has grown ever more withdrawn, haunted by some vision that he will not share. What he has witnessed, none can say, yet it seems likely that the Blood Angels will soon face their very darkest of hours.



	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	1	4	1	8	2+
Servitor	3	3	3	3	1	3	1	8	4+

UNIT TYPE:

Infantry (Character). Servitors are **Infantry**.

UNIT COMPOSITION:

1 Techmarine

WARGEAR (TECHMARINE):

- **Artificer armour**
- **Bolt pistol**
- **Boltgun**
- **Frag grenades**
- **Krak grenades**
- **Servo-arm**

WARGEAR (SERVITOR):

- **Servo-arm**

SPECIAL RULES (TECHMARINE):

- **And They Shall Know No Fear**
- **Furious Charge**
- **Independent Character**

Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a Techmarine can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add 1 for each Servitor with a servo-arm in

his unit, and an additional 1 if the Techmarine has a servo-harness. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

Bolster Defences: After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this cannot be one you have purchased as part of your army). The terrain piece's cover save is increased by one for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered once.

SPECIAL RULES (SERVITOR):

Mindlock: Unless it also contains a Techmarine, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+, this special rule has no effect this turn. On a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves.

OPTIONS:

- May upgrade servo-arm to servo-harness...*25 pts*
- May instead replace servo-arm with a jump pack...*free*
- May take items from the **Melee Weapons**, **Ranged Weapons** and/or **Special Issue Wargear** lists.
- May replace bolt pistol and/or boltgun with a power axe...*15 pts*
- May include up to five Servitors....*10 pts/model*
- Up to two Servitors may replace their servo-arm with one of the following:
 - Heavy bolter...*10 pts/model*
 - Multi-melta...*10 pts/model*
 - Plasma cannon...*20 pts/model*



'No angel ever descended from the heavens with as much sound and fury as do we.'

– Sergeant Drusani, Blood Angels 1st Company





When the Blood Angels go to war they do so girded for battle like demi-gods of legend. Yet this would not be possible without the artifice of the Techmarines, the Blood Angels' smiths of war. Striding across the battlefield with weapons blazing, these warrior-technicians oversee the Chapter's vehicles, pausing to effect efficient battlefield repairs where needed. They soothe the machine spirits and patch the systems of even the most grievously harmed tanks or Dreadnoughts, while punishing the foe with ancient and terrible weapons of their own. Often, they are accompanied by cybernetically-enhanced Servitors, failed initiates to the Chapter who serve as assistants or gun-thralls. When not at war, the Techmarines are responsible for the upkeep of the Chapter armoury. New inductees are carefully chosen every twenty years and sent to Mars to learn their skills from the priests of the Adeptus Mechanicus, in accordance with the ancient treaties of allegiance.



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

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 Chaplain

WARGEAR:

- Power armour
- Bolt pistol
- Crozius arcanum
- Frag grenades
- Krak grenades
- Rosarius

SPECIAL RULES:

- Furious Charge
- Independent Character
- Zealot

OPTIONS:

- May replace bolt pistol with one of the following
 - Boltgun...*free*
 - Power fist...*25 pts*
- May take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of Baal** lists.

- May replace power armour, bolt pistol and frag and krak grenades with Terminator armour and storm bolter...30 pts
- A Chaplain in Terminator armour may only take items from the **Special Issue Wargear** and/or **Relics of Baal** lists.
- A Chaplain in Terminator armour may replace his storm bolter with a combi-flamer, -melta or -plasma...5 pts



No more zealous warriors exist within the ranks of the Blood Angels than the Chaplains of the Reclusiam. In battle they are fearless and fervent, bellowing black-armoured figures that inspire their fellows even as they terrify the foe. More than this, though, Chaplains are the keepers of their Chapter's customs and traditions. They are the guardians of the Blood Angels' most revered relics, and the protectors of their battle-brothers' spiritual wellbeing. The Chaplains of the Blood Angels are ever alert to the all-consuming onset of the Black Rage. It is their duty to guide battle-brothers back from the precipice. Should such an intervention no longer be possible, they will instead lead their fallen brothers in their final sacrificial fight as members of the Death Company. The Reclusiam itself is a mighty black tower, a looming edifice that was Sanguinius' domain in more hopeful days. When the Blood Angels gather there to observe their ancient rites, it is said that Sanguinius' spirit lingers

still, hearing every word of devotion that his sons intone.



	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Space Marine Sergeant and Veteran Sergeant are **Infantry (Character)**.

UNIT COMPOSITION:

4 Space Marines

1 Space Marine Sergeant

WARGEAR:

- **Power armour**
- **Boltgun**
- **Bolt pistol**
- **Frag grenades**
- **Krak grenades**

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Combat Squads**
- **Furious Charge**

OPTIONS:

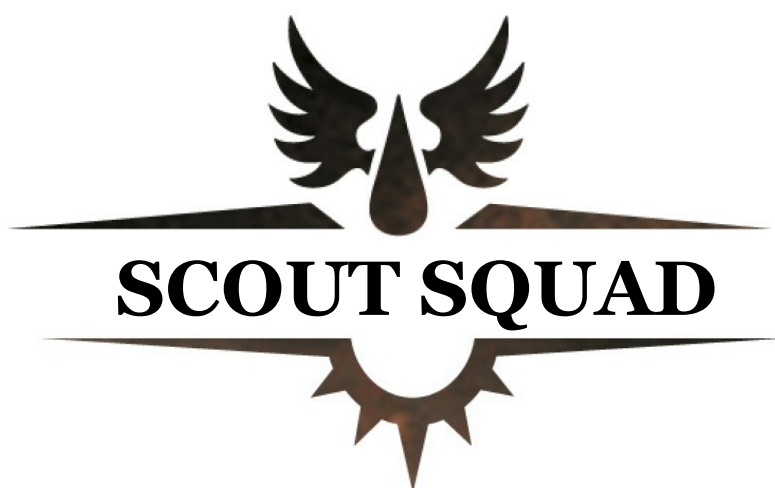
- May include up to five additional Space Marines...*14 pts/model*
- If the squad numbers less than ten models, one Space Marine may take one item from either the **Special Weapons** or **Heavy Weapons** list.

- If the squad numbers ten models, one Space Marine may take one item from the **Special Weapons** list, and one other Space Marine may take one item from the **Heavy Weapons** list.
- May upgrade the Space Marine Sergeant to a Veteran Sergeant...*10 pts*
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs...*5 pts*
- The Space Marine Sergeant or Veteran Sergeant may take a teleport homer...*10 pts*
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



The battle-brothers of Blood Angels Tactical Squads are among the most accomplished warriors of their Chapter, excepting only the veterans of the 1st Company. A battle-brother must have progressed through the Scout, Assault and Devastator companies in order to achieve such status, proving his adaptability and restraint beyond all doubt in the process. This is doubly an achievement for a Blood Angel, for the Red Thirst must also be conquered in order to progress to this point. Exceptionally flexible and able to fulfil almost all battlefield roles, Tactical Squads carry a broad range of weapons and equipment, and are

equally well suited to attack or defence. Their Sergeants, in particular, are respected warriors and strategists both, their authority second only to that of the Captains they follow into battle.



	WS	BS	S	T	W	I	A	Ld	Sv
Scout	3	3	4	4	1	4	1	8	4+
Scout Sergeant	4	4	4	4	1	4	1	8	4+
Veteran Scout Sergeant	4	4	4	4	1	4	2	9	4+

UNIT TYPE:

Infantry. Scout Sergeant and Veteran Scout Sergeant are **Infantry (Character)**.

UNIT COMPOSITION:

4 Scouts

1 Scout Sergeant

WARGEAR:

- **Scout armour**
- **Boltgun**
- **Bolt pistol**
- **Frag grenades**
- **Krak grenades**

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Combat Squads**
- **Furious Charge**
- **Infiltrate**
- **Move Through Cover**
- **Scout**

OPTIONS:

- May include up to five additional Scouts...*11 pts/model*

- The entire squad may take camo cloaks...*2 pts/model*
- Any model may replace boltgun with a Space Marine shotgun or close combat weapon...*free*
- Any model may replace boltgun with a sniper rifle...*1 pt/model*
- One Scout may replace his boltgun with one of the following:
 - Heavy bolter...*8 pts*
 - May also take hellfire shells...*5 pts*
 - Missile launcher (with frag and krak missiles)...*15 pts*
 - May also take flakk missiles...*10 pts*
- May upgrade the Scout Sergeant to a Veteran Scout Sergeant...*10 pts*
- The Scout Sergeant or Veteran Scout Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Scout Sergeant or Veteran Scout Sergeant may take melta bombs...*5 pts*
- The Scout Sergeant or Veteran Scout Sergeant may take a teleport homer...*10 pts*



Blood Angels Scout Squads comprise neophytes newly brought into the Chapter. These

inductees must fight to prove their worth to their diligent sergeants. Wielding a mixture of assault weaponry and heavier firearms, the Scout Squads engage in guerrilla strikes against lightly defended enemy targets such as convoys, supply depots and artillery positions. Blood Angels Scouts face greater trials than most Chapters' new recruits, for on top of their standard training they must begin the process of mastering the Red Thirst. Not all do so, and more than one promising squad of Scouts has been lost in reckless charges upon superior enemy forces. However, those who succeed have taken their first steps towards achieving the humility and nobility of spirit that is at the heart of everything the Blood Angels do.



	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Company Champion	5	4	4	4	1	4	2	9	3+
Sanguinary Novitiate	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Company Champion and Sanguinary Novitiate are **Infantry (Character)**.

UNIT COMPOSITION:

3 Veterans
1 Company Champion
1 Sanguinary Novitiate

WARGEAR:

- **Power armour**
- **Bolt pistol**
- **Chainsword** (Veterans and Sanguinary Novitiate only)
- **Frag grenades**
- **Krak grenades**
- **Nartheicum** (Sanguinary Novitiate only)
- **Power sword and combat shield** (Company Champion only)

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Furious Charge**

Honour or Death (Company Champion only): A model with this rule must always issue and accept a challenge when possible.

OPTIONS:

- One Veteran may carry a company standard...15 pts
- The entire squad may take jump packs...25 pts
- Any Veteran may take any of the following:
 - Melta bombs...5 pts/model
 - Storm shield...10 pts/model
- Any Veteran may replace his chainsword and/or bolt pistol with a boltgun...free
- Any Veteran may take items from the **Melee Weapons**, **Ranged Weapons** and/or **Special Weapons** lists.
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



Many Blood Angels commanders take to the field surrounded by a cadre of veterans. These Command Squads – often known within the Blood Angels as Honour Guard – comprise seasoned warriors hand-picked from the ranks of the 1st Company. Depending upon the temperament of their officer, these squads may be equipped with an array of long ranged weaponry, a strategically flexible variety of armaments, or weapons suited to close assault.

Regardless, Command Squad battle-brothers are skilled enough in battle to excel no matter their role. Such a posting is dangerous, though a great honour, for the Blood Angels' heroes have ever led from the front. The veterans of the Command Squad thus fight all the harder, both to protect their leader, and to prove their worth for the recognition they have received.



DEATH COMPANY SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Death Company Marine	4	4	4	4	1	4	2	8	3+

UNIT TYPE:
Infantry

UNIT COMPOSITION:
5 Death Company Marines

- WARGEAR:**
- Power armour
 - Bolt pistol
 - Chainsword
 - Frag grenades
 - Krak grenades

- SPECIAL RULES:**
- Fearless
 - Feel No Pain
 - Furious Charge
 - Rage
 - Relentless

- OPTIONS:**
- May include up to ten additional Death Company Marines...*20 pts/model*
 - Any Death Company Marine may replace his bolt pistol with a boltgun...*free*
 - Any Death Company Marine may replace his bolt pistol and/or chainsword with:
 - Power weapon...*15 pts/model*

- Power fist...25 pts/model
- Thunder hammer...30 pts/model

- Any Death Company Marine may replace his bolt pistol with one of the following:
 - Hand flamer...10 pts/model
 - Inferno pistol or plasma pistol...15 pts/model
- The entire squad may have jump packs...3 pts/model
- If they do not select jump packs, the unit may select a Drop Pod, or Razorback as a Dedicated Transport.



On the eve of battle, certain circumstances can trigger a terrible madness within the Blood Angels. The Black Rage takes them, the memories of their murdered Primarch surging forth and driving all the sanity from their minds. Possessed by an incurable killing rage, these battle-brothers can hope only for a noble end amid the ranks of the Death Company. Armoured in black, gripping their weapons in clenched fists, these screaming lunatics are loosed upon the ranks of the foe to butcher at will. Consumed by rage, the warriors of the Death Company shrug off wounds that should kill them, their return blows smashing foes through the air or tearing them to bloody ribbons. Only once the fight is done do the last of the Lost Brethren fall, their wounds – or the Redeemer's axe – granting them the release

they crave.



LEMARTES

GUARDIAN OF THE LOST

	WS	BS	S	T	W	I	A	Ld	Sv
Lemartes	5	4	4	4	2	6	2	10	3+

UNIT TYPE:
Jump Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Power armour
 - Bolt pistol
 - Frag grenades
 - Krak grenades
 - Jump pack
 - Rosarius

- SPECIAL RULES:**
- Feel No Pain
 - Furious Charge
 - Independent Character
 - Rage
 - Relentless
 - Zealot

Guardian of the Lost: Lemartes can only join a Death Company Squad.

Fury Unbound: The first time Lemartes loses a Wound, add 1 to his Strength and Attacks for the remainder of the game.



RELIC OF BAAL

The Blood Crozius: *This ancient weapon was wielded by the first High Chaplain of the Blood Angels. Once it was handed down from Reclusiarch to Reclusiarch, yet after the Warp-wrought death of High Chaplain Raniel the weapon was declared cursed. Now it finds battle clutched in the furious grip of Chaplain Lemartes, its tainted power no concern to a warrior who knows he is already doomed.*

Range	S	AP	Type
-	+2	4	Melee, Concussive, Master-crafted



On Hadriath XI, Chaplain Lemartes fell to the Black Rage. Set loose upon the luckless foe, Lemartes was an engine of destruction, crashing to the ground only once victory had been assured. Brother Astorath was called to end Lemartes' suffering. However, when the High Chaplain arrived he was shocked to find Lemartes lucid. Wild-eyed and twitching, Lemartes demanded to be allowed to live. He would continue to smite the enemies of the Emperor for as long as he had breath in his body. Astorath overrode the demands of the Sanguinary

Priests that he end Lemartes' life, instead placing him in stasis and returning him to Baal for analysis. Incredibly, the Sanguinary Priests found that Lemartes was holding his rage in check through willpower alone. Impressed, Astorath permitted the Chaplain his wish – Lemartes would be held in stasis between battles, set loose only on those occasions where he was able to lead his brethren to war. Lemartes' existence has become one endless battle, but still he is seen as a sign of hope, of the possibility that others may yet control the Black Rage.



SANGUINARY GUARD

	WS	BS	S	T	W	I	A	Ld	Sv
Sanguinary Guard	4	4	4	4	1	4	2	10	2+

UNIT TYPE:
Jump Infantry

UNIT COMPOSITION:
5 Sanguinary Guard

- WARGEAR:**
- Artificer armour
 - Angelus boltgun
 - Encarmine sword
 - Frag grenades
 - Krak grenades
 - Jump pack

- SPECIAL RULES:**
- Fearless
 - Furious Charge

- OPTIONS:**
- May include up to five additional Sanguinary Guard...*33 pts/model*
 - The entire squad may have death masks...*1 pt/model*
 - One Sanguinary Guard may carry the Chapter banner...*25 pts*
 - Any Sanguinary Guard may replace his angelus boltgun with one of the following:
 - Inferno pistol...*10 pts/model*
 - Plasma pistol...*10 pts/model*

- Any Sanguinary Guard may replace his encarmine sword with one of the following:
 - Encarmine axe...*free*
 - Power fist...*10 pts/model*



The Sanguinary Guard are the best their Chapter has to offer. Epitomising the nobility and honour of the Blood Angels, these gold-armoured warriors embody the legacy of Sanguinius as no others can. Indeed, the original Sanguinary Guard were the Primarch's own retinue, his faithful retainers and bodyguards through the horrors of the Horus Heresy. They were to die alongside their Primarch at the Heresy's end, all save Azkaellon, Sanguinius' herald. It is from this famous forebear that the Sanguinary Guard descend, and from him that they draw their traditional garb and weapons. Wielding power glaives and angelus boltguns, and resplendent in winged golden armour, the Sanguinary Guard are unstoppable warriors whose individual deeds are recorded as Chapter legend.



	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Dreadnought	4	4	6	12	12	10	4	2	3

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Dreadnought

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Furious Charge

OPTIONS:

- May take items from the **Dreadnought Weapons** list.
- May replace power fist (and built-in storm bolter) with one of the following:
 - Missile launcher...*10 pts*
 - Twin-linked autocannon...*15 pts*
- May replace storm bolter with a heavy flamer...*10 pts*
- May take extra armour...*10 pts*
- May select a Drop Pod as a Dedicated Transport.



Blood Angels Dreadnoughts stride to war with their heavy weapons spitting death, enemy fire pinging and whining from their slab-like armour. The pilots of these walkers are mummified remnants of their former glory, figures of withered flesh nestled deep within the blood-slick wires of their heavily armoured sarcophagi. Between battles they sleep, sometimes for decades at a time, waking only when their Chapter has need of them once more. However, the pilots' skill in combat remains keen, and their resilience and firepower makes them ideally suited to providing heavy infantry support. Though not fast-moving, Dreadnoughts can anchor any defence line, while Stormraven Gunships can be employed to redeploy the armoured walkers swiftly should they be needed elsewhere.



DEATH COMPANY DREADNOUGHT

	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Death Company Dreadnought	4	4	6	12	12	10	4	3	3

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Death Company Dreadnought

- WARGEAR:**
- Power fist with built-in meltagun
 - Power fist with built-in storm bolter
 - Searchlight
 - Smoke launchers

- SPECIAL RULES:**
- Furious Charge
 - Rage

None Can Stay My Wrath: Death Company Dreadnoughts ignore the effects of Crew Shaken or Crew Stunned damage results (but still lose a Hull Point).

- OPTIONS:**
- May replace both power fists with a pair of blood talons (retaining the built-in weapons)
...10 pts
 - May choose one of the following:
 - Replace storm bolter with a heavy flamer...10 pts

- Replace meltagun with a heavy flamer...*free*

- May replace smoke launchers with a magna-grapple...*free*
- May select a Drop Pod as a Dedicated Transport.



Even interred within the cold shell of a Dreadnought, Blood Angels can still fall prey to the horrors of the Black Rage. Should a Dreadnought pilot succumb to this fate, they will become an engine of absolute destruction, charging through the enemy and tearing them to shreds with blood-soaked claws. In the wake of their descent into madness, some Dreadnoughts can rampage for hours, even days, before finally being subdued by Techmarines. Once pacified, the Dreadnought's pilot will be inspected by the Chaplains to see whether they can be salvaged, or must be granted the Emperor's mercy. For those that endure, a terrible fate awaits, for the black armoured Death Company Dreadnoughts know nothing but an endless parade of madness, horror and war until the day they finally fall in battle.



FURIOSO DREADNOUGHT

	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Furioso Dreadnought	5	4	6	13	12	10	4	2	3

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Furioso Dreadnought

- WARGEAR:**
- Power fist with built-in meltagun
 - Power fist with built-in storm bolter
 - Searchlight
 - Smoke launchers

SPECIAL RULES:

- Furious Charge

- OPTIONS:**
- May replace one power fist (and built-in weapon) with a frag cannon...*5 pts*
 - May replace both power fists with a pair of blood talons (retaining the built-in weapons) ...*10 pts*
 - May choose one of the following:
 - Replace storm bolter with a heavy flamer...*10 pts*
 - Replace meltagun with a heavy flamer...*free*
 - May take extra armour...*15 pts*

- May replace smoke launchers with a magna-grapple...*free*
- May select a Drop Pod as a Dedicated Transport.



Every Dreadnought holds a mighty hero of the Chapter within its armoured sarcophagus. However, the Furioso Dreadnoughts play host to the greatest of these. Ancient beyond mortal reckoning, these living relics possess wisdom enough to advise even the Chapter Council. Indeed, their guidance is often invaluable for they have seen more battles and fought more wars than most Blood Angels still living. For all this, the fighting spirit of the Furioso pilots remains undimmed. In battle they will wade into the thickest press of the foe, vox-speakers bellowing out ancient war cries even as they rend and tear with their mighty fists. Able to mount a variety of unusual weapons from magna-grapples to frag cannons, Furioso Dreadnoughts excel in all manner of close assault roles, driving the foe before them and smashing them to ruin.



	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+
Terminator Sergeant	4	4	4	4	1	4	2	9	2+

UNIT TYPE:

Infantry. Terminator Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

4 Terminators
1 Terminator Sergeant

WARGEAR:

- **Terminator armour**
- **Storm bolter**
- **Power fist** (Terminators only)
- **Power sword** (Terminator Sergeant only)

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Combat Squads**
- **Furious Charge**

OPTIONS:

- May include up to five additional Terminators...*40 pts/model*
- Any model may replace his power fist with a chainfist...*5 pts/model*
- For every five models in the squad, one Terminator may choose one of the following:
 - Replace his storm bolter with a heavy flamer...*10 pts/model*
 - Replace his storm bolter with an assault cannon...*20 pts/model*

- Take a cyclone missile launcher...25 pts/model

- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.



Blood Angels Terminators are all but unstoppable in battle. Each suit of Terminator armour is a relic of the Chapter, bestowed only upon the finest veteran warriors of the 1st Company. So equipped, a Blood Angel becomes a walking tank, wading through firepower that would fell lesser combatants many times over. They smash through obstacles and shrug off the blows of the enemy before responding with their own punishing firepower. Squads of Blood Angels Terminators are especially dangerous at close quarters, where their durability and potent weaponry make them a frighteningly formidable force. As such, they are often deployed to clear enemy strongpoints and defence lines, or else in boarding actions against enemy craft or space hulks.



TERMINATOR ASSAULT SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+
Terminator Sergeant	4	4	4	4	1	4	2	9	2+

UNIT TYPE:

Infantry. Terminator Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Terminators
- 1 Terminator Sergeant

WARGEAR:

- Terminator armour
- Two lightning claws

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads
- Furious Charge

OPTIONS:

- May include up to five additional Terminators...*40 pts/model*
- Any model may replace his two lightning claws with a thunder hammer and storm shield...*5 pts/model*
- One Terminator may replace either a single lightning claw or a storm shield with a company standard...*5 pts*
- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a



Terminator Assault Squads exchange overwhelming firepower for close assault weaponry. This swap is an appealing one to the Blood Angels, for even a veteran of the 1st Company retains their predisposition toward slaughtering the foe face-to-face. Blood Angels Terminator Assault Squads are amongst the most dangerous battle-brothers in the Chapter, combining centuries of close combat experience with the finest weapons and armour available. To these warriors fall the most vital of missions, facing down enemy elites, striking at mighty warlords, or hunting down super-heavy tanks or towering monsters and tearing them apart. That so many battle-brothers return from these deadly battles alive is testament indeed to the skill of the Blood Angels veterans, and the incredible resilience of their Terminator armour.



VANGUARD VETERAN SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Veteran Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

4 Veterans
1 Veteran Sergeant

WARGEAR:

- **Power armour**
- **Bolt pistol**
- **Chainsword**
- **Frag grenades**
- **Krak grenades**

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Combat Squads**
- **Furious Charge**

Heroic Intervention: Vanguard Veteran Squads ignore penalties for disordered charges. Furthermore, the Veteran Sergeant automatically passes the Initiative test if he wishes to make a Glorious Intervention.

OPTIONS:

- May include up to five additional Veterans...*19 pts/model*

- Any model may take items from the **Melee Weapons** list.
- Any model may replace his bolt pistol and/or chainsword with:
 - Hand flamer...10 pts
 - Grav-pistol, inferno pistol or plasma pistol...15 pts
- Any model may take any of the following:
 - Melta bombs...5 pts/model
 - Storm shield...10 pts/model
- The entire squad may take jump packs...3 pts/model
- The Veteran Sergeant may replace his bolt pistol and/or chainsword with a relic blade...25 pts
- If they do not select jump packs, the unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



Vanguard Veteran Squads are common amongst the 1st Company of the Blood Angels. Their abilities honed by countless battles, their Red Thirst now more a familiar ally than an inner demon, these veterans are supremely skilled warriors. Each wields whatever weapon best suits him, fighting at close quarters with a consummate ease that makes xenos warbeasts

and 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. However, when the situation demands they are also practised in deploying from armoured transports of every stripe, completing their mission no matter the odds with the controlled ferocity that is their hallmark.



STERNGUARD VETERAN SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Veteran Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Veterans
- 1 Veteran Sergeant

WARGEAR:

- Power armour
- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades
- Special issue ammunition

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads
- Furious Charge

OPTIONS:

- May include up to five additional Veterans...*22 pts/model*
- Any model may replace his boltgun with:
 - Storm bolter...*5 pts/model*

- Combi-flamer, -grav, -melta or -plasma...10 pts/model

- Two Veterans may each take one item from the **Special Weapons** or **Heavy Weapons** list.
- The Veteran Sergeant may replace his bolt pistol and/or boltgun with one of the following:
 - Chainsword...free
 - Grav-pistol or plasma pistol...15 pts
 - Lightning claw...15 pts
 - Power weapon...15 pts
 - Power fist...25 pts
- The Veteran Sergeant may take melta bombs...5 pts
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



The veterans of the Blood Angels 1st Company are amongst the finest warriors in the galaxy. Armed and armoured accordingly, each seasoned warrior is a hero in his own right, his deeds recorded upon honour scrolls in the Chapter's gallery glorianum. As with most Space Marine Chapters, those veterans not equipped with Terminator armour are broken into Sternguard and Vanguard squads. Though the hot temperament of Sanguinius' sons lends

itself more to close assault, the Chapter still includes a handful of Sternguard Veteran Squads. Level-headed marksmen of exceptional skill, these warriors carry modified boltguns that can fire a variety of specialist ammunition. This allows them to punch through the heaviest armour, shower the foe in chemical death, and execute lethal kill shots at extreme range.



RHINO

Rhino

Armour

BS	F	S	R	HP
4	11	11	10	3

UNIT TYPE:

Vehicle (Tank, Fast, Transport)

UNIT COMPOSITION:

1 Rhino

WARGEAR:

- Storm bolter
- Overcharged engines
- Searchlight
- Smoke launchers

SPECIAL RULES:

Repair: If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

TRANSPORT:

- **Transport Capacity:** Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** Two models can fire from the Rhino's top hatch.
- **Access Points:** The Rhino has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the **Blood Angels Vehicle Equipment** list.



The Rhino is the mainstay APC of every Space Marine Chapter in the galaxy. Rugged, reliable, capable of rapid self-repair, the Rhino is a dauntless workhorse that can transport ten fully armoured Space Marines through the fires of war to their destination. The Rhinos of the Blood Angels are unusual in that they alone boast super-charged Lucifer engines. Named after the Techmarine who first pioneered their incorporation, these engines are reverse-engineered from the fast-moving Baal Predator. They were first used successfully during the Second War for Armageddon to allow the Blood Angels to counter the speeding onslaught of the Ork Speed Freeks. Since that day, they have proved their usefulness on countless occasions, allowing Blood Angels Rhinos to keep pace with their own swiftly advancing assault troops.



	[Armour]				
	BS	F	S	R	HP
Razorback	4	11	11	10	3

UNIT TYPE:
Vehicle (Tank, Fast, Transport)

UNIT COMPOSITION:
1 Razorback

- WARGEAR:**
- Twin-linked heavy bolter
 - Overcharged engines
 - Searchlight
 - Smoke launchers

- TRANSPORT:**
- **Transport Capacity:** Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
 - **Fire Points:** None.
 - **Access Points:** The Razorback has one Access Point on each side of the hull and one at the rear.

- OPTIONS:**
- May take items from the **Blood Angels Vehicle Equipment** list.
 - May replace its twin-linked heavy bolter with one of the following:
 - Twin-linked heavy flamer..*free*

- Twin-linked assault cannon...20 pts
- Twin-linked lascannon...20 pts
- Lascannon and twin-linked plasma gun...20 pts



The Razorback is a common variant of the Rhino APC. Filling a niche between armoured transport and light battle tank, the Razorback exchanges a portion of its transport capacity for a turret mounted, twin-linked battery of heavy weapons. Coupled with its Lucifer engines, this arrangement makes the Razorback an especially versatile vehicle. Capable of infantry support, tank hunting, specialist transport and armoured outrider duties, the Razorback plugs whatever tactical gaps a commander may perceive in his strike force. They are especially useful during mechanised offensives – here the Razorback's ability to mow down enemy infantry or kill armoured targets while still transporting Blood Angels into war sees them fill a crucial fire-support role.



DROP POD

	[Armour]				
	BS	F	S	R	HP
Drop Pod	4	12	12	12	3

UNIT TYPE:

Vehicle (Open-topped, Transport)

UNIT COMPOSITION:

1 Drop Pod

WARGEAR:

- Storm bolter

SPECIAL RULES:

Drop Pod Assault: Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally.

Immobilised: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised result that cannot be repaired in any way. This does not cause it to lose a Hull Point.

Inertial Guidance System: If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.

TRANSPORT:

- **Transport Capacity:** Ten models or one Dreadnought of any type. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.

OPTIONS:

- May replace storm bolter with a deathwind launcher...15 pts
- May take a locator beacon...10 pts



Launched from spacecraft in low orbit, Drop Pods plunge through a planet's atmosphere to deliver squads of Blood Angels directly into battle. Most commonly deployed in surprise assault waves, or to reinforce Blood Angels forces already engaged with the foe, the Drop Pod is little more than an armoured shell fitted with guidance augurs and retro-thrusters. Up to ten battle-brothers or – in the case of specially modified pods – a single Dreadnought can ride the Drop Pod down through the planet's atmosphere. Plummeting groundward at supersonic speeds, the Drop Pod is too fast for most enemy aircraft or flak guns to intercept, firing its retros only at the last moment to avoid a catastrophic crash. The moment the pod slams down its hatches blow open, releasing its passengers into the midst of their unprepared foe.



LAND SPEEDER SQUADRON

	[Armour]				
	BS	F	S	R	HP
Land Speeder	4	10	10	10	2

UNIT TYPE:

Vehicle (Fast, Skimmer)

UNIT COMPOSITION:

1 Land Speeder

WARGEAR:

- Heavy bolter

SPECIAL RULES:

- Deep Strike

OPTIONS:

- The squadron may include up to two additional Land Speeders...*50 pts/model*
- Any Land Speeder may replace its heavy bolter with one of the following:
 - Heavy flamer...*free*
 - Multi-melta...*10 pts/model*
- Any Land Speeder may take one of the following:
 - Heavy bolter...*10 pts/model*
 - Heavy flamer...*10 pts/model*
 - Multi-melta...*20 pts/model*
 - Typhoon missile launcher...*25 pts/model*
 - Assault cannon...*30 pts/model*



Anti-grav thrusters howling, Blood Angels Land Speeders hurtle into battle at incredible speeds. These robust combat skimmers hug the terrain, jinking through incoming fire with breathtaking agility as they approach the foe. Once in range, Land Speeder crews cut loose with the full fury of their heavy weapon loadouts, blasting ragged holes in the enemy lines before streaking away to attack again from another angle. Land Speeders mount a wide array of weapon systems, from light recon models equipped with a single heavy bolter, right up to anti-armour variants with firepower sufficient to blow a battle tank sky high. This combination of speed, versatility and firepower means that Land Speeders are very popular with Blood Angels commanders, and each is reassigned as soon as its previous assignment draws to a close.



	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Jump Infantry. Space Marine Sergeant and Veteran Sergeant are **Jump Infantry (Character)**.

UNIT COMPOSITION:

4 Space Marines
1 Space Marine Sergeant

WARGEAR:

- **Power armour**
- **Bolt pistol**
- **Chainsword**
- **Frag grenades**
- **Krak grenades**
- **Jump pack**

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Combat Squads**
- **Furious Charge**

OPTIONS:

- May include up to five additional Space Marines...*17 pts/model*

- Up to two Space Marines may replace their bolt pistols with one of the following:
 - Flamer...5 pts/model
 - Meltagun or hand flamer...10 pts/model
 - Plasma gun, inferno pistol or plasma pistol...15 pts/model
- May upgrade the Space Marine Sergeant to a Veteran Sergeant...10 pts
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take a combat shield...5 pts
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs...5 pts
- The entire squad may remove their jump packs, changing their unit type to Infantry. The Space Marine Sergeant or Veteran Sergeant changes his unit type to Infantry (Character) instead. They may then take a Drop Pod or Rhino for free as a Dedicated Transport.



Blood Angels Assault Squads strike like the wrath of the Primarch himself. They slaughter their foes in a storm of hacking blades and spraying blood. Ideal for flanking attacks, low orbit drops, or thunderous line-breaker offensives, Assault Squads offer a Blood Angels Captain a wide range of aggressive tactics. They are comprised of those battle-brothers

newly graduated from the Scout Squads, hot-tempered killers whose natural affinity is for the bloody release of hand to hand combat. Thanks to their genetic heritage, the Blood Angels take naturally to flight, and there is never a shortage of warriors eager to soar into battle upon the wings of a jump pack. Thus the Blood Angels' Assault Squads, while no more numerous than those of any other Chapter, are the most likely to remain at full strength while on campaign.



	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Biker	4	4	4	5	1	4	1	8	3+
Biker Sergeant	4	4	4	5	1	4	1	8	3+
Biker Veteran Sergeant	4	4	4	5	1	4	2	9	3+
Attack Bike	4	4	4	5	2	4	2	8	3+

UNIT TYPE:

Bike. Biker Sergeant and Biker Veteran Sergeant is **Bike (Character).**

UNIT COMPOSITION:

- 2 Space Marine Bikers
- 1 Biker Sergeant

WARGEAR:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Space Marine bike

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads
- Furious Charge

OPTIONS:

- May include up to five additional Space Marine Bikers...*21 pts/model*
- Any model may replace his bolt pistol with a chainsword...*free*

- Up to two Space Marine Bikers may each take one item from the **Special Weapons** list.
- May include an Attack Bike equipped with a heavy bolter...*45 pts*
 - The Attack Bike may replace its heavy bolter with a multi-melta...*10 pts*
- May upgrade the Biker Sergeant to a Biker Veteran Sergeant...*10 pts*
- The Biker Sergeant or Biker Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Biker Sergeant or Biker Veteran Sergeant may take melta bombs...*5 pts*



Blood Angels Bike Squads ride hard and fast into battle, the aggression of their riders well matched to the speed and power of their mechanical steeds. Most Blood Angels assault troops prefer to soar through the skies using jump packs, and indeed those who ride bikes into battle are looked upon as somewhat eccentric by their brothers. However, the rugged construction of the Space Marine bike allows Blood Angels Bike Squads to fill a particular niche, forming a fast-moving reserve capable of crossing almost any type of terrain at breakneck pace. Operating either as flanking forces, outriders to armoured formations, or a fully-primed, hard-hitting reserve, the Blood Angels Bike Squads more than earn their place in any strike force.



	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	4	4	4	5	2	4	2	8	3+

UNIT TYPE:
Bike

UNIT COMPOSITION:
1 Attack Bike

- WARGEAR:**
- Power armour
 - Bolt pistol
 - Heavy bolter
 - Frag grenades
 - Krak grenades
 - Space Marine bike

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Furious Charge

- OPTIONS:**
- May include up to two additional Attack Bikes...*45 pts/model*
 - Any Attack Bike may replace its heavy bolter with a multi-melta...*10 pts/model*



An Attack Bike is a two-man weapon platform created by adding an adamantine sidecar and gun-mount to a conventional Space Marine bike. Attack Bikes are normally attached as single assets to bolster the firepower of Blood Angels Bike Squads, mounting either a heavy bolter for an anti-infantry focus or a multi-melta for tank hunting. However, when fast-moving firepower in force is required, they can instead be combined to form Attack Bike Squads. These squads are able to match the heaviest enemy tanks in armament, and can easily outmanoeuvre their prey, whether it be armoured behemoths or more mobile infantry. Their small size can lead to them being underestimated, but these nimble squads can prove a deeply unpleasant surprise for the foe.



	WS	BS	S	T	W	I	A	Ld	Sv
Scout Biker	3	3	4	5	1	4	1	8	4+
Scout Biker Sergeant	4	4	4	5	1	4	1	8	4+
Scout Biker Vt. Sergeant	4	4	4	5	1	4	2	9	4+

UNIT TYPE:

Bike. Scout Biker Sergeant and Scout Biker Vt. Sergeant are **Bike (Character)**.

UNIT COMPOSITION:

- 2 Scout Bikers
- 1 Scout Biker Sergeant

WARGEAR:

- Scout armour
- Bolt pistol
- Space Marine shotgun
- Frag grenades
- Krak grenades
- Space Marine bike

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads
- Furious Charge
- Infiltrate
- Scouts

OPTIONS:

- May include up to seven additional Scout Bikers...*18 pts/model*
- The squad may take cluster mines...*20 pts*
- Up to three Scout Bikers may replace their bike's twin-linked boltgun with an Astartes grenade launcher...*5 pts/model*
- May upgrade the Scout Biker Sergeant to a Scout Biker Veteran Sergeant...*10 pts*
- The Scout Biker Sergeant or Scout Biker Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Scout Biker Sergeant or Scout Biker Veteran Sergeant may take any of the following:
 - Melta bombs...*5 pts*
 - Locator beacon...*10 pts*



Blood Angels Scouts who prove sufficiently accomplished in their basic duties are usually promoted to the Scout Bike Squads before progressing further in the Chapter. Scout Bikers range ahead of the main force to reconnoitre and disrupt the enemy vanguard. This is a calculated test of the Scouts' discipline and control; the exhilaration of speeding into battle astride a swift, armour-plated steed can overwhelm the newly learned restraint of some Scout Bikers, and it is all but guaranteed to make their Red Thirst surge to the fore. Those

who handle the responsibility well may find themselves fast-tracked to the crews of Land Speeders or even Baal Predators. This is a great honour, and as much a test of the battle-brother's humility as bike-mounted operations are a test of his control.



STORMRAVEN GUNSHIP

	[Armour]				
	BS	F	S	R	HP
Stormraven Gunship	4	12	12	12	3

UNIT TYPE:
Vehicle (Flyer, Hover, Transport)

UNIT COMPOSITION:
1 Stormraven Gunship

- WARGEAR:**
- Twin-linked assault cannon
 - Twin-linked heavy bolter
 - Four stormstrike missiles
 - Ceramite plating

- SPECIAL RULES:**
- Assault Vehicle
 - Power of the Machine Spirit

Skies of Fury: If the Stormraven Gunship has moved more than 6", passengers can still disembark, but they must do so as follows:

Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were Deep Striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

TRANSPORT:

- **Transport Capacity:** The Stormraven Gunship can carry two separate units: one unit of up to 12 models in its cabin, plus a single Dreadnought of any type in its rear grapples. If a Zooming Stormraven Gunship is wrecked or suffers a Crash and Burn! result, the embarked Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven Gunship is Hovering, the hit is Strength 4 instead. The Stormraven Gunship can carry Jump Infantry.
- **Fire Points:** None.
- **Access Points:** A Stormraven Gunship has one Access Point at the front of its hull, one on either side and one at the rear.

OPTIONS:

- May replace twin-linked assault cannon with one of the following:
 - Twin-linked plasma cannon...*free*
 - Twin-linked lascannon...*free*
- May replace twin-linked heavy bolter with one of the following:
 - Twin-linked multi-melta...*free*
 - Typhoon missile launcher...*25 pts*
- May replace its two side Access Points with side sponsons, each with hurricane bolters...*30 pts*
- May take any of the following:
 - Searchlight...*1 pt*
 - Extra armour...*5 pts*
 - Locator beacon...*10 pts*



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

- Sergeant Spiccare, Blood Angels 1st Company





The Stormraven Gunship is a relatively new addition to the Blood Angels armoury. Like its larger and more established brother, the Thunderhawk, the Stormraven is an extremely versatile craft that combines the role of dropship, armoured transport and strike craft. The Stormraven is not only smaller than the Thunderhawk but, thanks to its array of vectored thrusters, it is also considerably more agile. Most commanders prefer to employ their Stormravens in place of other transports, combining as they do the swift orbital descent of a Drop Pod with the battlefield versatility of a Rhino or Razorback. Fully twelve power armoured Space Marines can be accommodated in the Stormraven's adamantium belly, ready to charge out of the gunship once the assault ramp clangs down, or make an aerial descent via grav-chutes should a landing not be possible. Furthermore, the Stormraven can carry a Dreadnought in its rear cargo grapples. However, the Stormraven is more than a mere transport. This pugnacious gunship carries a significant arsenal and, whether engaging in furious dogfights or ground attack runs, the Stormraven packs enough punch to obliterate most targets in a single thunderous salvo.



	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Space Marine Sergeant and Veteran Sergeant are **Infantry (Character)**.

UNIT COMPOSITION:

4 Space Marines

1 Space Marine Sergeant

WARGEAR:

- **Power armour**
- **Boltgun**
- **Bolt pistol**
- **Frag grenades**
- **Krak grenades**
- **Signum** (Space Marine Sergeant and Veteran Sergeant only)

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Combat Squads**
- **Furious Charge**

OPTIONS:

- May include up to five additional Space Marines...*14 pts/model*
- Up to four Space Marines may take items from the **Heavy Weapons** list.

- May upgrade the Space Marine Sergeant to a Veteran Sergeant...*10 pts*
- The Space Marine Sergeant or Veteran Sergeant may replace his boltgun and/or bolt pistol with a chainsword...*free*
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs...*5 pts*
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



Blood Angels Devastator Squads provide much-needed supporting fire for the aggressive advance of their battle-brothers. Typically equipped with a mix of four heavy weapons, Devastator Squads can turn their hand to blasting tanks into blazing wreckage, mowing down swathes of enemy infantry, or even smashing enemy aircraft from the skies. To maximise the impact of their squad's firepower, Devastator Sergeants and their men must demonstrate superb target prioritisation and self control – unlike most Chapters, Blood Angels battle-brothers are only permitted to join the Devastator Squads once they have worked out their aggression amid the ranks of the Assault Squads. Yet even Devastators occasionally fall prey to the Red Thirst, duty forgotten as they hurl themselves wild-eyed

into the midst of the foe.



	[Armour]				
	BS	F	S	R	HP
Baal Predator	4	13	11	10	3

UNIT TYPE:
Vehicle (Tank, Fast)

UNIT COMPOSITION:
1 Baal Predator

WARGEAR:

- Twin-linked assault cannon
- Overcharged engines
- Searchlight
- Smoke launchers

OPTIONS:

- May replace twin-linked assault cannon with a flamestorm cannon...*free*
- May take two side sponsons which are both armed with one of the following:
 - Heavy bolters...*20 pts*
 - Heavy flamers...*20 pts*
- May take items from the **Blood Angels Vehicle Equipment** list.



The Baal Predator's Lucifer engines aid the tank in providing heavy firepower and armoured punch to the fast-moving Blood Angels strike forces. The STC for this vehicle was secured by the Blood Angels during the Great Crusade. Indeed, its capture and subsequent retention caused a rift between the Chapter and the Adeptus Mechanicus that has never fully healed. Still, this controversial decision has been more than borne out by the Baal Predator's contribution to the Blood Angels' wars. Equipped with either twin assault cannons or the fearsome flamestorm cannon, the Baal Predator is equally suited to frontal assault, reconnaissance in force, or rapid flanking manoeuvres. Whatever its role, this swift and lethal tank can tear the heart from an enemy force before they even realise they are under attack.



	[Armour]				
	BS	F	S	R	HP
Predator	4	13	11	10	3

UNIT TYPE:

Vehicle (Tank)

UNIT COMPOSITION:

1 Predator

WARGEAR:

- Autocannon
- Searchlight
- Smoke launchers

OPTIONS:

- May replace autocannon with a twin-linked lascannon...*25 pts*
- May take two side sponsons which are both armed with one of the following:
 - Heavy bolters...*20 pts*
 - Lascannons...*40 pts*
- May take overcharged engines...*10 pts*
- May take items from the **Blood Angels Vehicle Equipment** list.



The Predator is a versatile Adeptus Astartes battle tank. It boasts heavy frontal armour combined with strategically variable weapon load-outs. The result is a hard-hitting combat asset that can keep pace with steamroller offensives, plug gaps in the Blood Angels' lines, or fight furiously to anchor defensive actions. The Predator's lack of heavy artillery does little to hamper its effectiveness, as its firepower is augmented by the tank's excellent mobility. It is for this reason that many Blood Angels commanders will use their Predator squadrons as a mobile reserve, holding them back until the shape of the battle has become clear and their strength can be quickly applied where it is most needed. Others utilise their Predators as armoured spearheads, sending them slicing through the enemy lines like a well-honed blade.



VINDICATOR

	[Armour]				
	BS	F	S	R	HP
Vindicator	4	13	11	10	3

UNIT TYPE:
Vehicle (Tank)

UNIT COMPOSITION:
1 Vindicator

- WARGEAR:**
- Demolisher cannon
 - Searchlight
 - Smoke launchers

- OPTIONS:**
- May take overcharged engines...*10 pts*
 - May take a siege shield...*10 pts*
 - May take items from the **Blood Angels Vehicle Equipment** list.



Vindicators are unsubtle line breakers, designed for siege warfare and point-blank bombardment. From the forward hull plates of each Vindicator juts the blunt muzzle of a demolisher cannon, a weapon that more than makes up for its short range with sheer destructive capability. The Blood Angels find frequent use for Vindicators, the redoubtable tanks being deployed to remove those threats against which the Chapter's swift advance may have stalled. Elite infantry, war engines and fortified defence lines vanish amid vast, blinding explosions as the demolisher shells hit home. As the smoke clears, nothing but craters and mangled, blazing wreckage remains. The Blood Angels are moving again even before the thunder has died away, surging through the gaps in the enemy lines to slaughter their shell-shocked foes.



WHIRLWIND

	[Armour]				
	BS	F	S	R	HP
Whirlwind	4	11	11	10	3

UNIT TYPE:

Vehicle (Tank)

UNIT COMPOSITION:

1 Whirlwind

WARGEAR:

- Whirlwind multiple missile launcher
- Searchlight
- Smoke launchers

OPTIONS:

- May take overcharged engines...*10 pts*
- May take items from the **Blood Angels Vehicle Equipment** list.



The Whirlwind is a light artillery vehicle mobile enough to keep pace with Space Marines in the field. Capable of laying down thunderous bombardments of rockets while on the move, the Whirlwind mounts complex augur-uplinks and autotargeters that allow it to fire upon targets it cannot even see. Blood Angels commanders frequently make use of Whirlwinds to pin down enemy reserves, preventing the foe from coordinating counter-attacks. They are also useful for counter-battery fire, raining explosives directly onto the foe's artillery positions and wiping them out. Especially daring commanders have even been known to use their Whirlwinds to rob the impetus from enemy assaults, subjecting the charging foe to a pinpoint barrage moments before the Blood Angels' counter-attack is unleashed.



	[Armour]				
	BS	F	S	R	HP
Land Raider	4	14	14	14	4

UNIT TYPE:

Vehicle (Tank, Transport)

UNIT COMPOSITION:

1 Land Raider

WARGEAR:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- **Transport Capacity:** Ten models.
- **Fire Points:** None.
- **Access Points:** The Land Raider has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Blood Angels Vehicle Equipment** list.
- May take a multi-melta...10 pts



The Land Raider is arguably the most powerful, resilient and versatile tank in the Blood Angels' arsenal. Massively armoured on all sides, the Land Raider can transport a squad of battle-brothers into the heart of the enemy without harm. Furthermore, this hulking war engine carries an overwhelming array of heavy weaponry. Rumbling through the fire and smoke, Land Raiders lay all before them to waste, their venerable machine spirits glorying in the joy of battle. Whether by some quirk of fate or thanks to the skills of their artisan Techmarines, the Blood Angels came out of the Horus Heresy with many more of these tanks than did most of the surviving loyalist Legions. This is an advantage that they still retain, meaning that their commanders can call upon whole squadrons of Land Raiders at need.



LAND RAIDER CRUSADER

	[Armour]				
	BS	F	S	R	HP
Land Raider Crusader	4	14	14	14	4

UNIT TYPE:
Vehicle (Tank, Transport)

UNIT COMPOSITION:
1 Land Raider Crusader

- WARGEAR:**
- Twin-linked assault cannon
 - Two hurricane bolters
 - Frag assault launchers
 - Searchlight
 - Smoke launchers

- SPECIAL RULES:**
- Assault Vehicle
 - Power of the Machine Spirit

- TRANSPORT:**
- **Transport Capacity:** Sixteen models.
 - **Fire Points:** None.
 - **Access Points:** The Land Raider Crusader has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Blood Angels Vehicle Equipment** list.
- May take a multi-melta...10 pts



Though the Blood Angels have employed a number of Land Raider variants over the millennia, only a handful have remained in regular usage. One such pattern of vehicle is the Land Raider Crusader. Capable of churning out a hail of anti-personnel firepower from its hurricane bolters while grinding forward at top speed, the Crusader makes an excellent line breaker. Coupled with the tank's increased transport capacity and exceptional resilience, this makes the Land Raider Crusader one of the most effective assault transports in the galaxy. Crusader crews take a special pride in their armoured steeds, warmly praising the tanks' pugnacious machine spirits and their warlike nobility, which tallies so well with that of the Blood Angels themselves.



LAND RAIDER REDEEMER

	[Armour]				
	BS	F	S	R	HP
Land Raider Redeemer	4	14	14	14	4

UNIT TYPE:
Vehicle (Tank, Transport)

UNIT COMPOSITION:
1 Land Raider Redeemer

- WARGEAR:**
- Twin-linked assault cannon
 - Two flamestorm cannons
 - Frag assault launchers
 - Searchlight
 - Smoke launchers

- SPECIAL RULES:**
- Assault Vehicle
 - Power of the Machine Spirit

- TRANSPORT:**
- **Transport Capacity:** Twelve models.
 - **Fire Points:** None.
 - **Access Points:** The Land Raider Redeemer has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Blood Angels Vehicle Equipment** list.
- May take a multi-melta...10 pts



The Land Raider Redeemer is a shockingly effective weapon of urban warfare, designed to purge dug-in foes from even the most heavily defended positions. To this end, the Redeemer boasts a pair of sponson-mounted flamestorm cannons. These terrifying weapons fire monstrous jets of superheated promethium, and can turn any bunker into a blazing charnel house in moments. Some Blood Angels commanders find the artless and horrific destruction wrought by the Redeemer to be distasteful, but none can deny its efficacy. As such, this Land Raider variant has found a permanent place in the Blood Angels' armoury, deployed in numbers whenever a strike force is likely to face prolonged combat in urban or fortified terrain.



COMMANDER DANTE

CHAPTER MASTER OF THE BLOOD ANGELS

	WS	BS	S	T	W	I	A	Ld	Sv
Commander Dante	6	5	4	4	4	6	4	10	2+

UNIT TYPE:

Jump Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Artificer armour
- Inferno pistol
- Frag grenades
- Krak grenades
- Iron halo
- Jump pack

WARLORD TRAIT:

- Descent of Angels

SPECIAL RULES:

- And They Shall Know No Fear
- Eternal Warrior
- Furious Charge
- Hit & Run
- Independent Character

Tactical Precision: If Commander Dante is your Warlord and the mission you are playing has the Tactical Objectives mission special rule, roll on the Tactical Traits table immediately

before deploying the first unit in your army. Dante has this Warlord Trait in addition to the Descent of Angels Warlord Trait.



RELICS OF BAAL

The Axe Mortalis: *This axe strikes swift as lightning, its expert balance allowing every strike to be perfectly placed.*

Range	S	AP	Type
-	+2	2	Melee, Master-crafted

The Death Mask of Sanguinius: *This mask evokes terror in all who are beneath its gaze.*

The Death Mask of Sanguinius grants Commander Dante the Fear special rule. Furthermore, at the start of each Fight sub-phase, all enemy units that are locked in combat and are within 6" of Dante must take a Fear test, not just the unit he is in base contact with.



Lord of the angelic host and Chapter Master of the Blood Angels, Commander Dante is one of the mightiest heroes of the Imperium. To other Chapter Masters he is an exemplar and an inspiration. To the common soldiers of the Imperium he is a golden god who falls from the heavens to annihilate the Emperor's heathen foes. Dante is believed to be the oldest living Space Marine in the galaxy. He is a peerless warrior and a master strategist, having fought in campaigns on worlds beyond counting for over a thousand years. Even so, the overblown legends that grow in Dante's wake must test the old warrior's patience. He makes no comment, however, for he is wise enough to know that in these dark days the Imperium needs all the heroes it can muster. As for the Commander himself, many believe that Dante tired of his duties long ago. Yet the scrolls of Sanguinius speak of a golden armoured warrior that will stand in defence of the Emperor's throne when the end draws nigh. Commander Dante believes he may be this figure, and so he fights on, waiting to do his duty on that fateful day.



GABRIEL SETH

CHAPTER MASTER OF THE FLESH

TEARERS

Gabriel Seth

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	4	5	4	10	3+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Iron halo

SPECIAL RULES:

- Fearless
- Furious Charge
- Independent Character
- Rage

Whirlwind of Gore: When Gabriel Seth fights in close combat, any To Hit roll of a 6 causes 1 additional hit on the target.

WARLORD TRAIT:

- Red Rampage



RELIC OF BAAL

Blood Reaver: *Never was a weapon so aptly named as Seth's massive chainsword. Armed with this ruinous blade, Seth can carve even the most heavily armoured opponents apart in welters of gore.*

Range	S	AP	Type
-	x2	4	Melee, Rending, Two-handed



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. 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. It is too early to tell if Seth's strategy will ultimately bear fruit. Despite his intentions, Seth has done little to dispel the mistrust of his staunchest critics. Yet such things are of little concern to the Flesh Tearers Chapter Master, for, in his heart, Seth has never truly abandoned hope that the Flesh Tearers can be spared from ultimate oblivion. It is a desperate hope, at best.



BLOOD ANGELS BATTLE COMPANY



FORMATION:

- 1 Captain
- 1 Chaplain
- 1 Command Squad
- 6 Tactical Squads
- 2 Assault Squads
- 2 Devastator Squads
- 1 Death Company Squad
- 1 Dreadnought
- 1 Furioso Dreadnought

RESTRICTIONS:

None.

SPECIAL RULES:

The Angel's Virtue: If this Formation is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Blood Angels*.

Objective Secured: All Troops units from this Formation have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

The Red Thirst: In a turn in which a model from this Formation charges into combat, the model adds 1 to its Initiative characteristic until the end of the Assault phase. A model that has made a disordered charge that turn receives no benefit from the The Red Thirst.



'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



As with the majority of Space Marine Chapters, the Blood Angels are divided into ten Companies. Of these, the 2nd, 3rd, 4th and 5th – the Battle Companies – will normally see the most action. Each of these fighting formations comprises one hundred superhuman warriors with all the support elements they require to crush almost any enemy on the battlefield. Indeed, a Battle Company of Blood Angels is a force so swift, versatile and powerful that in the hands of a skilled commander it can conquer whole worlds in the Emperor's name.

One of the main advantages of a Battle Company is that it contains a mixture of squads drawn from the Chapter's Tactical, Assault and Devastator battle-brothers. This balance of warriors is further supported by the Battle Company's Dreadnoughts, the armoured walkers normally housing fallen heroes from the very Battle Company they still fight as part of. This mixture of offensive, defensive and armoured might means that, even without support from the Chapter Armoury, these formations can launch crushing offensives, stage dauntless defensive actions, and adapt to almost any strategic role that is required of them.

The channelled aggression of the Blood Angels makes their Battle Companies especially dangerous when on the attack. Bolters blazing and chainswords roaring, the battle-brothers storm forward with little thought for their own safety. Enemy battle lines are shattered by the sudden assault, even the best-prepared defenders finding themselves overrun by roaring, red armoured giants. Counter-attacks and attempts at reinforcement are cut to pieces by the

Blood Angels' carefully directed supporting fire, before the Sons of Sanguinius press forward once more. Few armies in the galaxy can stand against so ferocious an attacking force for long, and soon enough the heart of the enemy army will be torn, still-beating, from its collective breast.

The Battle Companies of the Blood Angels and their successor Chapters are unusual in that they almost always include some who have fallen to the Flaw. This tragic phenomenon thins their ranks somewhat, yet it does provide the Battle Company with a terrifying unit of Death Company battle-brothers to hurl against the foe. Lost to madness and seeking only the final redemption of a meaningful death, these lost souls provide their Battle Company with a spearhead of nigh-unstoppable assault troops. Properly supported by the rest of their Battle Company brothers, the Death Company can tear clean through the enemy lines, hacking down every warrior that stands against them and taking objectives that even their heroic brethren might have found untenable.



APPENDIX



This section of the book details many of the rules for using a Blood Angels army in your games of Warhammer 40,000, including their unique special rules, Warlord Traits, wargear and psychic powers, Tactical Objectives and the Baal Strike Force. The reference section at the end summarises the rules from this codex, and provides unit and weapons profiles.

ARMY SPECIAL RULES

A Blood Angels army uses the following special rule that is common to several of its units. Special rules that are unique to particular units are presented in the relevant entry instead. Other rules are simply listed by name – these are described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

COMBAT SQUADS

Blood Angels squads can break down into smaller, tactically flexible formations known as combat squads. It is testament to the exceptional training and discipline of the Blood Angels that this division of their strength serves only to maximise their impact upon the battlefield.

A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Blood Angels Tactical Squad can split into two five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in Reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Bike Squads count as being at full strength when they have eight Space Marine Bikers and one Attack Bike. If split into combat squads, one combat squad will have five Bikers, the other will have three Bikers and the Attack Bike.



WARLORD TRAITS

When generating Warlord traits for a Warlord with the Blood Angels Faction, you can either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table below. Note that if your Warlord is a Librarian Dreadnought, you must roll on the table below – he can never roll on any other Warlord Traits table.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

1 Red Rampage: *A master of devastating headlong assaults, this Warlord epitomises the darker side of the Blood Angels' dual nature.*

Your Warlord has the Rampage special rule.

2 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.*

Your Warlord adds 1 to his Initiative.

3 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.*

Nominate one weapon carried by your Warlord. That weapon has the Master-crafted special rule. Note, however, that this cannot be applied to any Relics of Baal.

4 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.*

Your Warlord has the Adamantium Will special rule.

5 Descent of Angels: *So practiced is this Warlord in the use of air support that there are few who can outmanoeuvre his forces on the field of battle.*

Units in your Warlord's Detachment with the Jump, Flyer or Skimmer unit type can re-roll failed Reserve Rolls. In addition, Jump and Skimmer units from your Warlord's Detachment arriving from Deep Strike Reserve scatter D6" less than they

usually would (normally D6" rather than 2D6").

6 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 units from the Armies of the Imperium (see the Allies chart in *Warhammer 40,000: The Rules*) within 12" of your Warlord have the Fearless special rule.*

ARMOURY OF THE ANGELS



This section of *Codex: Blood Angels* lists the weapons and equipment used by the Blood Angels, along with the rules for using them in your games of Warhammer 40,000. Relics of Baal carried by named characters are detailed on their datasheets, while weapons and equipment used by all other types of units are detailed here.

RANGED WEAPONS

Profiles for the weapons in this section are also listed in the reference section. The full rules for the following Ranged weapons can be found in *Warhammer 40,000: The Rules*:

- Assault cannon
- Autocannon
- Boltgun
- Bolt pistol
- Combi-weapons
- Flamer
- Flamestorm cannon
- Grav-gun
- Grav-pistol
- Hand flamer
- Heavy bolter
- Heavy flamer
- Inferno pistol
- Lascannon
- Meltagun
- Missile launcher
- Multi-melta
- Plasma cannon
- Plasma gun
- Plasma pistol
- Sniper rifle
- Space Marine shotgun
- Storm bolter

Angelus Boltgun

The wrist-mounted angelus boltgun fires bloodshard shells, whose razor-filament bolts can cut through armour with ease.

Range	S	AP	Type
12"	4	4	Assault 2

Astartes Grenade Launcher

The Astartes grenade launcher uses adaptive targeters to compensate for high speed vehicular deployment.

	Range	S	AP	Type
Frag grenade	24"	3	6	Rapid Fire, Blast
Krak grenade	24"	6	4	Rapid Fire

Cyclone Missile Launcher

This weapon is essentially a rack of frag and krak missiles that can be mounted atop the shoulders of a suit of Terminator armour.

A Terminator can fire his cyclone missile launcher in addition to his storm bolter.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

Deathwind Launcher

Fitted to some Drop Pods, these rapid-firing missile launchers provide punishing cover-fire for passengers during deployment.

Range	S	AP	Type
12"	5	-	Heavy 1, Large Blast

Demolisher Cannon

A stunningly unsubtle weapon, the demolisher cannon is a short ranged heavy artillery piece ideal for line breaking or siege warfare.

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

Frag Cannon

The frag cannon fires vast clouds of razor-edged shrapnel, filling the air with a whizzing

cloud of deadly shards.

Range	S	AP	Type
Template	6	-	Assault 2, Rending

Hurricane Bolter

Hurricane bolters lay down heavy anti-infantry firepower, drumming dozens of shots into the foe in a matter of seconds.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

Stormstrike Missile

Stormstrike missiles detonate with a thunderous boom that leaves any survivors in the blast radius reeling and disoriented.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

Typhoon Missile Launcher

The typhoon missile launcher turns a Land Speeder into a multi-purpose weapons platform that savages infantry and armour alike.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

Whirlwind Multiple Missile Launcher

Housing cadaverous telemetric-servitors, the whirlwind multiple missile launcher is a superlative suppression weapon that can maintain a fearsome bombardment even on the move.

	Range	S	AP	Type
Vengeance	12-48"	5	4	Ordnance 1, Barrage, Large Blast
Incendiary castellan	12-48"	4	5	Ordnance 1, Barrage, Ignores Cover, Large Blast

MELEE WEAPONS

Profiles for the weapons in this section are also listed in the reference section. The full rules for the following Melee weapons can be found in *Warhammer 40,000: The Rules*:

- Chainfist
- Chainsword
- Close combat weapons
- Force weapons
- Lightning claw
- Power fist
- Power weapons
- Thunder hammer

Blood Talon

The blood talon echoes the Space Marine lightning claw writ large. Forged from adamantium, energised using reserves from the Dreadnought’s power plant, and blessed by both the Techmarines and Chaplains of the Chapter, these weapons are truly lethal.

Range	S	AP	Type
-	x2	2	Melee, Shred, Specialist Weapon

Crozius Arcanum

Upon ascension to the ranks of the Reclusiam, a Blood Angels Chaplain is presented with a crozius arcanum. These are both badges of office and weapons wreathed in a crackling energy field.

Range	S	AP	Type
-	+2	4	Melee, Concussive

Furioso Force Halberd

Librarian Dreadnoughts wield large and deadly force halberds.

Range	S	AP	Type
-	x2	2	Melee, Force

Glaives Encarmine

Forged from an alloy known as Angelsteel, a glaive encarmine is a weapon of great ritual significance for the Blood Angels. Indeed, many are the same weapons borne by Azkaellon’s battle-brothers during the Horus Heresy. The glaives take a variety of forms, from long-

bladed swords to elegant war axes, yet all are equally deadly.

	Range	S	AP	Type
Encarmine axe	-	+1	2	Melee, Master-crafted, Two-handed, Unwieldy
Encarmine sword	-	User	3	Melee, Master-crafted, Two-handed

Relic Blade

To carry a relic blade is to bear the honour of the Chapter. In battle their crackling blades sing a golden note as they cleave the foe.

Range	S	AP	Type
-	+2	3	Melee, Two-handed

Servo-arm

Servo-arms can be used for battlefield repairs or as deadly weapons.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy

ARMOUR

Artificer Armour

The armourers of the Blood Angels are exceptionally skilled artisans. It can take many lifetimes to produce a single suit of sculpted plate, but each is a masterful work of art that provides the wearer with superior protection.

Artificer armour confers a 2+ Armour Save.

Power Armour

Made from thick ceramite plates and electrically motivated fibre bundles that enhance the movement of the wearer, power armour is the standard protection for Space Marines.

Power armour confers a 3+ Armour Save.

Scout Armour

Less cumbersome than power armour, scout armour is ideal for infiltration work and allows greater freedom of motion.

Scout armour confers a 4+ Armour Save.

Terminator Armour

Terminator armour is amongst the best personal protection the Imperium can provide for a Space Marine.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make sweeping advances.

SPECIAL ISSUE WARGEAR

Profiles for the weapons in this section are also listed in the reference section. The full rules for the following items can be found in *Warhammer 40,000: The Rules*:

Frag grenades*
Krak grenades
Melta bombs
Psychic hood
* See assault grenades

Auspex

The auspex is a hand-held data-oracle, capable of scanning in a range of wavelengths and triangulating battlefield targets.

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

Blood Chalice

Each blood chalice is believed to contain a sliver of the essence of Sanguinius himself that reaches out to the minds of nearby battle-brothers and urges them on to greater glories.

All models with the Blood Angels Faction in a unit that includes at least one model with a blood chalice add 1 to their Weapon Skill.

Camo Cloak

Often worn by Blood Angel Scouts, these lumophagic garments imitate the appearance of nearby terrain, camouflaging the wearer when in cover.

A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save.

Chapter Banner

The Chapter banner of the Blood Angels is a masterwork of craftsmanship, inspiring Sanguinius' sons with its glory.

Friendly units with the Blood Angels Faction within 12" of a model with a Chapter banner re-roll failed Morale checks and Pinning tests. In addition, all friendly models with the Blood Angels Faction in the same unit as this banner have +1 Attack whilst the bearer is alive.

Cluster Mines

These devices are used for area denial, laced through dense terrain where their payload of

microbomblets is at its most lethal.

After your army deploys, Scouts redeploy and Infiltrators deploy, but before the roll to Seize the Initiative, each unit with cluster mines in your army may booby-trap a single piece of battlefield terrain on the table. The piece of battlefield terrain should be marked with a small marker (a coin will do) to remind both players that it has been booby-trapped. Enemy models treat booby-trapped pieces of battlefield terrain as dangerous terrain. Note that having multiple units booby-trap the same piece of battlefield terrain has no additional effect. A unit with cluster mines which begins the game in Reserve may still booby-trap a piece of battlefield terrain.

Combat Shield

A combat shield fits to the wearer's vambrace, leaving their hands free to bear weapons while providing effective protection in combat.

A combat shield confers a 6+ invulnerable save.

Company Standard

Every Blood Angels company standard is an inspirational masterpiece that proudly proclaims that Company's roll of honour.

Friendly units with the Blood Angels Faction within 12" of a model with a company standard re-roll failed Morale checks and Pinning tests.

Death Mask

Each death mask contains a vengeful machine spirit whose wrath and spite crackle about the mask as a terrifying golden halo.

A model with a death mask has the Fear special rule.

Digital Weapons

These potent point-blank lasers are concealed in finely wrought gauntlets or masterwork warrior jewellery, their lethality belied by their crafted elegance.

A model armed with digital weapons can re-roll one failed roll To Wound in each Assault phase.

Hellfire Shells

Originally developed for battling the Tyranids, these shells contain a voracious bio-acid that can dissolve flesh in seconds.

Each time a weapon with hellfire shells fires, the controlling player can choose whether to fire a hellfire shell or to use the ordinary profile for that weapon.

Range	S	AP	Type
24"	1	-	Heavy 1, Blast, Poisoned (2+)

Iron Halo

Echoing the flickering war-halo of the Primarch himself, the iron halo projects a protective energy field around its honoured bearer.

An iron halo confers a 4+ invulnerable save.

Jump Pack

Jump packs allow the wearer to leap through the air in short, controlled bursts of flight, a deployment method particularly beloved of Sanguinius' sons.

Models with jump packs gain the Jump unit type as described in *Warhammer 40,000: The Rules*.

Locator Beacon

Singing out like an angelic datachoir, a locator beacon's signal guides reserve forces into battle with pinpoint accuracy.

Friendly units do not scatter when arriving from Deep Strike Reserve, so long as the first model is placed within 6" of a model with a locator beacon. For this to work, the bearer must have been on the battlefield at the start of the turn.

Narthecium

This device allows Sanguinary Priests to tend to their fallen battle-brothers, or extract their gene-seed should they be beyond saving.

As long as the model with the narthecium is alive, all models in his unit have the Feel No Pain special rule.

Rosarius

A rosarius is both an ornate badge of office and a potent force-field generator that shields its bearer from harm.

A rosarius confers a 4+ invulnerable save.

Servo-harness

A mobile shrine to the Omnissiah, this device contains multiple tools and blessed attachments to aid in the Techmarine's craft.

A servo-harness gives the bearer two servo-arms, a plasma cutter and a flamer. In the Shooting phase, the model can fire both harness-mounted weapons, or one harness-mounted weapon and another weapon.

	Range	S	AP	Type
Plasma cutter	12"	7	2	Assault 1, Gets Hot, Twin-linked

Signum

An ancient and highly specialised communications device, a signum can provide individual warriors with pinpoint targeting data that heightens their accuracy to lethal levels.

At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If he does so, one model in his squad sets its Ballistic Skill to 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made.

Space Marine Bike

Space Marine bikes are resilient and reliable, fast-moving armoured steeds that bear their riders swiftly into battle no matter what hazards they face.

Models with Space Marine bikes change their unit type to Bike, as described in *Warhammer 40,000: The Rules*. Space Marine bikes are fitted with a twin-linked boltgun.

Special Issue Ammunition

Special issue ammunition encompasses a number of rare and specialist boltgun rounds, each ideally suited for a different foe.

In addition to the normal profile for their boltgun (including boltguns that are part of a combi-weapon but not storm bolters), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles below until the beginning of their next Shooting phase. All models with special issue ammunition in a unit must use the same profile.

	Range	S	AP	Type
Dragonfire bolt	24"	4	5	Rapid Fire, Ignores Cover
Hellfire round	24"	1	5	Rapid Fire, Poisoned (2+)
Kraken bolt	30"	4	4	Rapid Fire
Vengeance round	18"	4	3	Rapid Fire, Gets Hot

Storm Shield

Formidable slabs of armour plate in their own right, storm shields are sheathed in incredibly potent force fields capable of turning aside almost any attack.

A storm shield confers a 3+ invulnerable save. In addition, a model with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

Teleport Homer

Teleport homers emit a powerful signal onto which teleportarium augurs can lock. This allows teleport deployment of Terminator Squads with far greater reliability and safety.

Friendly units composed entirely of models in Terminator armour do not scatter when arriving from Deep Strike Reserve, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer must have been on the battlefield at the start of the turn.

THE HONOUR OF DUTY



Baal pattern Boltgun, Blood Angels markings

**As our bodies are armoured with adamant, our souls are protected
with loyalty.**

**As our bolters are charged with death for the Emperor's enemies, our
thoughts are charged with wisdom.**

**As our ranks advance, so does our devotion, for are we not the Space
Marines?**

Are we not the chosen of the Emperor, his loyal servants unto death?

BLOOD ANGELS VEHICLE EQUIPMENT

Rules for the vehicle equipment in this section are also summarised in the reference section. The full rules for the following vehicle upgrades can be found in *Warhammer 40,000: The Rules*:

Dozer blade
Extra armour
Hunter-killer missile
Searchlight
Smoke launchers
Storm bolter

Ceramite Plating

The plates that clad the hull of the Stormraven Gunship are conditioned and pre-blessed to resist the fires of atmospheric re-entry. In battle, these precautions serve the further purpose of absorbing the fury of enemy heat-weapons.

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

Frag Assault Launchers

The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out.

Any unit charging into close combat on the same turn as it disembarks from a vehicle with frag assault launchers counts as having frag grenades.

Magna-grapple

Consisting of a potent gravitic magnet and a spooled length of adamantium chain, a magna-grapple can clamp onto vehicle hulls before hauling the Dreadnought towards its target at speed.

A model with a magna-grapple has the Move Through Cover special rule. In addition, a unit containing a model with a magna-grapple can re-roll failed charges when attempting to charge a vehicle.

Overcharged Engines

Many Blood Angels vehicles incorporate overcharged 'Lucifer' engines that enable a breakneck turn of speed. The secrets of their construction belong only to the Sons of Sanguinius, a source of much friction with the jealous Priests of Mars.

A vehicle with overcharged engines gains the Fast unit type as described in *Warhammer 40,000: The Rules*.

Siege Shield

Many Vindicators are equipped with an enormous bulldozer blade, allowing them to shoulder aside battlefield detritus without risk.

A vehicle with a siege shield automatically passes Dangerous Terrain tests.

RELICS OF BAAL



Relics of Baal are items of incredible power with names and histories that are spoken of in the same reverent tones used to describe the Chapter's greatest heroes. Only one of each of the following artefacts may be chosen per army – there is only one of each of these items in the galaxy!

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 and his companions to advance at speed through even the most tangled terrain while avoiding all but the heaviest incoming fire.

A model with the Angel's Wing gains the Jump unit type as described in *Warhammer 40,000: The Rules*. A unit containing a model with The Angel's Wing may re-roll the scatter dice to determine their final position when arriving by Deep Strike, and may also re-roll any rolls on the Deep Strike Mishap table. Furthermore, any models that target this unit as a result of the Interceptor special rule can only make Snap Shots when doing so.

The Crown Angelic

Crafted by the noted artisan Agostinias, the Crown Angelic's value is near incalculable. However, the true worth of this device can be seen upon the field of battle, where it also blazes with a terrible, merciless light that sears its way into the souls of the foe. Senses flooded by the Crown's furious radiance, even the bravest enemy warriors wilt in terror.

A model with the Crown Angelic has the Fear special rule. In addition, the enemy suffers a -2 penalty to Leadership when taking Fear tests caused by this item.

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.

A model with the Veritas Vitae generates an additional Warlord Trait from the Strategic Traits table in *Warhammer 40,000: The Rules*. If the additional trait is the same as the first trait they generated, roll again until a different trait is generated.

Gallian's Staff

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

Range	S	AP	Type
-	+2	4	Melee, Concussive, Force, Rage-fuelled

Rage-fuelled: A model with Gallian's Staff can re-roll any dice rolls of a 1 when making a Psychic Test, but will immediately suffer a Wound, with no saves of any kind allowed, for each re-rolled dice that is also a 1.

Fury of Baal

This masterwork plasma pistol was created by Chapter artisans many thousands of years ago. Its spirit is as wrathful as the star around which Baal orbits, and its fires are said to burn as hot. Just as the Blood Angels must strive to direct their anger rather than let it rule them, so too must their most potent weapons. As such, plasma containment chambers and secondary heat-sinks ensure that Fury of Baal never turns its wrath upon he who wields it. The foe, of course, enjoys no such protection.

Range	S	AP	Type
12"	7	2	Pistol, Master-crafted

Valour's Edge

The ancient power sword known as Valour's Edge is breathtakingly beautiful. Its blade gleams with a golden light and its hilt is bejeweled and finely worked. Ancient records suggest that the sword was presented to Sanguinius by the Emperor himself, a token to commemorate some victory now lost to the past. Whatever the truth, Valour's Edge is far more than a mere decorative piece – able to gauge the worth of its wielder, the sword blazes with golden fire when grasped by one whose intent it deems pure. In the hands of such an individual, Valour's Edge cuts a blinding swathe through the foe. Searing afterimages dance in its wake, its razor edge sings a clarion note as it cleaves through the air, and neither blade, armour nor shield can deflect its scything blows.

Range	S	AP	Type
-	User	2	Melee

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 psyche. 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.

Primaris Power

Quickening...Warp Charge 1

The Librarian channels his psychic might and the powers of the Immaterium flow through the veins of a chosen hero, raising his speed to deadly heights.

Quickening is a **blessing** that targets either the Psyker or a single friendly character within 12" of the Psyker. Whilst this power is in effect, the target has the Fleet special rule and +D3 Initiative and Attacks (roll once for both characteristics).

1. Fear of the Darkness...Warp Charge 1

Summoning the malice within the Warp, the Librarian unleashes a wave of sheer terror, assailing his foe's soul with nameless torment and sorrow.

Fear of the Darkness is a **malediction** that targets a single enemy unit within 12". The target must immediately take a Morale check with a -2 Leadership modifier.

2. Unleash Rage...Warp Charge 1

The Librarian reaches into the minds of his fellows and stokes the fires of anger lurking in the depths of their psyches, pushing them into a frenzied rage.

Unleash Rage is a **blessing** that targets a single friendly unit within 18". Whilst the power is in effect, the target has the Rage special rule. If the target already has the Rage special rule, they instead have +1 Attack whilst this power is in effect.

3. Shield of Sanguinius...Warp Charge 1

The Librarian wills a shimmering golden barrier into existence, preserving his companions from harm.

Shield of Sanguinius is a **blessing** that targets the Psyker. Whilst the power is in effect, all models in the Psyker's unit have a 5+ invulnerable save.

4. Blood Boil...Warp Charge 2

The Librarian drives his enemy's lifeblood into a seething frenzy, causing it to boil in the victim's own veins a split second before busting from every pore with explosive finality.

Blood Boil is a **focussed witchfire** power with a range of 18". The target must take two Toughness tests; for each test that is failed the target loses a single Wound with no saves of any kind allowed. If the target is slain, centre the large blast marker over the target before removing him as a casualty. All other models under the marker suffer a Strength 4 AP5 hit with the Ignores Cover special rule.

5. The Blood Lance...Warp Charge 2

The Librarian conjures a mighty lance, glistening with blood and gore and infused with a sliver of his innermost rage. On a single unspoken command, the lance flies from his hands, skewering everything in its path.

The Blood Lance is a **beam** with the following profile:

Range	S	AP	Type
12"	8	1	Assault 1, Lance

6. Wings of Sanguinius...Warp Charge 2

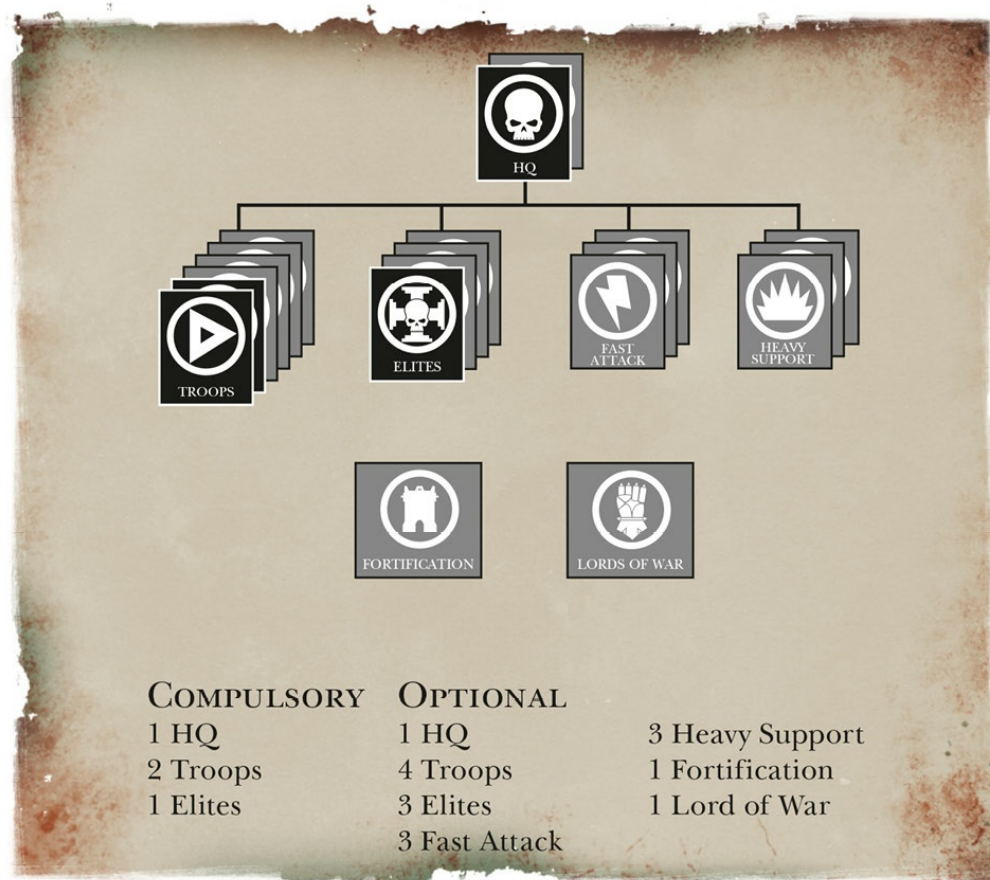
Blood-red wings of psychic energy spring from the back of the Librarian or his allies, allowing them to soar across the battlefield like avenging angels.

Wings of Sanguinius is a **blessing** that targets a single friendly Infantry unit within 12". Unless locked in close combat, the target immediately makes a move of up to 12". This move cannot end on top of another unit or impassable terrain, but ignores intervening units, terrain, etc. Any model that starts or ends this move in difficult terrain must take a Dangerous Terrain test. The target unit cannot charge in the same turn that this power is used, and all models in the unit count as having moved in the Movement phase for the purposes of shooting weapons in the Shooting phase.

BAAL STRIKE FORCE



Codex: Blood Angels details a unique Detachment – the Baal Strike Force – that reflects a typical Blood Angels Formation despatched to fight any of the Emperor’s wars waging across the galaxy. This follows all the Detachment rules presented in *Warhammer 40,000: The Rules*.



RESTRICTIONS

All units in this Detachment must have the Blood Angels Faction (or be fortifications).

COMMAND BENEFITS

The Angel’s Virtue: If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Blood Angels*.

The Red Thirst: In a turn in which a model from this Formation charges into combat, the model adds 1 to its Initiative characteristic until the end of the Assault phase. A model that has made a disordered charge that turn receives no benefit from the The Red Thirst.



TACTICAL OBJECTIVES



Codex: Blood Angels describes six Tactical Objectives to use in your games that are exclusive to Blood Angels players and reflect their endless war against the enemies of the Imperium.

If your Warlord has the Blood Angels Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Blood Angels player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Blood Angels player instead generates the corresponding Blood Angels Tactical Objective, as shown in the table below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 Result

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

TYPE: 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 at the end of your turn if you issued at least one challenge during your turn.

12 AERIAL ASSAULT

TYPE: BLOOD ANGELS

The scream of turbines and the roar of jump packs shall be the enemy's funeral dirge.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a Blood Angels unit with the Flyer, Skimmer or Jump unit type. If at least one enemy unit was completely destroyed by a Blood Angels unit with the Flyer, Skimmer or Jump unit type during the same turn that the Blood Angels unit arrived from Reserves, score D3 Victory Points instead.

13 PURITY THROUGH BLOODSHED

TYPE: BLOOD ANGELS

The curse of the Blood Angels can become a potent weapon if harnessed with discipline and control. Prove your virtue by meeting your enemy face-to-face.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your Assault phase. If 3-5 enemy units were completely destroyed during your Assault phase, score D3 Victory Points instead. If 6 or more enemy units were completely destroyed during your Assault phase, score D3+3 Victory Points instead.

14 DECAPITATING STRIKE

TYPE: BLOOD ANGELS

To slay the beast, one needs only to remove the head.

Score 1 Victory Point at the end of your turn if the enemy Warlord has been removed as a casualty during this, or any previous turn.

15 SWIFT ADVANCE

TYPE: BLOOD ANGELS

Take the fight to your foe, and show them that nowhere is safe from the retribution of the Blood Angels.

When this Tactical Objective is generated your opponent must select two Objective Markers. Score 1 Victory Point at the end of your turn if you control one of these Objective Markers. If you control both of them at the end of your turn, score D3 Victory Points instead.

16 NOBLE SELF-SACRIFICE

TYPE: 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 at the end of your turn if your Warlord was removed as a casualty during the Assault phase of your turn. If your Warlord refuses a challenge whilst this Tactical Objective is Active, immediately discard this Tactical Objective.

Designer's Note – Tactical Objectives Card Deck

If you own a deck of Blood Angels Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Astorath	6	5	4	4	3	5	3	10	2+	In, J (ch)
Brother Corbulo	5	5	4	4	3	5	3	10	3+	In (ch)
Captain	6	5	4	4	3	5	3	10	3+	In (ch)
Captain Tycho	6	5	4	4	3	5	3	10	2+	In (ch)
Chaplain	5	4	4	4	2	4	2	10	3+	In (ch)
Librarian	5	4	4	4	2	4	2	10	3+	In (ch)
Mephiston	6	5	5	5	3	5	4	10	2+	In (ch)
Sanguinary Priest	5	4	4	4	2	4	2	10	3+	In (ch)
The Sanguinor	8	5	5	4	3	6	4	10	2+	In, J (ch)
Servitor	3	3	3	3	1	3	1	8	4+	In
Techmarine	4	4	4	4	1	4	1	8	2+	In (ch)
Tycho the Lost	6	5	4	4	3	5	4	10	2+	In (ch)

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Scout	3	3	4	4	1	4	1	8	4+	In
Scout Sergeant	4	4	4	4	1	4	1	8	4+	In (ch)
Veteran Scout Sgt	4	4	4	4	1	4	2	9	4+	In (ch)
Space Marine	4	4	4	4	1	4	1	8	3+	In
Space Marine Sgt	4	4	4	4	1	4	1	8	3+	In (ch)
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)

	ELITES									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Death Company Marine	4	4	4	4	1	4	2	8	3+	In
Lemartes	5	4	4	4	2	6	2	10	3+	In, J (ch)
Veteran	4	4	4	4	1	4	2	9	3+	In
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)
Company Champion	5	4	4	4	1	4	2	9	3+	In (ch)
Sanguinary Guard	4	4	4	4	1	4	2	10	2+	In, J
Sanguinary Novitiate	4	4	4	4	1	4	2	9	3+	In (ch)
Terminator	4	4	4	4	1	4	2	9	2+	In
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	In (ch)
	FAST ATTACK									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Attack Bike	4	4	4	5	2	4	2	8	3+	Bk
Biker Sergeant	4	4	4	5	1	4	1	8	3+	Bk (ch)
Biker Veteran Sgt	4	4	4	5	1	4	2	9	3+	Bk (ch)
Scout Biker	3	3	4	5	1	4	1	8	4+	Bk
Scout Biker Sergeant	4	4	4	5	1	4	1	8	4+	Bk (ch)
Scout Biker Vt. Sgt	4	4	4	5	1	4	2	9	4+	Bk (ch)
Space Marine	4	4	4	4	1	4	1	8	3+	In, J
Space Marine Biker	4	4	4	5	1	4	1	8	3+	Bk
Space Marine Sgt	4	4	4	4	1	4	1	8	3+	In, J (ch)
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In, J (ch)

	HEAVY SUPPORT									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Space Marine	4	4	4	4	1	4	1	8	3+	In
Space Marine Sgt	4	4	4	4	1	4	1	8	3+	In (ch)
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)

	VEHICLES									
	WS	BS	S	⌈ Armour ⌋ F S R			I	A	HP	Unit Type
Baal Predator	-	4	-	13	11	10	-	-	3	Tk, F
Death Company Dreadnought	4	4	6	12	12	10	4	3	3	W
Dreadnought	4	4	6	12	12	10	4	2	3	W
Drop Pod	-	4	-	12	12	12	-	-	3	O, T
Furioso Dreadnought	5	4	6	13	12	10	4	2	3	W
Land Raider	-	4	-	14	14	14	-	-	4	Tk, T
Land Raider Crusader	-	4	-	14	14	14	-	-	4	Tk, T
Land Raider Redeemer	-	4	-	14	14	14	-	-	4	Tk, T
Land Speeder	-	4	-	10	10	10	-	-	2	F, S
Librarian Dreadnought	5	4	6	13	12	10	4	2	3	W (ch)
Predator	-	4	-	13	11	10	-	-	3	Tk
Razorback	-	4	-	11	11	10	-	-	3	Tk, F, T
Rhino	-	4	-	11	11	10	-	-	3	Tk, F, T
Stormraven Gunship	-	4	-	12	12	12	-	-	3	Fl, H, T
Vindicator	-	4	-	13	11	10	-	-	3	Tk
Whirlwind	-	4	-	11	11	10	-	-	3	Tk

	LORDS OF WAR									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Commander Dante	6	5	4	4	4	6	4	10	2+	In, J (ch)
Gabriel Seth	6	5	4	4	4	5	4	10	3+	In (ch)

Weapon	RANGED WEAPONS			
	Range	S	AP	Type
Angelus boltgun	12"	4	4	Assault 2
Assault cannon	24"	6	4	Heavy 4, Rending
Astartes grenade launcher				
Frag grenade	24"	3	6	Rapid Fire, Blast
Krak grenade	24"	6	4	Rapid Fire
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Cyclone missile launcher				
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2
Deathwind launcher	12"	5	-	Heavy 1, Large Blast
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast
Flamer	Template	4	5	Assault 1
Flamestorm cannon	Template	6	3	Heavy 1
Frag cannon	Template	6	-	Assault 2, Rending
Frag grenade	8"	3	-	Assault 1, Blast
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
Grav-pistol	12"	*	2	Pistol, Concussive, Graviton

Weapon	RANGED WEAPONS			
	Range	S	AP	Type
Hand flamer	Template	3	6	Pistol
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Inferno pistol	6"	8	1	Pistol, Melta
Krak grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher				
Frag missile	48"	4	6	Heavy 1, Blast
Krak missile	48"	8	3	Heavy 1
Flakk missile	48"	7	4	Heavy 1, Skyfire
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Sniper rifle	36"	X	6	Heavy 1, Sniper
Space Marine shotgun	12"	4	-	Assault 2
Storm bolter	24"	4	5	Assault 2
Stormstrike missile	72"	8	2	Heavy 1, Concussive, One Use Only
Typhoon missile launcher				
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2
Whirlwind multiple missile launcher				
Vengeance	12-48"	5	4	Ordnance 1, Barrage, Large Blast
Incendiary castellan	12-48"	4	5	Ordnance 1, Barrage, Ignores Cover, Large Blast

Weapon	MELEE WEAPONS			
	Range	S	AP	Type
Blood talon	-	x2	2	Melee, Shred, Specialist Weapon
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Chainsword	-	User	-	Melee
Close combat weapon	-	User	-	Melee
Crozius arcanum	-	+2	4	Melee, Concussive
Encarmine axe	-	+1	2	Melee, Master-crafted Two-handed, Unwieldy,
Encarmine sword	-	User	3	Melee, Master-crafted, Two-handed
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	User	3	Melee, Force
Furioso force halberd	-	x2	2	Melee, Force
Krak grenade	-	6	4	-
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon
Melta bomb	-	8	1	Armourbane, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power lance	-	+1/U	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Relic blade	-	+2	3	Melee, Two-handed
Servo-arm	-	x2	1	Melee, Specialist Weapon, Unwieldy
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

UNIT TYPES

Bike = Bk, *Fast* = F, *Flyer* = Fl, *Hover* = H, *Infantry* = In, *Jump unit* = J, *Open-topped* = O, *Skimmer* = S, *Tank* = Tk, *Transport* = T, *Walker* = W, *Character* = (ch)



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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-402-0

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