BLOOD ANGELS

They shall be noble in spirit, honourable in manner and furious in battle. To look upon them will be to look upon glory made manifest, a gleaming host of angels possessed of weapons so beauteous as to stir the coldest mortal souls to tears. They will be the Emperor’s wrath, his vengeful angels, and none may stay their might.
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INTRODUCTION

Welcome to Codex Supplement: Blood Angels, a supplement for Codex: Space Marines dedicated to painting, collecting and gaming with Blood Angels Citadel miniatures. Replete with information regarding the warriors of this ancient brotherhood, including their organisation, heraldry and rules for their use in games, this book is essential for any follower of Sanguinius.

As a Blood Angels collector and player, you have access to an enormous assortment of Citadel miniatures to build your army with. With the Blood Angels and their successor Chapters – noble warriors of the mighty Adeptus Astartes – you have access to a full range of Space Marines miniatures, as well as many unique options not available to collectors of other Chapters. Your swift Inceptors can slam into battle alongside the ornately armoured battle-brothers of the Sanguinary Guard, while your indomitable Redemptor Dreadnoughts may stride into the fray beside the ancient Furioso Dreadnoughts – a valorous host that can be led by none other than Commander Dante, the Blood Angels’ renowned Chapter Master.

The striking colours and heraldry of the Blood Angels make for a glorious vision when an army is put together. In their ten thousand years of service to the Imperium, the Blood Angels have birthed many noble successor Chapters. This means that if you love the Blood Angels’ lore and are excited by their unique rules, yet want an army painted in your own colour scheme, you can! In fact, it is a fantastic opportunity to spread your creative wings and see what tales of glory you can tell. You can take this a step further with the bespoke rules content for Crusade forces within this book, which has been tailored specifically to the Blood Angels and their successors.

In keeping with the Blood Angels’ master artisanship, and the lavishly decorated tomes collected in the Chapter’s Librarius, this book is filled with beautiful art and photography. Each image gives but a glimpse into the harsh lives, terrible wars and magnificent victories of these mighty warriors, and the sacrifices they make to preserve their Primarch's and the Emperor's dream of a glorious Imperium that could withstand the manifold terrors of the galaxy.

Used alongside Codex: Space Marines, this book provides you with all the rules you need to field a grand host of Blood Angels, including datasheets for heroic special characters and unique troop types. There are also Warlord Traits, Stratagems, Relics and a Psychic Discipline, all exclusive to the sons of Sanguinius. The Blood Angels are renowned as an aggressive Chapter who make heavy use of swift battle tanks, specialised assault infantry and hurling combat aircraft. Coupled with their bespoke rules, you can turn your collection into a devastatingly powerful force – one that strikes your enemies hard and fast, and breaks them in the name of Sanguinius.
The Blood Angels Space Marines are the noble and courageous scions of the Primarch Sanguinius, who was known as the Great Angel, the Brightest One, the Master of Devots and many other titles and honorifics. In olden days, his crimson and mournful black do they descend from on high into glorious battle. There do they smite the foes of the Imperium, purging the wicked, avenging the heretic and liberating the faithful.

In Sanguinius’ perfect image, the malnourished sons of a ruined planet are sculpted as an artist models the great heroes of myth. They emerge from their apothecaries as mighty warriors, beautiful in form, elegant and bearing. The sinewy grow tall. The noble grow strong. The sickly grow tall. Thus is the Great Angel’s vision for the Imperium embodied in his own sons — no matter the toughness of humanity’s existence, it has the potential to rise even more wonderful than mankind itself could ever imagine.

For ten thousand years has it been so, but the price the Blood Angels have paid for their loyalty is hideous. Sanguinius was slain by the Arch-traitor Horus, and the spiritual shock of his death would forever mark his gene-sons forevermore. And is the true cost of the Great Angel’s demise, though it is one the Blood Angels pay to this day, the toll of what is known as the Flaw growing greater with each passing year.
HERITAGE OF SANGUINIUS

The Blood Angels are the scions of the Primarch Sanguinius. One of the greatest of all the Primarchs, he sculpted and fashioned the Blood Angels as he saw fit. Inheritors of his genetic legacy, his sons have formidable combat skills and a deep philosophy, continuously striving to live up to his example.

It was upon Baal Secundus, the second moon of the planet Baal, that Sanguinius was discovered during the Great Crusade. It is believed that Baal Secundus was once a verdant paradise, its peoples highly advanced, but by the time of Sanguinius’ discovery it was an irradiated hellscape, and has remained that way into the 41st Millennium. The people of Baal were badly affected by their harsh environment, universally malnourished, sickly, feeble and afflicted by lesions, blemishes and carcinomas. They remain so to this day, scratching a living from the husks of their once great civilization and only braving the elements in patched rad-suits. Sanguinius, immune to the ravages of his adoptive world, was a vision of impeccable beauty who united his people, bringing a hope they had never had before. Once rediscovered by the Imperium and united with his Legion, his burning desire to improve the lot of those around him extended not only to the Space Marines he inherited, but also to Humanity itself, and he imbued his sons with his vision for the betterment of Mankind.

To join the Blood Angels, aspirants must reach the Place of Challenge at Angel’s Fall, where Sanguinius is said to have arrived on Baal Secundus ten thousand years ago. The journey across rad-soaked deserts is fraught with peril, with many dying due to harsh elements or dangerous predators, such as fire scorpions, catch spiders and thirstwater. Those who survive this perilous journey must then pass through a number of ‘Winnowings’, in which the Chapter determines who is worthy of progression. More perish in these deadly games and tournaments, but the successful aspirants are taken to the Arx Angelicum – the Blood Angels’ fortress monastery upon Baal itself. There, without rest, they must observe a candelit vigil for three days and three nights in the Great Chapel of the Blood Angels. Those who fail are never seen again.

Soon after, the Sanguinary Priests provide the aspirants who remain with the Sanguinary Chalice, from which they sup a small amount of blood drawn from the Priests' veins, which themselves carry the blood of the Primarch. This process, called Insanguination, leads them to fall into a deep slumber. Hooded blood-servitors chant the Credo Vitae as they carry the aspirants to the Hall of Sarcophagi, an immense gilded cathedral, where they are enclosed for a year in huge golden caskets. In this time they are intravenously fed with nutrients and more of Sanguinius' blood, and receive the implants they need to become Space Marines – more die in this process, or wake up too soon. Throughout their sleep, the aspirants have dreams of moments from their Primarch's life, the details of which are permanently etched into their souls.

Their year complete, they emerge as full Space Marines. Strong, tough and tall, these warriors possess a natural grace, bravery, puissant skill and nobility akin to that of Sanguinius. They become long-lived, and with such time do they set their minds to varied pursuits and disciplines, many training to become blademasters or subtly skilled artisans.

Blood Angels are formed in a master sculptor’s ideal of beauty, with smooth skin and elegant features. They adorn their weapons, armour, vehicles and banners with beautiful art and fine embellishments, emblazoning them with all manner of Chapter icons, including droplets of blood, angels’ wings and chalices. No effort, time or expense is spared in acquiring the finest resources for such craft. Bloodstone is carefully extracted by hand from the deep caves of the Crucifers Mountains on Baal, while the white pigment used to paint angels’ wings can only be obtained by crushing the shells of bloodthirsty sand clams. The Blood Angels have even fought wars to claim the precious metals they use for decoration, or to obtain the spinneworm larvae that produce the taffeta used to make standards and ceremonial tabards. These Space Marines are as diligent in the making of their wargear and maintaining of their heirlooms as they are in defending the Imperium, and few Chapters have a battle record as impeccable as theirs.

For all their wondrous beauty, the elegance of their artisanship and their magnificence on the battlefield – all of which can be credited to Sanguinius – there is a haunting dark side to the legacy the Blood Angels have inherited, and it is for this reason that so many pursue their disciplines to such great degree. For many, becoming the perfect swordsman or fashioning the perfect axe is but a means to focus their mind and control their inner fury.
EXEMPLARS OF THE HOST

Though the Blood Angels and their successors are haunted by the death of Sanguinius, they nonetheless embody the great virtues of their angelic Primarch, and they seek to emulate his example wherever and whenever they can. Some brothers achieve this to a greater standard than others.

SANGUINARY GUARD
The Sanguinary Guard trace their heritage back to the Great Crusade, when they served as bodyguards to Sanguinius himself. Since that time, every Blood Angels successor Chapter has had a formation of these warriors as directed by Azkaelion, the leader of their noble order at the time of the Legions' dissolution.

As the Sanguinary Guard are ancient, so too is their wargear. They can trace the lineage of their golden armour and wrist-mounted angelus boltguns to the time of the Horus Heresy. It is no different for the mighty encarminite gaives they wield, which cannot be scratched, warped or broken, no matter how terrible the violence wrought by or against them. Made of angeldite, the secrets of the forging of these beautiful and deadly swords and axes are known only to the Blood Angels' artificers.

A Sanguinary Guard's most iconic item of wargear is their death mask. The stern-faced visages of these golden war helms crackle with haloes of light, giving the masks a terrifying aura that panic's the foe and can even put them to flight. The machine spirit within each mask forms a bond of unbreakable loyalty with the wearer, and should the Sanguinary Guard fall in battle, his mask is placed in the sarcophagus of Sorrows on Baal for seven days and nights, in which time the mask takes on the stylised features of its former wearer. Together, the Sanguinary Guard's wargear is a reminder of the Chapter and the Imperium's great history.

The deeds of each Sanguinary Guard are recorded with great assiduousness and recited during sacred rites, Chapter celebrations and on feast days. They speak of Uzrael, who swept Ansel III's skies of winged Drukhari warriors in a night and a day, and Vesta, who purged the leaders of the Cult of the Bloody Eyes from Vladzig Prime with flame and axe. Accounts are read of Matanere, who slew the bodyguard of the Necron Overlord Anokh the Gilded before beheading the megalomaniacal xenos leader, and countless more tales of glory that ensure that every brother who ascends to the ranks of the Sanguinary Guard knows he is joining a valorous brotherhood with a most glorious legacy.

SANGUINARY PRIESTS
The secrets of Sanguinius' blood are central to the traditions of the Chapter. It is the responsibility of the Sanguinary Priests to guard them, in addition to being fully trained Apothecaries.

Sanguinary Priests begin their training serving as Sanguinary Novitiates.

THE SANGUINOR
To a great many the Sanguinor is but a myth, a part of the Blood Angels' ancient legends, mysteries and traditions. Such is the nature of the battles in which the Sanguinor partakes that few ever survive to recount having beheld his glory. A haloed warrior clad in wondrous golden armour, he arrives on battlefields only when the Blood Angels need him most, before vanishing again as swiftly as he came.

Only a small number of the Blood Angels' most enlightened individuals know much of the Sanguinor's history, and can be sure he is not a mere hallucination recounted by survivors of the most horrendous battles. Within the Dismal Vault of the Blood Angels' Reclusiam there lies the Carta Sanguinorum, an iron-clasped volume in which is recorded every known occurrence of the Sanguinor's intervention. Those who have studied this have observed that there is a surprising number of events involving the Sanguinor and Commander Dante.

What this says about the Blood Angels Chapter Master none have been able to successfully divine, and neither can they agree on whether this should be treated as a sign of hope or a bad omen.

Even the most learned have had little or no success in understanding the Sanguinor's nature. To some on the Chapter Council he is a coalescence of the noblest qualities of Sanguinius that kept the Primarch's darkness in check, but was lost upon the Great Angel's death. The Sanguinary Guard believe that he is the spirit of Azkaelion, their order's former leader, preserved by the Emperor's grace. To the Inquisition it is possible that he is either some dark manifestation of the empyrean or a psychic composition, both suggesting that the Blood Angels could well be spiritually flawed. However, to most Blood Angels the Sanguinor is simply a part of their vast and glorious heritage, as above scrutiny as the Primarch himself.
mastering the use of the narthecium and reductor to heal their brothers' injuries. Only once they excel in these skills are they fully inducted into the Sanguinary Priesthood. To join his order, the Novitiate must drink the blood of the assembled Sanguinary Priests from the Red Grail.

The Sanguinary Priests have always played a crucial role in the Blood Angels' recruitment, and it is in this role that their knowledge of the Primarch's blood comes into play. It is thought that during the Great Crusade and Horus Heresy, the Legion's aspirants imbibed samples of Sanguinius' blood in a process called Insanguination. After the Primarch's tragic fall, the Sanguinary Priests retained the last drops of Sanguinius' blood in the Red Grail. They then injected what remained of this most precious resource into their bodies to preserve it, making them its living hosts. To this day, this blood flows in the veins of the Sanguinary Priests, as each has supped from the Red Grail upon their ascension to this brotherhood, and it is this that is given to the Chapter's new recruits.

It is also the Sanguinary Priests' sacred duty to carry the blood chalices, the first of which was given to the Priesthood by Sanguinius himself. Many of these artefacts have been destroyed over the millennia, their surviving shards incorporated into new chalices or into the Priests' nartheciums. Some believe a part of Sanguinius' essence was somehow woven into the chalices' forms, allowing nearby Blood Angels to hear their Primarch's voice. Whilst none can truly verify this, the effect these artefacts have on the Space Marines is nonetheless astounding, filling them with furious vigour.

In battle, Sanguinary Priests encourage the Blood Angels to control their raging bloodlust, and to unleash it against the enemy in times of dire need. In the heat of battle, nearby Blood Angels are affected by the Red Grail as they are with blood chalices, but to an even greater degree.

BROTHER CORBULO
As Sanguinary High Priest of the Blood Angels, Corbulo is the Keeper of the Red Grail. His position has meant that Corbulo has spent centuries seeking a cure for the Flaw. In his attempts to neutralise the weaknesses in his Chapter's gene-seed he has travelled to the Apothecaries of other Chapters and walked upon abandoned worlds, attempting to find lost archeotech that might aid his cause.

Corbulo is considered by many to resemble Sanguinius in look and character more than any living Blood Angel, and the gift of foresight Corbulo possesses supports this view. Corbulo is a warrior of deep wisdom and invaluable insight, traits further enhanced by his intense study of the Scrolls of Sanguinius. In these sacred texts he seeks to combine the knowledge he has acquired from his own visions with the Sanguinius recorded millennia ago, and in so doing forewarn his Chapter of dangers to come. Without his efforts, the Blood Angels would have had far less warning of Hive Fleet Leviathan's attack.
THE FLAW

The Blood Angels are a dying Chapter, afflicted by the dreadful curse known as the Flaw – the Blood Angels’ greatest secret. It is a twin threat, with every Blood Angel vulnerable to the afflictions known as the Red Thirst and the Black Rage. The former clouds the minds of the afflicted with a feverish blood madness, but it is at least temporary. The Black Rage is permanent, the sufferer’s sanity destroyed and their soul lost forever to a crazed, uncontrollable fury. Over the millennia, more and more Blood Angels have been clutched in the grip of the Flaw.

THE RED THIRST
Deep within the psyche of every son of Sanguinius is a destructive yearning, a blood hunger that haunts their every waking moment and aches to be unleashed without restraint, but must be held at bay. This is the Red Thirst, and despite their every effort, the Blood Angels commonly yield to it in the heat of battle. To succumb to it is a mark of shame in any but the most dire of circumstances, where victory can only be achieved with ferocious savagery. On occasion, the Blood Angels choose to unleash it as a weapon under the careful guidance of the Sanguinary Priests, and only then as a last resort.

It is not unknown for the inhabitants of worlds on which the Blood Angels are fighting to be discovered drained of blood. This may be the work of cultists seeking to disparage the Chapter, or of superstitious populations making sacrifices to their angelic saviours. It is also possible, however, that the blood of these citizens was indeed consumed by Blood Angels in thrall to the Red Thirst.

THE BLACK RAGE
The Blood Angels have a uniquely strong bond and blood link with their Primarch. Sanguinius’ experiences are encoded into their gene-seed, and no memory is more powerful than that of his last titanic duel with the Arch-traitor Horus. During this fight, the Blood Angels’ gene-seed was struck so dolorous a blow that it wounded his very soul, and has resounded through the spirits of his scions even unto the 41st Millennium.

To the ignorant, a warrior in the grip of the Black Rage is simply consumed by irresistible anger, half mad with fury. In reality, he no longer has any awareness of who or where he is, either believing himself to be Sanguinius in his final hours or to be fighting in one of the horrific battles of the Horus Heresy. Brothers consumed in such a way are inducted into the Death Company, the ranks within which they will fight one final battle in their Primarch’s name.

The Blood Angels have learnt much of how the Black Rage afflicts the suffering battle-brothers by using the Lestrallio Procedure, named for the tragic Chaplain who pioneered the process and was later subject to it. Those who have succumbed to the Black Rage, yet have no enemy upon which to unleash their fury, are shackled in adamantine and ‘encouraged’ to talk of what they see. What rantings and ravings the Space Marine can utter are carefully recorded, analysed and compared with others. This procedure inevitably kills the warrior in body-shattering spasms, but collated results have given the Blood Angels invaluable data on what the Black Rage is, and how it affects the sufferer.

ORIGINS
Exactly why the Flaw exists is intensely debated amongst the Blood Angels, their successor Chapters and those elements of the Imperial hierarchy that have somehow learned of it. Some suggest the Flaw is rooted in Chaos corruption. They claim it was the Dark Gods who contrived to steal Sanguinius from the Emperor and leave him on Baal Secundus, and that the Primarch was deeply affected by their touch – his wings evidence of this. Most dismiss this claim, citing Sanguinius’ unfailing loyalty to the Emperor, as well as that of his sons ever since.

Others claim that the process of Insanguination has contributed to the
Flaw's manifestation. Supporters of this theory contest that, not only would any inherent corruption in Sanguinius be passed on more directly to his sons, but that over ten thousand years the cells would no doubt have mutated. Whilst this may have happened slowly at first, accrued errors would significantly increase in number over time.

It is well known to the Sanguinary Priests, and those Adepts of Mars who have studied the Blood Angels' gene-seed, that the scions of Sanguinius have an overactive omophaga — an organ that allows Space Marines to absorb the skills and memories of the dead by consuming their flesh. Though theories abound as to why this is the case, none know with any assuredness. It is entirely possible that this fault in their gene-seed has led the Blood Angels and their successors to develop blood drinking and even flesh eating rituals in the past, though many of these practices are far more prevalent in some Chapters than others. The process of absorption has narcotic qualities, and it is possible that the sons of Sanguinius feel this effect more strongly than most.

Other theories discuss the impact Baal Secundus' strange cocktail of chemical toxins and radiation might have had on the Blood Angels. The Balaite scriptures, stored deep within the Chapter's Librarium, record that this moon was once inhabited by all manner of mutant tribes, against which Sanguinius and his people waged war. If Baal Secundus' pollution could affect much of its human population in such a grotesque way, it is not beyond imagination that gene-seed might also be altered. These ideas are dismissed by most Blood Angels, citing Sanguinius' immunity to the ravages of the radiation-scarred moon, as well as the transition each member of their brotherhood goes through in the golden sarcophagi — purging them of the frailties bestowed by their home world.

It is possible that all of these factors play a role, their impact varying on an individual basis, thus explaining why there is no way of predicting when a son of Sanguinius might succumb to either of the Flaw's terrible aspects.

Some of the Blood Angels' successor Chapters have been more gravely afflicted than others. A number are accused of failing to take the correct precautions and allowing themselves to surrender to the grip of the Red Thirst too easily. Others were founded in more recent centuries, by which time the Blood Angels' gene-seed may have already degraded considerably. Factors such as the environment of their home worlds and those they have campaigned on, or their proximity to warp storms, have all been suggested. For some Chapters the Flaw has overwhelmed them completely, leading to them being declared Excommunicate Traitoris or being intentionally dispatched to unwinnable wars where every one of their number is wiped out, having fought as frothing lunatics against impossible odds.

The Flaw does offer some advantages. Being so aware of their own failings has made the Blood Angels better able to appreciate the weaknesses of others, rendering them far more sympathetic to Humanity than many other Chapters. The Blood Angels are well known for racing to the aid of Imperial citizens even when there is no obvious strategic gain in doing so, and work in close concert with non-Space Marine forces, such as the Adepta Sororitas and Astra Militarum.

The Blood Angels, nonetheless, make every effort to resist the call of the Red Thirst and are desperate in their desire to be free of the Black Rage. They take up strict disciplines, whether this be in art, bladsmithship, poetry, calligraphy or weapon forging, to focus their minds. They spend as much time as possible on those rare occasions when they are not at war sleeping in the sarcophagi used to create them, within which the Sanguinary Priests have developed filters to cleanse and purify the Space Marines' blood, in hopes that the degeneracy of the Flaw may be slowed.

It was hoped by some that the arrival of the Primaris Space Marines might prove to be their salvation from the Flaw. This hope was a false one, as many of this new breed — across the Blood Angels and their successor Chapters — have already been inducted into the Death Company.
THE DEATH COMPANY

Any scion of Sanguinius can be struck down by the Black Rage. This spiritual curse dwells deep within the soul of every Blood Angel, and there is little telling as to when it might take hold of its victim. Those that are consumed by it are folded into the Death Company, a fearsome and morbid brotherhood of madmen.

On the eve of battle, the Blood Angels bend the knee and turn their thoughts to Sanguinius’ sacrifice. Chaplains pace amongst the warriors, blessing each while chanting the mori patris – the mass of doom. They take careful note of which warriors slur their speech, are glazed of eye or appear overly excitable, for these are mostly likely to succumb to the Black Rage. Most do not, as much of their training has been dedicated to suppressing the strength of this affliction. For some, however, its call is too strong, and the memories of their Primarch too overwhelming. These warriors collapse into the Chaplains’ arms and are inducted into the Death Company.

In their minds, the Death Company have lost all knowledge of who they are, where they are, and even the time in which they are living. Their consciousnesses are thrust millennia into the past where they believe they are fighting in the cataclysmic battles of the Horus Heresy, whether it be on the walls of the Imperial Palace, on one of the myriad forgotten battlefields in which the Blood Angels undoubtedly fought or within the twisted and warped corridors of Horus’ corrupted flagship, the Vengeful Spirit. Many believe they are Sanguinius himself, engaged in combat with the Arch-traitor. Though in reality they may be fighting lithe Tyranid horrors or hulking Ork brutes, in their minds they are striking down Heretic Astartes. Regardless, they are lost to their brothers and Chapter forever, swept up by an unbreakable madness.

Though most of the time few brothers fall into the appalling embrace of the Black Rage, and on occasion none do at all, it has not been unheard of for entire strike forces to yield to it. These terrible moments are marks of shame in the Blood Angels’ history, and names such as Nycoth, the Scadden Atrocity, the War of Broken Wings, the Stenar Massacre and the Battle of Leninke Reach conjure a mournful silence in any gathering of Sanguinius’ gene-sons.

The Blood Angels believe that giving the warriors of the Death Company the most glorious possible death is a responsibility of paramount importance. If they are to spend the lives of their brothers, it must come at greatest cost to the enemy. In their view, the Death
Company were once heroic defenders of Humanity, and thus have earned a noble end. With great sadness the Death Company's armour is painted in the black of mourning and is adorned with crimson saltires to represent Sanguinius' sacrifice. Parchments are hung from their plate, detailing the warriors' battles and victories. Thus are their great deeds in life commemorated and their worth affirmed.

The Death Company are sent into fights no sane warrior would engage in, and they win. They hack monstrous beasts to death, smash through impenetrable lines that have resisted Imperial assault for months and lead savage boarding actions against enemy capital ships, flooding narrow corridors with the foe's blood. In great sieges that have lasted for years they serve as the forlorn hope, crashing over battlefields to sweep them clear of enemies to snatch victory after victory from the jaws of defeat on Trutats, Antax, Holloran, Armageddon and countless other worlds over the centuries.

In their fury, the Death Company demonstrate frightening strength and incredible resilience. Some believe that, in their madness, these battle-brothers possess a portion of Sanguinius' power, though in the view of many more these traits are simply the products of their unrelenting insanity. Regardless, Death Company warriors fight on through the most brutal of circumstances, from losing limbs to having their chests blown out, or even being set alight. All the while their eyes remain filled with frantic killing light, and terrifying roars pour forth from their vox grills.

The onerous duty of guiding the enraged Death Company into the hell of war falls to the Chaplains, their bellicose oaths and zealous commitment exhorting their deranged brothers to even greater acts of violence. Nonetheless, particularly strong-willed scions of Sanguinius — such as members of the Sanguinary Guard — have been known to lead the Death Company, despite not belonging to the Reclusiam. Lucien Gallani of the Blood Drinkers Sanguinary Guard insisted on painting one of his shoulder guards black in their honour after seeing their sacrifice and accomplishments first-hand during the war for Malakion's Hope.

It is an unfortunate reality for the sons of Sanguinius that, on occasion, not every member of the Death Company will fall in battle. Most will die in the aftermath, finally slain by their horrendous wounds or by a merciful axe blow from the Redeemer of the Lost, whose solemn duty it is to end their suffering. For those who cannot be released from their curse in these ways, the Red Thirst almost always awaits them, their berserk fury somehow made worse by an insatiable thirst for blood and hunger for flesh. Those unfortunate souls are locked away, deep within the Tower of Amaro on Baal, for their own safety as well as that of their brothers. Howls echo throughout the tower, and those who hear these screams are filled with pity, hoping that when their own time comes they will meet death in battle rather than suffer such an ignoble fate.
ASTORATH THE GRIM
REDEEMER OF THE LOST

There is no rank within the Blood Angels more honoured or loathed than Redeemer of the Lost. It is held in highest esteem for the terrible burden its bearer must carry and the harsh duties they must enact. It is reviled because the Redeemer has the blood of countless brothers on his hands, a stain that can never be removed.

Astorath the Grim seeks out those souls so gripped by the Black Rage that not even death in battle is possible for them. To those individuals he brings swift mercy, beheading them with a single stroke of the weapon of his office— the Executioner's Axe. Any scion of Sanguinius feels deeply unsettled around Astorath. The weight of his terrible burden and the ceaseless grief he endures have given him a humourless, dour manner, and every battle-brother knows that one day it might be them who is brought to an end by the lethal weapon he carries.

Long ago the gene-sons of Sanguinius agreed that the burdens of the Redeemer of the Lost were so terrible they should fall on the shoulders of a single brother. Since his ascension to the post, Astorath alone has been equal to this task, though in recent years it has grown ever more arduous. He has spent longer and longer away from Baal, crossing the stars in pursuit of the soul call of the Black Rage wherever he hears it, journeying amongst the Blood Angels’ successors aboard his ship, the Eminence Sanguis, which has been used by his predecessors for millennia.

To many it appears that Astorath actually encourages the Black Rage to emerge amongst those with whom he walks. This is false. Only he can hear the doom-laden chords of the Black Rage’s call, the forlorn symphony of which cannot be silenced or even dulled, even with great distance. Only he can detect the emergent flaw in a soul before any other, and will stop at nothing to reach such afflicted battle-brothers, hacking apart all who stand in his way.

And so Astorath is as true an angel of death as any, both to his rivals and battle-brothers. Wherever he fights, warriors of the Death Company are by his side, their combined power a terrible onslaught that devastates any enemy they reach. Astorath channels his deep sorrow into a ferocious battle fury, and hews apart foe after foe in his savage determination to give his doomed brothers the glorious end in battle each deserves after their years in service.

FALSE HOPE

Astorath never once gave credence to the hope held by many in the Sanguinary Brotherhood that the Primaris Space Marines brought to Baal by Roboute Guilliman would be the Blood Angels’ salvation from the Flaw.

Even as the possibility was discussed in excited tones, Astorath sharpened the Executioner’s Axe, knowing that sooner or later his battle-brothers would need its services. From his first encounter with the Greyshields he could hear the stirrings of the Thirst and the Rage inside their souls. With a heavy heart Astorath readied himself to bring great disappointment to his brothers. He said nothing, knowing that soon enough they would see their mistake with their own eyes as blood dripped from the head of the Executioner’s Axe. Events transpired exactly as he had anticipated, and already dozens of Primaris Space Marines, reduced to frothing beasts, have felt the kiss of his axe.
LEMARTES
GUARDIAN OF THE LOST

Few knew the graceful nuances and sublime edicts of the Cult Sanguinius, the doctrines and beliefs of the Blood Angels and their successors, better than Chaplain Lemartes. He was deeply learned in the rites of Initiation, Vindication and Redemption, the Blood Pact, the Host-throng, the nine Excruciate Axioms and the Orders of the Circulus Ennead Angelis. For all his unfathomable wisdom and the admiration of his brothers, he was no less vulnerable to the Black Rage.

Chaplain Lemartes fell to the Black Rage during the liberation of Hadriath XI. Unlike the other warriors of the Death Company who spearheaded the planet strike, Lemartes survived and carved a bloody path through the Ork defenders, finally collapsing from his wounds only when the battle was won. Then, he was brought to the field apothecarium inside the now captured fortress to await the arrival of Astorath, Redeemer of the Lost.

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

So did Lemartes become the Guardian of the Lost and the wielder of the ancient Blood Crozius. He has repaid Astorath’s faith a thousand times over, for the Death Company have never been so potent a force as they are under his guidance. At battle’s end he is placed in stasis once more, to slumber through the weeks and months until his bloody talents are required again. For Lemartes there is no longer any calm before the storm; his life is one of constant battle, for he is awoken when needed and preserved when he is not.

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

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‘After countless examinations I am convinced that Lemartes remains one of our greatest hopes. But be not in doubt, his rage knows no bounds. His fate is one we cannot aspire to lest we all, each of us, live a life locked in perpetual stasis until death. We must do more’

-Brother Corbulus

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

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ORDERING THE HOST

Legend tells that it was Azkaelon of the Sanguinary Guard who made the historic decision to break up the Blood Angels to form Chapters in accordance with the Codex Astartes, making his Legion amongst the first to do so. Even then the Flaw was making its mark upon Sanguinius’ sons, and the Blood Angels could ill-afford organisational disputes at such a trying time as this.

Largely a Codex-adherent Chapter, The Blood Angels’ organisation has small differences that accommodate the Flaw and allow for traditional idiosyncrasies. To them the Codex is not only a source of military wisdom, but also great discipline that can further aid them in restraining their dark urges.

The Blood Angels are led by their Chapter Master and the Chapter Council, made up of company Captains, Chaplains, Sanguinary Priests, the Logistitician, fleet captains and others. This body oversees the entire Chapter and the Baal System, as well as managing the Blood Angels’ much-expanded duties in being one of the principal Imperial authorities in the Imperium Nihilis.

Many of the Blood Angels’ officers hold additional titles, offices and functions. Some of these are drawn from the Codex, such as the Master of the Marches or Master of the Watch. Others have evolved according to the Blood Angels’ needs and deep traditions over time, such as the Shield of Baal, Lord of Skyfall and Caller of the Fires.

Sanguinius himself developed the Sanguinary Priesthood and placed his Legion’s Apothecarian on an organisational par with the Chaplaincy. It is believed that he foresaw the troubles his sons would face in the future and thus made these changes; both Apothecaries and Reclusians were to have equal part in the Legion’s, and later the Chapter’s, spiritual guidance.

A council of Sanguinary Priests and Chaplains, known as the Council of Bone and Blood, appoint a new Chapter Master should one be required. During the rigorous vetting process, whereby potential candidates are assessed for their will and worthiness, the Sanguinary High Priest and High Chaplain take joint temporary rule.

The potent force of spiritual might flows through the Blood Angels’ veins, one of many gifts these battle-brothers possess thanks to the power of their Primarch. They are also numbered amongst the most psychically gifted Chapters, and their large quantity of Librarians reflects this.

Demands on the Blood Angels’ logistical skills have never been higher. Thousands of Space Marines from their successor Chapters are fighting in the Red Scar, all in need of armaments. In the aftermath of the Tyranid siege, the emergence of the Great Rift and Dante’s naming as Regent and Warden of the Imperium Nihilus, the Blood Angels’ home world has become a hub of activity for all manner of Imperial personnel, and a growing administration has been developed to support it.

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WAR ZONE: ACRABELLAR

The campaign for the Angel's Halo was more than just an effort to secure munitions and supplies and to drive out the Tyranids of Hive Fleet Leviathan from the Red Scar. It was Dante's first campaign as Warden and Regent of the Imperium Nihilus. He knew that the Imperium's goal must not be mere survival, but total victory, and that could only be won with the soul.

If we are to restore the Imperium Nihilus to the sight of Terra, our citizens must have more than munitions, fuel, victories or even sustenance. They must have conviction. They will need all the faith they have. They will need a resolve and commitment in the face of unimaginable horrors. Acrabella may have no manufactorums or prometheus refineries, but if its holy shrines are corrupted by the xenos, if its mighty cathedra are toppled by hideous bio-titanis, morale in the region will collapse. The people must see that they are shielded. — Dante

WAR ZONE: Acrabella
SYSTEM: Evaris
REGION: The Red Scar, Imperium Nihilus
HOSTILE FORCES: Tyranids, Hive Fleet Leviathan, Numeratus Extremis

The shrine world of Acrabella is in the grip of Tyranid invasion. Its faint pleas for aid grow increasingly desperate. The spiritual well-being of several sub-sectors depends on its survival. A purification campaign has begun with planetwide airdrops of proclamati magnifica heralding the arrival of warriors of the Sanguinary Brotherhood.

We thought we were dead. The xenos had overrun the shrine guards, slaughtering them. They had reduced the basilica of St. Tarquinio to rubble. We tried to flee. Such were the masses of people we could not. We said our prayers, begged the Emperor for deliverance, and we received it! Warriors clad in the red of Imperial vengeance with a great white maw upon their shoulders appeared. They butchered the creatures. The frenzy of alien death was a wonder to behold. We cried and laughed as the xenos writhed in their death-spasms. When the monsters were all dead, the Space Marines... feasted. They ate their own dead, and they didn't stop there...

Sergeant Maratio of the Blood Angels used this inferno pistol to slay no fewer than a dozen synapse creatures before his death at the Relief of St. Cranach's Sanctuary.

Hand flamers, named Inferno, wielded by Sergeant Vedios of the Blood Scythes. Each blood drop icon was earned for every ten battles the Sergeant fought in.

This token was awarded to Brother Vashar of the Blood Scythes for his heroics at the Battle of the Sunken Paradise. He was nominated to join his Chapter's First Company.
**LIBERATION OF ACRABELLAR**

**BLOOD ANGELS**

**Strike Force Sanguine Lance**
- Asembled: battleline squad
- Cenobites: close support squad
- Martyr: battleline squad
- Tenebros: veteran squad
- Tigris: Predator squadron
- Brother Agnus: Purpure Dreadnought
- Brother Nador: Librarian Dreadnought

**CRUOR BLADES**

**Strike Force Iron Scimitar**
- Bauskar: battleline squad
- Phraimond: battleline squad
- Antimi: battleline squad
- Xerxias: battleline squad
- Sauris: close support squad
- Destriers: close support squad
- Brother Lobyto: Ironclad Dreadnought
- Battle of Ypsil: Land Raider Redeemer

**BLOOD SCYTHES**

**Strike Force Crimson Reaping**
- Vlarius: veteran squad
- Casskar: veteran squad
- Baphon: veteran squad
- Martello: battleline squad
- Dobia: battleline squad
- Akklos: battleline squad
- Vindolus: battleline squad
- Eratsad: close support squad
- Carkis: close support squad
- Salvia: close support squad
- Vinthak: close support squad
- Necus: fire support squad
- Vengeance of Bial: Gladiator squadron
- Warh: Gladiator squadron
- Tyr: Repulsor Executioner squadron

**FLESH EATERS**

**Strike Force ‘Haggai’**
- Zevarhin: battleline squad
- Hambenal: battleline squad
- Odileon: battleline squad
- Miriah: close support squad
- Sharran: fire support squad
- Jehu: fire support squad
- Angel’s Harlestorm: Whitewind squadron

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**Record of Vicarla-Forane**

Bartolem Marcesca, of the thirty-fourth day of the month named in honour of His Holiness, the Protonotarius Magna Kassus Agathon:

They descended slowly, fluttering on the spring currents. They were thousands in number, from where they came we could not see. At first we looked in fear, wondering what act of xenos trickery our ravaged world was now being subjected to. How wicked, for their weapons to resemble parchment! Oh how we despaired. Duxon Avitus and Sister Angelika wailed. I dared look upon the first that settled. I saw the words upon it, my hands shaking. ‘Emperor!’ I read. I fell to my knees. I wept tears of joy. I lifted my arms in subservience. ‘Thank you,’ I said, over and over and over.

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**Citizens of Acrabellari!**

Take heart, for the Angels of the Emperor descends! Your liberation is at hand. You are not — you were never — forgotten. The doom of the alien is inevitable. Take up your arms, see them all slain!

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Campaign badge worn by sons of Sanguinarius in War Zone Acrabellari. Either painted onto their wargear or the inside of their armour.
Chapter Master Cyrus Vitalion felt the heavy ceramite of his left grimme lock into place. His arming serfs checked and rechecked the seals.

‘By the blood, may these hold true for a hundred battles,’ one whispered. ‘The words were so quiet that only the attuned ears of the Adeptus Astartes could hear the words over the rumbling of the Xiphos’ decking and the rattling of miles of piping.

‘May no blade pierce them, nor shot penetrate,’ the other murmured as they proceeded in their work. Vitalion paid the serfs no heed as they prepared tools and hefted the components of his armour. He stood with his legs far apart, arms raised so each was parallel with the deck of his arming chamber. A dozen large braziers lit the hall, their yellow flames dancing hypnotically. Each brazier was adorned with the crossed swords and crimson teardrop of the Cruor Blades Space Marines Chapter.

For a time, Vitalion closed his eyes. To him the arming ritual was a time for meditation and calm before the demands of war brought fury, fire, blood and death upon him. He didn’t need his eyes to know the chamber. A thousand times had he looked upon the majestic artefacts that adorned its walls. To his far left was the panabas of Calistus Gordia, the Chapter’s second Master. It was locked in stasis. The blood that covered its blade was that of a Drukhari overlord that had enslaved the Twelve Systems of Maniakte six thousand years before. To his far right was the kampilan of Maktan Phoca, a former Captain of the Chapter’s First Company, who rightfully claimed to have killed a Heretic Astartes from each of the Traitor Legions. There were countless others – daos, seaxes, takobas, gladii and more.

Vitalion was stood before a viewing gallery that looked out into the void his battle barge and flagship was soaring through. He opened his eyes.

‘Today I must see, he thought.

He saw three spheres, a large planetoid closely orbited by two large moons, bathed in their star’s light. The Xiphos was on the approach.

Baal.

The Great Angel graced this place. He once saw what I see now,’ he said in awe. The serfs continued their work. They knew he was not addressing them.

Baal’s space was a buzzing hive of activity. Vitalion could make out vast debris fields. The remains of shattered vessels and fragments of rent hull armour were coloured in the bold cardinal and maroon, ivory and granite-grey of the Blood Angels Chapter and their successors. Dots of light weaved through the shards of broken metal – dropships, tugs and salvagers looking for anything that could be reused, and undoubtedly for the bodies of dead Space Marines. Gene-seed was too precious a resource to abandon amidst the debris, especially given the casualties that must have been suffered.

‘By the Blood,’ Vitalion said. He had never seen destruction on such a scale in all his years as a Space Marine.

So many, he thought. We were too late. He clenched his fists and gritted his teeth.

‘We should have been here!’ Vitalion’s enormous muscles became taught, his thick veins throbbing as if ready to burst. He took a deep breath, the fury deep within him bubbling like the magma at the heart of an active volcano. He could sense his serfs’ tension, but they had long learned to continue their work, even among the fury of such dangerous warriors.

‘Gene-sire, soothe my anger with the calm of your perfect gaze,’ he intoned. ‘Bring upon my soul the peace you intended for the Emperor’s Imperium. Make my hearts as unblemished as your glorious pinions,’ Vitalion took another deep breath, drawing out the exhalation, and began to relax.

‘Sanguinius, grant me the strength to inflict a thousand agonies upon the xenos that brought about this grave insult to your heritage, who threatened your home with their taint. The thought of revenge channelled his pent-up rage into a clear focus. Vengeance was a goal to be accomplished. To succeed required direction, strategy and tactics. It required a clear mind.

He gazed upon Baal. Though it was not the planet of his birth – the Cruor Blades claimed Kremonas as their home world – Baal’s spiritual significance was undeniable.
Vitalion's serfs affixed his right greave in a series of clicks and thunks, then immediately set to work on his chausses.

'Have you seen Baal?' he asked them.

'No sire,' they said in unison, without pausing their work as they plugged his thigh armour into its connection ports in his flesh.

'Then today be grateful. Few servants of the Cuor Blades have. I myself have only been once, upon my ascension to Chapter Master. I remember it well. I was presented with a gift of bloodstone by the First Captain, for Dante was abroad. In exchange I brought a score of masterwork blades, each one shaped to resemble a flight feather of the Great Angel and forged with the purest gold from Kremonas' deepest veins.'

The serfs did not break from their work, listening in focused silence. Ceramite, the colour of highly polished steel, was too heavy for the serfs to carry, so they activated two servitors to bear the components of Vitalion's cuirass to the Space Marine. The servitors clanked towards Vitalion, placing the vital pieces of armour around his body simultaneously, with a care that belied the rough hideousness of their forms. With a practised swiftness, the serfs fused the armour panels together, whispering mantras of protection as they did so.

'Baal's majesty was as clear to me then as it is now. Baal Primus' craters are like black pearls adorning the neck of a captivating goddess. It is little wonder that the ruins lying within them are called the Necklace.'

The servitors backed away into their alcoves as the serfs brought forward stools and placed them before Vitalion's outstretched arms. After having stepped up onto them, they began fitting his reebreacs. As more of his armour was fitted, Vitalion could feel his body mesh with the plate as a second skin. He felt its energy, even its eagerness for battle.

Sick, he thought, as if to soothe his battle plate. Fear not, you will feel the warmth of spill xenos ichor in good time.

'It is the second moon upon which my gene-sire grew - Baal Secundus. To the populace it is called Baalflora. I wonder if that is how it was known to him,' Vitalion said. 'I meditated on our Primarch's boundless courage at Angel's Leap, where first he flew. I gazed in awe at the glorious statue of the Primarch at Angel's Fall, where the stories tell he first fell from the sky to grace this scorched place with his angelic presence. What privilege I have been afforded to see such places!' Vitalion smiled.

By now his serfs had delicately affixed his couters and vambraces. Finally, they pulled his gauntlets over his hands. Bellying his Chapter's acknowledgement of their heritage through their colours, Vitalion's arms were protected by armour of crimson. The serfs whispered blessings and chants as they screwed each rivet into place and every fixing closed, massaging sacred oils into them as they did so. Vitalion could see his partial reflection in the arm-plate before him.

As I don my plate, I become the warrior I was born to be, I become my truest self. A son of the Great Angel, servant of the Imperium. Angel of Death.

'Few sights I have seen have stirred my soul like the Arx Angelicum, Sanguiarius' seat of power. No doubt his hand guided its construction, his glorious vision informing its beauty as well as its formidable martial nature. At the Great Angel's command it was built upon Mount Seraph, Baal's largest mountain, representing Mankind's dominance over the galaxy. You will fight back tears when you see the Dome of Angels and Sanguiarius Tower. You will feel invincible when you look upon the might of the Sanguius Murus, the Cuorine Pareus; the Caedis Praesidio and the rest of the fortress monastery's walls.'

Vitalion could hear the clanking of a third, larger servitor walking towards him. It bore his armour's power pack - the penultimate stage of the armouring. His serfs moved to guide the servitor into mounting the essential piece of wargear, which contained Vitalion's armour's primary power core, reserve cells and an emergency solar collector. He knew the moment it had been connected as energy shot through the suit. Through him.

The two serfs presented Vitalion with his helmet. They knelt before him, eyes to the deck, holding the crimson great helm above their heads. He took it from them.

'And yet, for all of my admiration, all of my devotion, I failed. I was not here in time.' Vitalion's reverential expression faded away. It changed to one of anger and of hate - like an angel becoming a daemon. 'Now is the time for vengeance. Now is the time for wrath. Those who would destroy this place shall bleed! He placed the helm over his head, sealing it into his gorget.'
COMMANDER DANTE

LORD OF THE HOST, REGENT AND WARDEN OF THE IMPERIUM NIHILUS

Commander Dante rules the Blood Angels. He is the Bringer of Sanguinarius’ Light, Hero of the Red Scar, Uniter of the Sanguinary Brotherhood and the Living Embodiment of the Five Angelic Graces. He is among the oldest living Space Marines and is the longest serving Chapter Master. To describe him as a legend is an understatement bordering on insult.

None can deny the scope of Dante’s campaign experience. He has fought battles uncounted, orchestrated innumerable campaigns and seized bloody victories on worlds as far-flung as Ork-riven Vordrast and the rebellious Formund. It is said that no man has visited as many of the Imperium’s million worlds as Dante.

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

So long now has Dante lived that his exploits have passed gradually into myth. Did Dante truly banish the Keeper of Secrets Jaepha’ulyan the Pulchritudinous before the Hanging Pleasure Gardens of fabled Luxurass? Did he really face an entire Black Legion warband alone, rescuing the pilgrims aboard the Tools of the Faithful from a truly hideous end? How many did he save in relieving the Siege of Maculos? How many heretics did Dante cleave in two during the Emancipation of Parvolor? Only Dante himself can say with certainty, yet he speaks not on such events. The Imperium needs heroes, needs hope in these dark times, and the Commander of the Blood Angels does his part to prevent mankind from losing heart. He has become his mask for the sake of the Imperium, rarely removing it in the knowledge that, should those who adore him see his tired features and long white hair, he may no longer be regarded as the glorious champion they believe in, and so desperately require.

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

Dante has been made Regent and Warden of the Imperium Nihilus by none other than Roboute Guilliman himself. The scale of such a responsibility is impossible to fathom. This half of the Imperium drowns in darkness. Communications are nigh impossible and travel is extremely hazardous. Each passing day the exhausted Astropaths of the Red Scar are battered with hundreds of harrowing pleas for aid from worlds in the grip of terrifying Drukhari raids, invaded by rampaging warbands of Heretic Astartes or on the edge of consumption by the warp itself. All the while, much of the Red Scar is plagued by the surviving tendrilis of Hive Fleet Leviathan, which ravaged the region prior to the Great Rift’s emergence. Being named lord of half the galaxy by a figure as eminent as Guilliman should be a great gift, but in reality it is a terrible burden. Each day billions die and worlds are lost – Dante and his Blood Angels unable to help.

Nonetheless, Dante strives to live up to his responsibilities. Already he has launched his counter-attacks throughout the Red Scar, seizing strategically vital worlds and rescuing beleaguered populations. He has dispatched fleets further afield to serve as his heralds, to bring hope to the despairing masses. His message is to stand firm, that the Warden and Regent fights with them in spirit and battles daily to reach them.

Though beset on all sides by myriad threats from the traitor, alien and heretic, with countless wars raging throughout the Red Scar and beyond, Baal is in the process of an enormous transformation. The Blood Angels’ home world is becoming a beacon for refugees and a mustering point for scattered Imperial forces. Dante has ordered the massive expansion of Skyfall – the Blood Angels’ enormous space dock – to enable it to serve as a fleet support base for a vast armada of warships, formed of those vessels Dante has been able to summon to Baal and those that have fled there. Dante believes that this ‘Fleet Nihilus’ can be the beginning of a reclamation force that restores Imperial rule to the domain placed in his charge.
Mephiston
LORD OF DEATH

Dark, brooding and enormously powerful, Mephiston is the Blood Angels' Chief Librarian. A figure of awe in the Chapter, many sons of Sanguinius perceive him as a saviour, not only because of his power, but because of what he has overcome. Mephiston is the only known Blood Angel to have wholly cast out the Black Rage.

Mephiston was once Calistarius, a promising Librarian. It was during the Second War for Armageddon that he fell to the Black Rage - one more example of the terrible waste of life begotten by the Flaw. During the fighting, tons of masonry fell upon Calistarius and trapped him for days. He was tormented by visions, teetering on the brink between life and death, sanity and madness, but he did not succumb. Through incredible strength of will he confronted the Black Rage that stained his soul and rejected it. Upon this miraculous achievement, he burst free from the ruins that trapped him, reborn as Mephiston, Lord of Death.

Through means that remain a mystery to the Sanguinary Priests and the Librarians, Mephiston's gene-seed had somehow been awoken by his traumatic experience, imbuing him with abilities beyond those of the greatest of his battle-brothers. The Lord of Death could move at speeds almost too fast for the eye to follow, and such was his strength that he could pulverise ceramite with his bare hands.

Mephiston rose rapidly through the Librarian's ranks to become Chief Librarian. He is now an icon of hope to his brothers, for if he can defeat the Black Rage, perhaps others can too. Some Blood Angels are less convinced, wondering what terrible price the Lord of Death may have had to pay for his so-called victory.

After the Great Rift tore the galaxy in two, Mephiston only grew more powerful. To those suspicious of him, this only made him more dangerous. His detractors' concerns appeared to be validated when, while fighting aboard the battleship Dominance against Chaos daemons, Mephiston's powers overwhelmed him. For this he was locked deep within the Ars Angelicum. It was during this incarceration that Librarian Galus Rhaceus suggested Mephiston cross the Rubicon Primaris, to help him contain his powers. It was a risk. Many feared it might make Mephiston even more dangerous, but he underwent the day-long and agonising operation and survived, emerging not only more powerful, but also more stable. No Blood Angels, however, know what Mephiston truly went through, or what terrible truths he learned in the horrifying visions he experienced - all of which he has vowed to never reveal...

'None know what I have had to sacrifice to give my Chapter a future. Nor can they know. The depth of our darkness... our Flaw... its ramifications extend so far beyond what I ever thought possible. Its destructive potential is so great, and the threat it poses to my brothers is so high as to countenance.'

- Mephiston, Lord of Death
CAPTAIN TYCHO
THE FALLEN STAR

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

Even before Tycho ascended the Blood Angels’ ranks, to many he was a paragon of the Five Angelic Graces: Honour, Humility, Mercy, Restraint and Forgiveness.

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

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

Unable to bear the pitiful looks of his battle-brothers, Tycho ordered the Chapter’s most revered artificer to forge a mask to cover his disfigurement. This simple act seemed to grant Tycho a measure of peace, and for a time he regained his old composure.

For the remainder of the Armageddon campaign, the Blood Angels 3rd Company stood in the thick of the fighting. Tycho directed their efforts as he had in the early stages, though none could deny that an increased fervour stole over the Captain whenever he tasted the tang of Ork blood upon the air. More and more he embraced the Five Warrior’s Virtues: Strength, Savagery, Abandon, Rage and Detachment.

In the wake of that great campaign, it swiftly became apparent that all was not right with Tycho. No longer could he relax in the hallowed halls of the Chapter Fortress, for its beauty served only to remind him of his own mutilation. Dante reluctantly assigned Tycho to permanent battle duty, where he became ever more violent of temper and attitude, his tactics 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 mass of raving, delusional battle-brothers, Tycho led the assault upon the breach at Hive Tempestora. Though his charge carried the day and the ferocity of his assault has since become legend, the Captain fell at the last, on the planet where perhaps he should have perished long before.
FLESH TEARERS
SONS OF BLOOD

Few Chapters have a reputation for savagery like the Flesh Tearers. Violence made manifest, to fight them in battle is to face a storm of whirling chainblades wielded by howling warriors bent on inflicting total slaughter. Blighted by tragedy, the Flesh Tearers' bloodthirst has defined them, and few of the scions of Sanguinius are as afflicted by the Flaw as they.

The Flesh Tearers were formed upon the dissolution of the Blood Angels Legion as a part of the Second Founding. Initially existing as a crusading force, they swept the stars clean of those traitors that remained, slaughtering the foes of Mankind without mercy. Rumours of their savagery abounded, and collateral damage inflicted by their wars was shocking even by the harsh standards of the Imperium. But the galaxy is an immense place and, in the aftermath of the Horus Heresy, Imperial command lacked the time, resources and inclinacion to investigate further. To those who received reports of such atrocities, if traitors were being purged it was only for the better.

It is believed that it was only after many years that the Flesh Tearers settled on Cretacia, the planet that was to become their home world. The fourth in a system of seven worlds, Cretacia is shrouded in dense cloud and racked by volatile electrical storms – as horrific a death world as any of its class in the Imperium. It is home to dense jungles, steamy swamps, magma geysers, volcanic eruptions and sharp tectonic shifts. Vast, dangerous predators prowl, scuttle, scurry and stomp over its surface. Some are insectoids with sharpened proboscises that can pierce power armour, while others are reptilian hunters, as big as Scout Titans, that can crush battle tanks. Most crucially for the Flesh Tearers is the planet's extremely hardy human population, which has somehow adapted to survive in this most hostile of environments. The native Cretacians rarely reject gene-seed implants, and their deadly home world has made them rugged and daring, perfect for Space Marine recruitment.

The Flesh Tearers have not used the process of Insanguination for millennia, and few know whether this has caused the Flaw's wide presence in the Chapter or has prevented a terrible situation from being even worse. Regardless, the Chapter's gene-seed has an abnormal mutation that renders Flesh Tearers much more vulnerable to the Flaw than other sons of Sanguinius. Despite the suitability of their recruits, the Chapter's significant battle casualties and genetic defects meant that, until the Ultima Founding, the Flesh Tearers were woefully understrength.

A dedicated assault force, the Chapter are defined by their incredible savagery. They charge headlong into the fray, determined to rip apart their enemies wherever they find them. This recklessness has resulted in a high casualty rate, and much gene-seed has been irretrievably lost as warriors have stormed into formidable defences where their bodies cannot be safely recovered, or enemy fire so intense they have been reduced to atoms.

The Flesh Tearers rarely work with allies. Their unrelenting brutality has left them shunned and distrusted by much of the rest of the Imperium, and many Inquisitors have sought to have the Chapter investigated for its actions. This is not without cause. Forces that have found themselves between the Flesh Tearers and their enemies have later been discovered dead, reduced to chunks of hewn meat bearing the telltale marks of chainsword teeth. Though Chapter Master Gabriel Seth has done much to undo this reputation, it has not been one easily shed.

A nominally Codex Chapter, the Flesh Tearers' organisational doctrine has differed to account for their low numbers and relatively small quantity of armoured fighting vehicles and battle tanks. By the time of the Devastation of Baal, their numbers were barely a third of Codex strength, and by battle's end they had suffered hideous casualties, reducing them to no more than a standard company at best.

Unlike most other Blood Angels successor Chapters, the Flesh Tearers' Death Company is a standing force, and none know how many make up its numbers. On more than one occasion, Gabriel Seth has even prevented Astorath the Grim from conducting his bloody work when the Redeemer of the Lost has come to them. Between battles, many of the Chapter's Death Company dwell in the Tower of the Lost on Cretacia, or on Death's Cowl – a strike cruiser commanded by Chaplain Zuphias that has been heavily converted to deploy the Death Company.
The Flesh Tearers' Chapter badge is as brutal as it is simple, clearly reflecting their preferred strategies.

Company Markings:
- Battline
- Close Support
- Fire Support
- Command

Intercessor, 3rd Company, 3rd Squad
Veteran
Aggressor, 5th Company, 9th Squad

Death is at the core of all that we are and all that we do. Our arms were created to be killers, bringers of death to traitors and aliens. In no more.

Death has been...
Gabriel Seth
Chapter Master of the Flesh Tearers

Wrathful, dour and savage, Gabriel Seth is distrusted even by many of the Sanguinary Brotherhood’s other Chapter Masters. Nonetheless, he has risen above both the Red Thirst and the Black Rage to demonstrate a sense of honour, loyalty and duty that is truly in the image of Sanguinius.

On the day of his ascension, Gabriel Seth listened, grim-faced, as the Chapter’s Sanguinary Priests presented evidence of the terrible truth – the rate at which their warriors succumbed to madness or death far exceeded the Flesh Tearers’ capacity to replace their losses. When Seth learned of this he swore that, if their fate was to be extinction, they would pass into history in proud remembrance, not in whispered rumours of brutality and madness.

Under Seth’s leadership, the Flesh Tearers’ Chapter Planet of Cretacia became little more than an automated armory and recruitment centre. At any given time, before the Devastation of Baal, the bulk of the Flesh Tearers were off-planet, performing great patrol-arcs through the Segmentums Ultima and Tempestus while their Librarians sifted through the aether in search of astrophagic calls for assistance. So it was that the Flesh Tearers were often among the first wave of reinforcements to an embattled world. Seth himself led boarding actions against enemy blockade vessels or counter-assaults on invaders’ drop zones before the foe could claim so much as a foothold.

Seth knows that he cannot realistically curtail his battle-brothers’ bloodlust – 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 worst excesses that were once the hallmark of the Chapter’s assaults can be concealed. Now worlds that might once have reviled the Flesh Tearers praised them as saviours, though Seth’s plans have not worked in every war. Sometimes, despite the Chapter Master’s best efforts, his battle-brothers have overstepped the mark in brutal fashion. Such events culminated at Gaus Point during the Third War for Armageddon, where the Flesh Tearers slaughtered the defence militia, and the Adepta Sororitas of the Order of the Argent Shroud barely escaped with their lives. They reported the events to the Ordo Hereticus and Seth was brought to trial on Baal, where he stood in the Forum Judicium of the Arx Angelicum before a council of Sanguinary Brotherhood Chapter Masters. The gathering listed the Flesh Tearers’ crimes, recounting events on Stornmarck, Honour’s End and Lucid Prime, and the capture and breaking of Inquisitor Corvin Herrold. Seth insisted that, if any Flesh Tearer was to be held accountable, it would only be him, and that his Chapter would continue to serve the Imperium. It was only by the intervention of Astorath the Grim that the Flesh Tearers were not dissolved and Seth incarcerated on Baal indefinitely.

The High Chaplain argued that the Flesh Tearers’ terrible rage was needed to fight the horrific enemies of Mankind.

Not all of Seth’s brothers have agreed with his methods. During the ferocious fighting on Baal Primus alongside the Knights of Blood, Seth nearly came to blows with one of his Chaplains. Chaplain Appollos believed that Seth cared more for the lives of other Blood Angels than his Flesh Tearers, sacrificing too many of his own brothers for Dante’s Chapter.

Seth understands that, though his warriors often desire little more than to reach the enemy and rip them limb from limb, achieving victory requires more than butchery. Even as the forces of Hive Fleet Leviathan threatened to drown the Baal System in a never-ending deluge of chitinous creatures, Seth developed strategies to bleed the xenos as much as possible. He had the strength of will and the authority to order warriors, desperate to hack apart Tyranids in bloody melee, to man fixed defences. He ordered for battle tanks to be chained into position to prevent their aggressive machine spirits from driving the vehicles headlong into the fray, alongside the Chapter’s battle-brothers. Despite protestations, he was adamant that they kill only at the right time. It was this tactical awareness that allowed Seth to salvage a degree of his Chapter’s reputation in the eyes of the Imperium and the Sanguinary Brotherhood, and he continues to fight in this manner. In battle, he allows his warriors to indulge their bloodthirsty whims to the point that it is beneficial to his strategies, reining them in only when it is necessary, even if he himself is desperate to spill blood. He stresses decisive aggression in all things, except when restraint will yield the greater victory. With his Chapter’s Primaris reinforcements, Seth makes great use of Assault Intercessors and Impulsor transports, supported by Inceptors plummeting into battle from above to slaughter foes at close quarters. Bladeguard Veterans anchor his line, the resolute warriors bedecked with relics that remind their brothers they are heirs to beauty as well as red fury.

For all his efforts to challenge the commonly held perceptions of his Chapter as berserk butchers, Gabriel Seth is every bit the bloody whirlwind in battle. He wields an enormous two-handed chainsword named Blood Reaver, and is more than capable of hacking even the most monstrous enemies limb from limb. As he fights, Seth lashes out at his opponents with vicious kicks, punches and headbutts, using every part of his anatomy as a weapon. The Chapter Master prefers to plunge headlong into massed foes before unleashing his full ferocity upon the bodies pressed in around him, and it has been remarked by Commander Dante that such luckless victims would have more chance of surviving a battle cannon shell landing in their midst. Indeed, the blood-drenched results are not dissimilar...
NEW BLOOD

The Flesh Tearers’ reality changed when their depleting ranks were replenished with hundreds of Primaris Space Marines. To Gabriel Seth, this act threatened his Chapter’s entire sense of purpose and identity, raising bitter questions.

Seth considered himself to have one primary task, he must guide his Chapter to its inevitable, bloody end in glory. With hundreds of new warriors, and the technologies to produce more, the possibility of this dignified end was removed, perhaps permanently. Not a flicker of hope entered Seth’s thoughts. He wondered what designs Guilliman had on leadership of the Imperium. He knew enough of the Age of Darkness to know the terrible harm that Primarchs had, and could, cause.

Seth saw his new brothers as intruders and a threat to every Chapter’s independence. He bitterly resented what he viewed as the replacement of the warriors who had bled alongside him for decades or more. To Seth, the Flesh Tearers’ rage was an inherent part of who they were, and he believed the Greyshields to be a calculated effort to dilute his brotherhood’s defining characteristic. With great suspicion, but little choice, he accepted his new warriors, subjecting them to arduous trials and thrusting them into the fiercest fighting to prove their mettle.

To the shock of every Flesh Tearer, the Greyshields that joined them were no less susceptible to the Black Rage. The curse within their gene-seed lay deeper than any knew. Doom was only postponed.
SUCCESSOR CHAPTERS

Over the millennia, the Blood Angels have yielded dozens of successor Chapters. Some, such as the Flesh Tearers, Angels Encarmine, Angels Sanguine, Blood Drinkers and Angels Vermillion, have existed since the dissolution of the Blood Angels Legion. Others have been formed in later Foundings, though they are relatively few in comparison to the sons of Guilliman due to flaws in their gene-seed and severe losses suffered during the Horus Heresy. Many survive to this day, though some, such as the Knights Sanguine, have been destroyed in war, or have even been declared renegade.

The inheritors of Sanguinius’ genetic legacy know themselves collectively as the Sanguinary Brotherhood, or the Chapters of the Blood. The great majority are strongly bound to the Blood Angels, and a great many went to Baal’s aid when Hive Fleet Leviathan struck. Nonetheless, there are some that have less regard for their ancestral traditions or brother Chapters. Some operate in isolation, either humiliated by how strongly the Flaw has gripped their ranks or determined to resolve the curse in their own way. Some are kept apart from their brothers by war for millennia at a time, and thus their traditions diverge.

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

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

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

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

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

Blood Drinkers
Rather than deny the bloodlust that courses through their souls, the Blood Drinkers embrace it, harnessing the Red Thirst in combat and practising blood rituals both on and off the battlefield. This acceptance of their nature seems to have given the Blood Drinkers a unique level of control over the Flaw, and a reduction in incidences of the Black Rage. It remains to be seen if this achievement comes without a greater cost.
Knights of the Chalice
The Knights of the Chalice are a purely Primaris Chapter, first deployed during the opening battles of the Indomitus Crusade. They are renowned for their aggressive orbital strikes, fielding large numbers of Inceptor Squads who drop from on high to scour beachheads clear of the foe. Coupled with destabilising strikes by Reiver Squads, the Chapter plunges the enemy into confusion, allowing for swift planetary conquest.

Crucior Blades
A loyal member of the Sanguinary Brotherhood, the Crucior Blades have been overwhelmed with guilt since their failure to reach Baal before it came under siege. Now on a self-imposed crusade of penitence, their fleets sweep the Red Scar to purge it of the Tyranids and plunge into the hell of the Imperium Nihilus. They are determined to restore the light of the Imperium and to spread word of Dante’s appointment as Regent.

Flesh Eaters
The Flesh Eaters were almost fatally undone by the instability of their gene-seed, and by the time Baal came under siege their numbers had fallen dramatically. Rumours have circulated for millennia of them having an unnatural hunger for blood and flesh, which the Chapter has always ignored. With hundreds of Primaris reinforcements, they have received a thread of hope for survival.

Blood Dragons
The Blood Dragons’ name is one feared rather than celebrated by many Imperial worlds. The silhouettes of their many gunships are not a sign of the Emperor’s deliverance, but of imminent doom, for the Blood Dragons care little for the citizens of the Imperium. Instead, they desire nothing less than the total extermination of the Emperor’s foes, believing that he will save the souls of the innocent and destroy those of the guilty.

Blood Scythes
An Ultima Founding Chapter, the Blood Scythes’ first campaigns have been in the Red Scar, having been united with their brother Chapters after Roboute Guilliman brought the Primaris Space Marines to Baal. They have swiftly embraced the Blood Angels’ traditions and have rapidly earned a name for themselves as warriors of honour, upholding Sanguinius’ codes with the zeal of the newly converted.

Sable Knights
The ebony painted onto much of the Sable Knights’ armour represents their acknowledgement that the flaw resides in them all. Determined to make the most of their time before the Black Rage consumes them, the Chapter is fleet-based, racing from war to war. In battle, their warriors favour armoured spears and fleets of transports, so as best to engage the enemy as quickly and furiously as possible.

Atlantian Spears
The Atlantian Spears ignored Dante’s call for aid. The Chapter’s large Librarius received the message, but took no action. For millennia the Chapter have fought to pacify the Enclave of Alkina and the Sanctuary of Konstantyah in the Segmentum Tempestus, relying on the gift of foresight present in an unusual number of their Librarians to respond to the innumerable xenos and heretic threats that terrorise the vast regions.

Angels Penitent
The Angels Resplendent were once as renowned for their skills in painting and sculpting as they were for their skills in battle. After a series of mysterious events where their Chaplains took control and formed the Council of Thorns, they became the Angels Penitent, replacing art and poetry with self-flagellation and denial. They punish any artistic expression with execution, and their Death Company has grown exponentially.
INSIGNIUM SANGUIS

The Blood Angels go to war proudly clad in gleaming armour bearing their Chapter's colours, unique markings and heraldry.

The Chapter's organisation largely follows that set down by the Codex Astartes of Roboute Guilliman, and since his return the Blood Angels have implemented many of the changes he introduced. However, despite this, the sons of Sanguinius go to war bearing unique squad markings and heraldry.

Much of the Blood Angels and their successors' iconography, and many of their symbols, date back to the time of Sanguinius. A number of the Chapter's Sanguinary Brotherhood are renowned for their impeccable craftsmanship - a legacy millennia old thanks to the encouragement of their Primarch all those years ago. He impressed upon his gene-sons the importance of artistic values and scholarly pursuits, and this resulted in the Blood Angels and their successors utilising a highly decorative style. It is not uncommon for individual sons of Sanguinius to personally decorate their armour and weaponry as they practise their own craft.

Over the millennia, the Blood Angels and their successors have on occasion diverged in their manner of designating squads, companies, battlefield roles and other organisational elements. This is due to vast distances in space and time as well as the personal taste of individual Space Marines and their commanders.

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**Battlefield Role**

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

- **Battleline**
- **Close Support**
- **Fire Support**
- **Veteran**
- **Command**

![Blood Angels Heavy Intercessor (Battleline)](image1)

![Blood Angels Assault Intercessor (Close Support)](image2)

![Blood Angels Eradicator Sergeant (Fire Support)](image3)

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**Battle-brothers**

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

- **Red**
- **Yellow**
- **Gold**

**Sergeant/Veteran Sergeant**

Sergeants of Blood Angels squads have black shoulder guards with red edging, rather than the blood-red colouration of their squad mates.
When Guilliman arrived at Baal with the Primaris Space Marines, the sons of Sanguinius took the fight to the xenos, slaughtering the creatures in their tens of thousands to cleanse their home world of the invading aliens. The sons of Sanguinius stood as one against the tyranid threat.

In the twisted overgrowth that categorised the craggy terrain of Krestis, Chief Librarian Mephiston came under attack from mysterious Aeldari Harlequins. The xenos abandoned their assault suddenly, in less than an hour. What they wanted, he had little idea. Worry nagged at his mind.
When the Blood Angels attack, it is as if the fury of the Emperor himself has been brought down upon the enemy. On the war-torn world of Varaktus, the sons of Sanguinius discovered the presence of pernicious Ulthwe Aeldari, and struck them without mercy.

**Company**
The company to which a Blood Angel belongs is denoted by the icon displayed upon their right shoulder guard. The emblem of the 1st Company is a skull, while all other companies use coloured blood drops.

1st  
2nd  
3rd  
4th  
5th  
6th  
7th  
8th  
9th  
10th

**Blood Angels Intercessor Sergeant, 2nd Company, 1st Squad (Battleline)**  
**Blood Angels Hellblaster, 2nd Company, 9th Squad (Close Support)**

**Squad Numbers**
The squad number within a company is indicated by a coloured icon displayed on the battle-brother’s right knee pad.
Among the ruins of the world of Duamos' hive cities, the furious savagery of the Flesh Tearers met the unrelenting brutality of the Orks. Blood flowed in rivers for months as Gabriel Seth led his Chapter's whirlwind of destruction through the xenos hordes.
During the fighting to secure the Angel's Halo, Dante led the legendary Sanguinary Guard in an assault against a Genestealer infestation on one of the moons of Kheru. In the tense and bloody battles, it is said that the Sanguinor himself came to Dante's aid.
It was with unusual relish that the Blood Angels unleashed the Death Company on Vonnegatu. The Drukhari raiders had inflicted untold horrors upon the population, whom they used as playthings for their sadistic games. The Blood Angels were determined to win vengeance.

Death Company Intercessor with bolt pistol and chainsword

Death Company Intercessor with auto bolt rifle and auxiliary grenade launcher

Death Company Intercessor with auto bolt rifle

Death Company Intercessor with heavy bolt pistol and chainsword

Death Company Markings
Once a brother joins the Death Company, his company emblem is replaced with the icons of that doomed brotherhood, chiefly a blood red saltire painted on a field of deepest black.
When Blood Angels Dreadnoughts stride into battle, the ground shakes with each of their thunderous strides. Lightning crackles around crushing power fists and empyric energies flare around those Librarians interred in the armoured sarcophagi.
Company Markings
When vehicles are attached to Blood Angels companies, they show this with a coloured symbol – for all but the 1st Company, this is based around blood drop designs – on their hull. The Blood Angels are an unusual Chapter in that they are able to attach both Rhinos and Land Raiders as permanent transport vehicles to their companies.

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

1 2 3 4 5
6 7 8 9 10

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

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

Squads and vehicles in a task force are frequently given a campaign badge for the duration of a mission.

The Blood Angels' efforts to cleanse the Red Scar of the Tyranid menace have been relentless, with every son of Sanguinius determined to slay every xenos they find. On Baal itself, battle tanks, Land Speeders and gunships worked in tandem to annihilate swathes of Tyranid survivors.
THE RULES

Welcome to the rules section of Codex Supplement: Blood Angels. On the following pages you will find all the content you need to bring every aspect of the Blood Angels to life on your tabletop battlefields. Maybe you’re inspired to dive straight into some open play games; maybe you want to forge your own tales of glory and infamy with narrative play; perhaps you can’t wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it’s a bit of all three – this section of your Codex supplement provides a modular toolbox that allows you to get the most out of your collection.

Of course, there’s no need to take it all in at once! Some of the content on the following pages, things like your army’s datasheets and the rules for its weapons, will be useful no matter what kind of game you’re playing. Others – such as your army’s Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there’s content such as the Sanguinary discipline, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you’re a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there’s plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, the Blood Angels are the only faction in Warhammer 40,000 with access to rules for inducting your heroes into the Death Company – a means of giving the commanders of your army access to the abilities shared with those cursed to have fallen to the Black Rage. In this section, you can also find exciting secondary objectives to select from when playing matched play missions, allowing you to represent the strategies and ways of war the Blood Angels favour in your games.

You will also find a complete set of rules for using your Blood Angels in Crusade games of Warhammer 40,000. Included are rules for the Death Company, Requisitions, Crusade Relics and Honorifics and a system to show the effects of the Black Rage on your Blood Angels Crusade forces.

ON WINGS OF FIRE
All Blood Angels have an innate affinity for aerial combat. Though the mutation that produced Sanguinius’ wings has never been repeated, the Primarch’s heirs maintain a love of flight that is impossible for those who do not share their heritage to understand. To a Blood Angel, a jump pack is no simple machine or battlefield tool. It is an extension of their physical form, a manifestation of the spiritual bond between Primarch and scion, and a reminder that even in death, his hand still guides the Chapter. This is as true of Primaris Blood Angels as it is of any son of Sanguinius. It also goes some way towards explaining why many Blood Angels are naturally talented pilots.
MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 46)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Blood Angels ones printed here. These represent the tactical and strategic goals unique to Blood Angels armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 42)
Units in Blood Angels Detachments gain additional abilities, including Savage Echoes, which Blood Angels benefit from whilst they are fighting using their favoured combat doctrine. You can find out more about Detachment abilities in the Warhammer 40,000 Core Book.

THE LOST (PG 47)
Certain characters in your Blood Angels army can be inducted into the Death Company. These warriors will gain powerful new abilities as they seek to end their days in battle.

STRATAGEMS (PG 48-49)
Blood Angels armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book. Here you will also find a selection of Stratagems unique to the Flesh Tearers Chapter.

ARMY RULES

WARLORD TRAITS (PG 50)
The Warlord of a Blood Angels or Flesh Tearers army can have one of the traits presented here. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

SANGUINARY DISCIPLINE (PG 51)
If your army includes any Blood Angels Detachments, Blood Angels Librarians in that Detachment can be given additional psychic powers from the Sanguinary discipline. This allows them to channel the power found in their transhuman blood into devastating attacks and grants powerful abilities to their allies. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

RELICS (PG 52)
Blood Angels and Flesh Tearers heroes can take powerful artefacts and venerated weapons called Relics into battle; these Relics and the rules they bestow are described in this section.

SPECIAL-ISSUE WARGEAR (PG 53)
The Blood Angels and their successor Chapters have access to a number of additional Special-issue Wargear Relics, which can be found here.

CRUSADE RULES

CRUSADE (PG 54-61)
Blood Angels armies have access to a host of additional rules that further personalise your Crusade force. These include bespoke Agenda, Requisitions and Crusade Relics that reflect the honourable traditions of the Blood Angels. Amongst the rules presented in this section are new Honourifics, allowing Blood Angels Captains to gain titles unique to their Chapter. Also included are rules for the Flaw and the effects of the Black Rage on your Blood Angels units, as well as a name generator.

DATASHEETS

DATASHEETS (PG 63-77)
This section is essential to all Blood Angels players, regardless of preferred play style, containing as it does the datasheets for units unique to the Blood Angels and their successor Chapters. Each datasheet describes, among other things, the profile of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 78)
This section provides an alphabetised list of the weapons that are unique to Blood Angels units and are not listed in Codex: Space Marines. This list should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 79)
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit from your army. These values supplement those found in Codex: Space Marines and will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 80)
In this section you will find a glossary of rules terms used in this Codex supplement. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book and Codex: Space Marines, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 80)
Here you will find a handy bullet-pointed rules reference that summarises some common Blood Angels rules.
SUCCESSOR CHAPTERS

A Blood Angels successor Chapter is one for which the Blood Angels are their First Founding Chapter. You can find out more information on successor Chapters, and how to determine if your Chapter is a successor of the Blood Angels, in *Codex: Space Marines*. If your Chapter is a successor of the Blood Angels, the following rules apply:

CHAPTER APPROVED RULES

All units from Blood Angels successor Chapters are considered to have the **Blood Angels** keyword for the purpose of using the Chapter Approved rules on page 46.

DETACHMENT ABILITIES

If you have a Blood Angels successor Chapter, then for the purposes of using any Blood Angels Detachment rules, you can replace the **Blood Angels** keyword in all instances with the name of your chosen successor Chapter.

STRATEGEMS

All units from Blood Angels successor Chapters are considered to have the **Blood Angels** keyword for the purpose of using Blood Angels Stratagems.

WARLORD TRAITS

If your Warlord is a **Character** model from a Blood Angels successor Chapter (other than Flesh Tearers), you can use the Blood Angels Warlord Traits table on page 50 to determine what Warlord Trait they have. Replace the **Blood Angels** keyword in all instances in that Warlord Trait (if any) with the name of the successor Chapter from which that **Character** model is drawn.

PSYKER POWERS

**Psyker** models from Blood Angels successor Chapters can know psychic powers from the Sanguinary discipline (pg 51) in the same manner as **Psyker** models in *Blood Angels* Detachments. When such a model uses one of these psychic powers, replace the **Blood Angels** keyword in all instances (if any) with the name of the successor Chapter from which that **Psyker** model is drawn.

CHAPTER RELICS

Blood Angels successor Chapters have access to Special-issue Wargear Relics (pg 53); Relics of the Angels cannot be given to a **Character** model from a successor Chapter (other than the Flesh Tearers) unless you use theHonoured by the Arx Angelicum Stratagem (pg 49).

CRUSADE RULES

If you have a Blood Angels successor Chapter, then for the purposes of using any Blood Angels Crusade rules, you can replace the **Blood Angels** keyword in all instances with the name of your successor Chapter. Legendary Crusade Relics can never be given to a model from a Blood Angels successor Chapter.

DATASHEETS

With the exception of named characters, you can nominate any **Blood Angels** units from your army to be from a Blood Angels successor Chapter. If you do, replace the **Blood Angels** keyword in every instance on its datasheet with the name of your chosen successor Chapter.

For example, if you include a Sanguinary Priest in your army, and you decide it is from the Lamenters Chapter, its **Blood Angels** keyword becomes **Lamenters** and its Narthecium ability reads 'While a friendly **Lamenters Infantry** or **Lamenters Biker** unit is within 6 of this model, each time a model in that unit would lose a wound, roll one D6; on a 6, that wound is not lost.'
COMBAT PATROL

Combat Patrol is the smallest size game, and the Blood Angels force below is a great way to start—regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission.

Created from the contents of the Combat Patrol: Blood Angels boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

On the battlefield, the Incursor Squad forms a reliable firebase unit that can use its Concealed Positions ability to set up outside of the army’s deployment zone. The Intercessor unit can be equipped with an array of weapon options, including stalker bolt rifles—ideal for providing long-range fire—or auto bolt rifles, which are capable of firing devastating volleys at short range as the bearers seize ground.

These Intercessors can be supported in their advance by the Agressor Squad. Able to fire punishing volleys from their auto bolstomr gauntlets and fragstorm grenade launchers, or dispense cleansing flame from their flamethrowers, this unit is resilient enough to close the distance with the enemy and then destroy them with overwhelming firepower.

The Primaris Librarian leads the Detachment. This potent melee specialist can manifest deadly psychic powers from the Sanguinary discipline, either to aid his brothers or to assault the foe with psychic lances or by boiling the very blood in their veins!

Finally, supporting the force is an Impulsor. This versatile transport can carry your Incursors or Intercessors into battle alongside your Librarian and can mount an array of useful equipment, including its force field projecting shield dome and its orbital comms array, which it can use to call down bombardments from orbiting spacecraft.
CHAPTER APPROVED RULES

If every model in your army (excluding Agents of the Imperium and Unaligned units) has the Blood Angels keyword, and your Warlord has the Blood Angels keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Blood Angels secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, you select secondary objectives, you cannot choose more than one from each category). You can score no more than 15 victory points from each secondary objective you select during the mission etc.

PURGE THE ENEMY

BLADE OF SANGUINIUS

End Game Objective

Sanguinius would often soar above the battlefield on his angelic wings before plunging down to eliminate enemy commanders in single combat. In the millennia since his death, many Blood Angels heroes have taken on this role, decapitating the enemy command structure at the onset of battle.

At the start of your first Command phase, you must select one Blood Angels Character model from your army to issue a challenge and your opponent must select one Character model from their army to accept that challenge. If either player does not have a Character model, they must instead select their Warlord.

Score 5 victory points at the end of the battle for each of the following conditions that have been satisfied:

- The model that accepted the challenge was destroyed.
- The model that accepted the challenge was destroyed by a melee attack.
- The model that accepted the challenge was destroyed by a melee attack made by the model that issued the challenge.

NO MERCY, NO RESPITE

FURY OF THE LOST

Progressive Objective

The warriors of the Death Company are forsaken, their lives given up in explosions of violence, slaying as many of the foe as possible before their inevitable demise at the heart of the enemy force.

Score 3 victory points at the end of your turn if one or more enemy units have been destroyed by a Death Company unit from your army this turn.

DEATH FROM ABOVE

Progressive Objective

The Blood Angels descend from on high like the angels of myth, landing in the midst of the foe and laying waste to enemy armies with bolt and blade. These deadly interventions ensure not even the opposition’s commanders can find safe haven from their wrath.

Score 2 victory points at the end of your turn if any enemy units were destroyed by a Blood Angels unit from your army that was set up on the battlefield in the Reinforcements step of any of your Movement phases. If any of those enemy units were a Character unit, score 3 victory points instead.

BATTLEFIELD SUPREMACY

RELENTLESS ASSAULT

Progressive Objective

The Blood Angels are loath to resort to the defensive strategies favoured by other Chapters, preferring to take the fight to the foe by way of decisive strikes into the heart of the opposition’s lines. To the Blood Angels, enemy territory must be taken and held firmly by their forces, the opponent left with nowhere to hide.

Score 4 victory points at the end of your turn if there are more Blood Angels units from your army in the enemy deployment zone than there are enemy units in your deployment zone.
**DETECTION ABILITIES**

A **Blood Angels** Detachment is one that only includes models with the **Blood Angels** keyword (excluding models with the **Agent of the Imperium** or **Unaligned** keyword). Note that such a Detachment is also an **Adeptus Astartes** Detachment, as described in **Codex: Space Marines**, and as such all the **Adeptus Astartes** Detachment abilities also apply to that Detachment.

If every unit from your army (excluding **Unaligned** units) has the **Blood Angels** keyword, then every unit that has the Combat Doctrines ability (see **Codex: Space Marines**) and is in a **Blood Angels** Detachment gains the Savage Echoes ability, opposite.

**SAVAGE ECHOES**

The shock assaults of the Blood Angels are legendary, their warriors never halting for an instant or allowing their foes to recover. Few outside the Chapter realise it, but this is the Blood Angels as they really are, the suppression of their bloodlust lifted for but an instant.

Whilst the Assault Doctrine is active, each time this unit fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

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**THE LOST**

If your army is Battle-forged, then when mustering your army, you can upgrade up to one **Captain** and up to two **Lieutenant** units (excluding named characters) in **Blood Angels** Detachments in your army to be inducted into the Death Company.

Each time you do so, that unit gains the **Death Company** keyword and the Power Rating of that unit is increased as shown in the table below. If you are playing a matched play game, or a game that otherwise uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules.

<table>
<thead>
<tr>
<th>UNIT</th>
<th>POWER</th>
<th>POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain</td>
<td>+1</td>
<td>+20</td>
</tr>
<tr>
<td>Lieutenant</td>
<td>+1</td>
<td>+10</td>
</tr>
</tbody>
</table>

The following apply to models in units inducted into the Death Company:

- A model inducted into the Death Company gains the Black Rage and Death Visions abilities (pg 63).
- A model inducted into the Death Company cannot be your Warlord, and cannot be given any other Chapter Command upgrades.
- A **Captain** model inducted into the Death Company has its Rites of Battle ability replaced with the following ability: "Rites of Rage (Aura): While a friendly Death Company Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1."
- A **Lieutenant** model inducted into the Death Company must replace its Tactical Precision ability with the following ability: "Tactical Aggression (Aura): While a friendly Death Company Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1."
- Death Company **Character** units are excluded from the Company Command rule (see **Codex: Space Marines**). This means, for example, a Detachment can include both one Death Company Captain unit and one other Captain unit.

In a Crusade force, a model cannot be upgraded in this manner. The Crusade rules instead provide an alternate journey in which these models can be inducted into the Death Company.
STRATAGEMS

If your army includes any Blood Angels Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

DESCENT OF ANGELS 1CP

Blood Angels – Battle Tactic Stratagem

The Blood Angels are masters of aerial assault, leaping from aircraft with jump packs roaring to plunge into the heat of battle.

Use this Stratagem at the end of your Movement phase. Select one Blood Angels Core Jump Pack unit from your army that was set up on the battlefield during the Reinforcements step of this phase. Until the end of the turn:

• Each time a charge roll is made for that unit, you can ignore any or all modifiers to that charge roll.
• Each time a model in that unit makes an attack, add 1 to that attack's hit roll.

VENGEANCE FOR SANGUINIUS 1CP

Blood Angels – Battle Tactic Stratagem

None are as hated by the Blood Angels as the Black Legion, for it was their gene-sire, Horus, who slew Sanguinius millennia ago.

Use this Stratagem in the Fight phase, when a Blood Angels unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against a Black Legion unit, you can re-roll that attack's hit roll and you can re-roll that attack's wound roll.

REFUSAL TO DIE 1CP/2CP

Blood Angels – Battle Tactic Stratagem

When a battle-brother is gripped in the darkest depths of the Black Rage, only the direst of wounds can penetrate the madness and lay them low.

Use this Stratagem after a Death Company unit from your army is selected as the target of an attack. Until the end of the phase, each time a model in that unit would lose a wound, roll one D6: if a 5+, that wound is not lost. You can only use this Stratagem once per turn. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

AGGRESSIVE ONSLAUGHT 1CP

Flesh Tearers – Battle Tactic Stratagem

Flesh Tearers constantly push towards new foes, moving one step closer to engaging the enemy and sating their lust to kill.

Use this Stratagem in the Fight phase. Select one Flesh Tearers Infantry unit from your army. Until the end of the phase, each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 3".

ANGEL'S SACRIFICE 1CP

Blood Angels – Epic Deed Stratagem

The Blood Angels would gladly put themselves in harm's way to protect others, exemplifying the sacrifice of Sanguinius.

Use this Stratagem in the Fight phase. Select one Blood Angels Character unit (excluding Vehicle units) from your army. Until the end of the phase, each time an enemy unit is selected to fight, if a model in that unit is within Engagement Range of that Character unit when your opponent is selecting targets for its attacks, those attacks can only target that Character unit.

SPIRITUAL MIGHT 1CP

Blood Angels – Epic Deed Stratagem

The Blood Angels are numbered amongst the most psychically gifted of all the Space Marine Chapters.

Use this Stratagem in your Psychic phase. Select one Blood Angels Psyker unit from your army. You can attempt to manifest one additional psychic power with that unit this phase.

VISIONS OF SANGUINIUS 1CP

Blood Angels – Epic Deed Stratagem

As the last vestiges of their sanity slip away, the fallen heroes of the Death Company fight with the burning conviction that they are the Primarch himself.

Use this Stratagem when a Death Company Character model from your army is selected to fight. That model can do one of the following:

• If that model has already used a Death Vision (pg 63), it can use another Death Vision this phase (this cannot be a Death Vision you have already used during this battle).
• If that model has not already used a Death Vision, it can use two different Death Visions this phase (neither can be a Death Vision you have already used during this battle).

ANGEL EXEMPLAR 1CP

Blood Angels – Requisition Stratagem

The noble lords of the Blood Angels are mighty warriors indeed, but even within this exalted brotherhood, some heroic individuals stand out amongst their peers.

Use this Stratagem after nominating a Blood Angels Character model that is not a named character to be your Warlord. You can generate one additional Warlord Trait for them. If this model is from the Blood Angels or one of their successor Chapters (other than the Flesh Tearers), this must be from the Blood Angels Warlord Traits table (pg 50). If this model is from the Flesh Tearers Chapter, this must be from the Flesh Tearers Warlord Traits table instead (pg 50). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.
ANGEL ASCENDANT 1CP

Blood Angels – Requisition Stratagem

Those who exemplify the finest qualities of the Blood Angels will be entrusted to bear powerful wargear into battle.

Use this Stratagem before the battle. Select one Blood Angels model in your army that has the word ‘Sergeant’ in their profile. That model can have one of the following Special-issue Wargear Relics (pg 53), even though they are not a Character model: Master-crafted Weapon; Digital Weapons; Fleshrender Grenades; Quake Bolts. Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once.

LUCIFER-PATTERN ENGINES 1CP

Blood Angels – Requisition Stratagem

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

Use this Stratagem before the battle. Select one Blood Angels Vehicle model (excluding a Dreadnought model, or a model that can Fly) from your army. That model gains the following ability: ‘Overcharged Engines: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6 to the Move characteristic of this model.’

HONOURED BY THE ARX ANGELICUM 1CP

Blood Angels – Requisition Stratagem

In extremis, the Chapter Master of the Blood Angels will bestow one of their treasured relics to a worthy champion from one of their successor Chapters.

Use this Stratagem after nominating a model drawn from a Blood Angels successor Chapter to be your Warlord. You can give one Relic of the Angels (pg 52) to a Character model in your army that is drawn from a Blood Angels successor Chapter instead of giving them a Special-issue Wargear Relic (pg 53) or a Chapter Relic from Codex: Space Marines. If you do, replace the Blood Angels keyword in all instances on that Relic (if any) with that model’s successor Chapter keyword. You can only use this Stratagem once.

RED RAMPAGE 1CP

Blood Angels – Strategic Play Stratagem

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

Use this Stratagem in your Command phase if the Assault Doctrine is active for your army. Until your next Command phase, each time a Blood Angels model from your army makes an attack with a Pistol or melee weapon, on an unmodified wound roll of 6, the Armour Penetration characteristic of that attack is improved by 1. This bonus is cumulative with the Combat Doctrines ability. You can only use this Stratagem once.

UNBRIDLED ARDOUR 1CP

Blood Angels – Strategic Play Stratagem

The Sanguinary Guard exemplify the noble heritage of Sanguinorum, leaping to their battle-brothers’ defence.

Use this Stratagem at the end of the Heroic Interventions step of your opponent’s Charge phase. Select one Sanguinary Guard unit from your army that is within 6″ horizontally and 5″ vertically of any enemy units. The selected unit is eligible to perform a Heroic Intervention as if it were a Character unit, and when performing that Heroic Intervention, each model in that unit can move up to 6″ instead of 3″. All other rules for Heroic Interventions still apply.

FORLORN FURY 1CP/2CP

Blood Angels – Strategic Play Stratagem

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

Use this Stratagem at the start of the first battle round, before the first turn begins. Select one Death Company unit from your army. That unit can make a Normal Move of up to 12″ as if it were your Movement phase, but must end that move more than 9″ away from any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. If that unit contains a Dreadnought model, or if it contains 6 or more models, this Stratagem costs 2CP; otherwise, it costs 1CP.

UPON WINGS OF FIRE 1CP

Blood Angels – Strategic Play Stratagem

The Blood Angels soar high, masters of the war-torn skies.

Use this Stratagem in your Movement phase. Select one Blood Angels Core Jump Pack unit from your army and remove it from the battlefield. In the Reinforcements step of your next Movement phase, set up that unit anywhere on the battlefield that is more than 9″ away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

SAVAGE DESTRUCTION 1CP

Flesh Tearers – Strategic Play Stratagem

Enemy fighters scramble to escape the Flesh Tearers’ ferocity.

Use this Stratagem in the Morale phase, when a Morale test is failed for an enemy unit that is within Engagement Range of any Flesh Tearers units from your army. Until the end of the turn, subtract 1 from Combat Attrition tests taken for that enemy unit.

CHALICE OVERFLOWING 1CP

Blood Angels – Wargear Stratagem

Sanguinary Priests refuse to let any of their Primarch’s blood fall.

Use this Stratagem in your Command phase. Select one Sanguinary Priest model from your army. That model can use its Blood Chalice ability one additional time this phase.
WARLORD TRAITS

If a Blood Angels Character model is your Warlord, you can use the table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a Flesh Tearers Character model is your Warlord, you can use the table to the right to determine what Warlord Trait they have instead. You can either roll one D3 to randomly generate one, or you can select one.

1. SPEED OF THE PRIMARCH
   Such is this warlord’s speed, it is as if the Primarch himself fights alongside his sons.
   At the start of the Fight phase, if this Warlord is within Engagement Range of any enemy units, it can fight first that phase.

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

   This Warlord can be given one of the following Special-issue Wargear Relics (pg 53): Adamantine Mantle; Artificer Armour; Master-crafted Weapon; Digital Weapons. This is in addition to any other Relics they may have, and each Relic in your army must be unique.

3. SOULWARDEN (AURA)
   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 or his brothers’ souls.
   While a friendly Blood Angels unit is within 6" of this Warlord, each time a model in that unit would lose a wound as the result of a mortal wound, roll one D6, on a 5+, that wound is not lost.

4. HEROIC BEARING
   This warlord is a beacon of hope in a hateful galaxy. No matter the odds, friendly forces are inspired by his presence.
   • Add 3" to the range of this Warlord’s Rites of Battle, Tactical Precision, Chapter Master and Spiritual Leaders abilities (to a maximum of 9”).
   • This Warlord has the following ability: ‘Heroic Bearing (Aura):’ While a friendly Blood Angels Core unit is within 9” of this Warlord, add 1 to the Leadership characteristic of models in that unit.

5. GIFT OF FORESIGHT
   This heroic warlord bears a glimmering of Sanguinii’s prophetic gifts. Flashes of foresight allow him to parry and weave around his enemy’s blows with supernatural speed and skill.
   In each turn, you can re-roll one hit roll, one wound roll and one saving throw made for this Warlord.

6. SELFLESS VALOUR
   This warlord is courageous and noble. He leaps into battle without a moment’s thought for his own safety.
   This Warlord is eligible to perform a Heroic Intervention if it is within 6" horizontally of an enemy unit, and when performing a Heroic Intervention with this Warlord, you can move them up to 6” instead of 3”, All other rules for Heroic Interventions still apply.

   • Each time this Warlord declares a charge, enemy units that were targeted by that charge cannot fire Overwatch or Set to Defend against that charge.
   • You can re-roll charge rolls made for this Warlord.

FLESH TEARERS WARLORD TRAITS

1. MERCILESS BUTCHER
   This warlord is but a single, blood-fuelled moment away from succumbing to the Black Rage. In battle they are lost to the pursuit of slaughter, hacking apart all before them with unrelenting savagery.

   Each time this Warlord is selected to fight, make 1 additional attack with one of its melee weapons for every five enemy models within 3” of it (to a maximum of 3 additional attacks).

2. OF WRATH AND RAGE
   With snarls of hate and a bellow of rage, this warlord fires the blood of his brothers.

   Each time this Warlord makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

3. CRETAIC BORN
   To survive on the death world of Cretacii, a hunter must be stouter than the murderous beasts around him. A son of this brutal world, this warlord acts with ferocious swiftness, rushing into combat before his prey has time to react.

   • You can re-roll charge rolls made for this Warlord.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below.

<table>
<thead>
<tr>
<th>Named Character</th>
<th>Warlord Trait</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astorath</td>
<td>Soulwarden</td>
</tr>
<tr>
<td>Brother Corbulo</td>
<td>Gift of Foresight</td>
</tr>
<tr>
<td>Captain Tycho/Tycho the Lost</td>
<td>Selfless Valour</td>
</tr>
<tr>
<td>Chief Librarian Mephiston</td>
<td>Speed of the Primarch</td>
</tr>
<tr>
<td>Commander Dante</td>
<td>Heroic Bearing</td>
</tr>
<tr>
<td>Gabriel Seth</td>
<td>Merciless Butcher</td>
</tr>
<tr>
<td>Lemartes</td>
<td>Soulwarden</td>
</tr>
<tr>
<td>The Sanguinor</td>
<td>Heroic Bearing</td>
</tr>
</tbody>
</table>
SANGUINARY DISCIPLINE

PSYKER models in BLOOD ANGELS Detachments can know all of their psychic powers from the Sanguinary discipline instead of the Librarius or Obscurus disciplines (see Codex: Space Marines). Before the battle, generate the psychic powers for PSYKER models that know powers from the Sanguinary discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the PSYKER model knows.

1. QUICKENING
   The Librarian channels his psychic might, and the deadly powers of the immaterial flow through him, raising his speed to deadly heights.

   Blessing: Quickening has a warp charge value of 6. If manifested, until the start of your next Psychic phase:
   • You can re-roll Advance and Charge rolls made for this PSYKER.
   • Add D3 to this PSYKER’s Attacks characteristic.

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

   Blessing: Unleash Rage has a warp charge value of 6. If manifested, select one friendly BLOOD ANGELS CORE unit within 12” of this PSYKER. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

3. SHIELD OF SANGUINIUS
   The Librarian wields a shimmering golden barrier into existence, shielding his brothers from harm.

   Blessing: Shield of Sanguinius has a warp charge value of 6. If manifested, select one friendly BLOOD ANGELS unit within 18” of this PSYKER. Until the start of your next Psychic phase, models in that unit have a 5+ invulnerable save.

4. BLOOD BOIL
   The Librarian drives his enemy’s lifeblood into a seething frenzy, causing it to boil in the victim’s veins a split second before bursting from every pore with explosive finality.

   Witchfire: Blood Boil has a warp charge value of 6. If manifested, select one enemy unit that is within 18” of and visible to this PSYKER and roll 2D6:
   • If the total is more than the highest Toughness characteristic of models in that unit, it suffers D3 mortal wounds.
   • If the total is more than double the highest Toughness characteristic of models in that unit, it suffers 3 mortal wounds instead.

5. BLOOD LANCE
   The Librarian conjures a mighty lance, infused with his innermost rage. Hoisting this empyric projectile, the Librarian hurricates with all of his psychokinetik might, sending it hurtling through the enemy ranks to maim and impale.

   Witchfire: Blood Lance has a warp charge value of 6. If manifested, select one enemy model that is within 18” of and visible to this PSYKER. Draw the shortest possible line between this PSYKER’s base and the selected enemy model’s base (or hull), then roll one D6 for each model the centre of the line passes over: on a 5+, that model’s unit suffers 1 mortal wound.

6. WINGS OF SANGUINIUS
   Blood-red wings of psychic energy spring from the back of the Librarian, allowing him to soar across the battlefield like an avenging angel.

   Blessing: Wings of Sanguinius have a warp charge value of 6. If manifested, this PSYKER can make a Normal Move or Fall Back as if it were your Movement phase. In addition, until the end of the phase, this PSYKER has a Move characteristic of 12” and the Flt keyword.

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

   - Veteran Sergeant Corporal, Blood Angels 1st Company"
RELICS

If your army is led by a Blood Angels Warlord, you can, when mustering your army, give one of the Relics of the Angels to a Blood Angels Character model in your army instead of giving them a Relic from Codex: Space Marines. These are considered to be Chapter Relics for all rules purposes. Named characters and Vehicle models cannot be given any of the following Relics.

Note that some Relics replace one of the model’s existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Chapter Relics your models have on your army roster.

WRATH OF BAAL

This ancient banner was ever known by another name, it has long been lost to time. All surviving records refer to it only as the Wrath of Baal, for that is what its presence heralds. Where it flies, its depiction of Sanguinius framed by his angelic wings spurs his sons to leap further and higher. The teardrops of polished bloodstone remind them of their Primarch’s and Chapter’s sacrifice, and so they burn their jump packs hard, the swifter to bring the retribution of the Blood Angels down upon their foes.

Sanguinary Ancient model only. The bearer gains the following ability: ‘Wrath of Baal (Aura)’, While a friendly Blood Angels Jump Pack unit is within 6” of this model, each time that unit is selected to make a Normal Move, Advance or Fall Back, add 2” to that unit’s Move characteristic until the end of the phase.

ICON OF THE ANGEL

Entrusted to one whose faith in the primogenitor is profound, the Icon of the Angel bears the form of a small shrine upon the bearer’s backpack. The bearer reminds his brothers of the heretics who fled after laying low the Angel, exhorting them to let no enemy escape their grasp again.

The bearer gains the following ability: ‘Icon of the Angel (Aura)’, While a friendly Blood Angels unit is within 6” of this model, you can re-roll charge rolls made for that unit.

VISAGE OF DEATH

This exquisitely crafted mask is a thing of dark beauty to the Blood Angels, and a sign of impending doom to their enemies. The unchanging expression of the mask inspires fear and uncertainty even in confident enemies. They see no anger, pain or elation on the wearer’s face – clues as to the warrior’s state of mind in a duel.

- Each time a melee attack is made against this unit, subtract 1 from that attack’s hit roll.
- The bearer gains the following ability: ‘Visage of Death (Aura)’, While an enemy unit is within 3” of this model, it loses the Objective Secured ability and any similar abilities that allow it to control an objective marker regardless of the number of enemy models within range of that objective marker.

HAMMER OF BAAL

This exquisite weapon was forged by master artisans several millennia ago. It was entrusted by Dante himself into Karl’scustody when he took up the mantle of Captain of the 1st Company. Since that day, it has been the doom of traitors and aliens beyond count from the worlds of the Cryptan Shield to the doomed planet of Amethel.

Model equipped with thunder hammer only. This Relic replaces a thunder hammer and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hammer of Baal</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

GALLIAN’S STAFF

The Librarian Donatus Gallian’s mind was a finely honed weapon. Aware of the damage his abilities could cause should he fall to the Flaw, he crafted a force stave to siphon off the fury of his Red Thirst, using it to bolster his manifested powers. Since his death, others have wielded Gallia’s Staff, though it must be used with caution – the stave’s hunger for emotion grows with every passing century.

Model equipped with force stave only.
- The bearer gains the following ability: ‘Gallian’s Staff’, Each time this model takes a Psychic test to manifest a psychic power from the Sanguinius discipline, add 1 to that Psychic test.
- This Relic replaces a force stave and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gallian’s staff</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

THE CRIMSON PLATE

This ancient suit of Terminator armour is thought to have been worn by Amit, first Chapter Master of the Flesh Tearers. Its machine spirit retains that ferocious warrior’s battle-lust, and its microfibre bundles react with agility to the wearer’s movements.

Flesh Tearers Terminator model only.
- Add 1” to the bearer’s Move characteristic.
- The bearer is eligible to charge in a turn in which it Advanced.
- The bearer can move up to 4” when making pile-in and consolidation moves.

SEVERER

This monstrous chainsword has ended the fates of countless enemies of the Imperium. Tyranids, tainted war engines and hideous xenos have all felt its twin rows of blurring teeth.

Flesh Tearers model equipped with Astartes chainsword only. This Relic replaces an Astartes chainsword and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Severer</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, on an unmodified wound roll of 5+, the target suffers 1 mortal wound in addition to any normal damage.
SPECIAL-ISSUE WARGEAR

If your army is led by a Blood Angels Warlord or a Warlord from a Blood Angels successor Chapter, you can, when mastering your army, give one of the following Special-issue Wargear Relics to a Blood Angels Character model in your army, or a Character model in your army that is drawn from a Blood Angels successor Chapter, instead of giving them a relic from Codex: Space Marines. These are considered to be Chapter Relics for all rules purposes. Named characters and Vehicle models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Chapter Relics your models have on your army roster.

ADAMANTINE MANTLE
These flowing cloaks are laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.

Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.

ARTIFICER ARMOUR
Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour provide superior protective capabilities that rival even Terminator plate. All who set eyes upon the weavers know that honed champions of the Imperium stand before them.

The bearer has a Save characteristic of 2+ and a 5+ invulnerable save.

MASTER-CRAFTED WEAPON
Though virtually every weapon wielded by the Blood Angels is a fine piece of art as pleasing to the eye as it is effective at slaying the Emperor’s foes, within this noble brotherhood there are warriors whose skills at the forge are incredible indeed. Their creations are so beautiful they can induce tears, yet they remain ruthlessly effective.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a Relic or a weapon whose profile includes the word ‘master-crafted’). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Chapter Relic.

DIGITAL WEAPONS
Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet. In the case of the Blood Angels they are known to be, in themselves, items of great beauty fashioned with immense care. Short-ranged and powerful, they are typically triggered in the midst of melee in order to blast the enemy from an unexpected angle.

Each time the bearer fights, it can make 1 additional attack using the close-combat weapon profile (see the Warhammer 40,000 Core Book). If that attack scores a hit, the target suffers 1 mortal wound and the attack sequence ends.

QUAKE BOLTS
Each quake bolt is crafted individually by a Magos of the Adepts Mechanicus and contains a warhead that emits a pulsed shock wave. Anyone caught in the vicinity is thrown from their feet, becoming easy prey for assault units.

When you give a model this Relic, select one bolt weapon (see Codex: Space Marines) that model is equipped with. When that model is chosen to shoot with, you can choose for that weapon to fire a quake bolt. If you do, you can only make one attack with that weapon, but if a hit is scored, the target unit is felled until the end of the turn in addition to any normal damage. Each time a melee attack is made against a unit that is felled, add 1 to that attack’s hit roll.

ARCHANGEL’S SHARD
When Sanguinius battled Horus, his magnificent blade was tragically shattered against the Warmaster’s profane battleplate. The shards were gathered up and new swords forged to incorporate them, each one gifted to a different successor Chapter.

Model equipped with power sword or master-crafted power sword only. This Relic replaces a power sword or master-crafted power sword and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archangel’s shard</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack made with this weapon is allocated to a model in a Chaos unit, that attack has a Damage characteristic of 3. Each time an attack made with this weapon is allocated to a model in a Chaos Monster unit, that attack has a Damage characteristic of 4.

FLESHRENDER GRENADES
These red spheres contain small servo-automatic rings with multiple circular gyro-saws like miniature astrolabe. They follow limited logic paths to tear apart anything nearby in fountains of blood before their power runs out.

Model equipped with frag grenades only. This Relic replaces frag grenades and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fleshrender grenades</td>
<td>6&quot;</td>
<td>Grenade</td>
<td>D3</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Blast. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.

GLEAMING PINIONS
Appearing as merely beautifully sculpted wings adorning the bearer’s jump pack, these rare artefacts contain hundreds of micro-servers connected to individual ceramic feathers and planar surfaces. With such aerodynamic control, the wearer can twist and bank at incredible speeds, turning heavenward soars into stooping dives in a heartbeat.

Jump Pack model only.
• The bearer is eligible to charge in a turn in which it Fell Back.
• You can re-roll charge rolls made for the bearer.
CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Blood Angels, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Blood Angels units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This content, available exclusively to the Blood Angels and their successor Chapters, is in addition to the Crusade rules found in Codex: Space Marines, and contains the following sections:

AGENDAS

Blood Angels units attempt to achieve unique Agendas in Crusade battles, which can be found on page 55. These Agendas reflect the unique goals of Blood Angels armies on the battlefield and help to represent their particular methods of waging war.

You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Crusade armies that include any Blood Angels units have access to a number of additional Requisitions, suited to their methods for waging war. You can find these on page 56.

THE FLAW

The Blood Angels are afflicted with a dreadful gene-curse known as the Flaw, manifesting at best as an excess of rage in battle, and at worst as a bloodthirsty psychosis that shatters a battle-brother's sanity and claims them, body and soul. So it is that every Blood Angel must continually strive to master the anger that resides inside. In a Crusade force, each Blood Angels unit can accrue Flaw points that will show you how well a unit is maintaining their Chapter's noble ideals, and how close they are to descending into the madness of the Black Rage. Death Company units are already lost to the Black Rage, and their best fate is a glorious death on the battlefield. The full rules for tracking the Flaw and using Death Company units in your Crusade force can be found on page 57.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book and Codex: Space Marines, Blood Angels characters have access to a collection of unique Crusade Relics described on pages 58-59.

HONORIFICS

In addition to the Honorifics presented in Codex: Space Marines, the Blood Angels have some that are unique to the heirs of Sanguinius. These can be found on page 60.

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The cruiser blades’ Land Raider Redeemer, Bane of Ypsiil, rumbled along what was once a finely cobbled street that was wide enough for no fewer than six Repulsor tanks to drive down abreast. It had once been grand. Cypress Vitiation could see from the tank’s viewing ports where trees would have been planted in neat rows. He could see blasted colonnades painted in brilliant reds, blues and golds. Now, the street was packed with blitz craters. Bloodstains marked ruined mansions. Wrecked vehicles and corpses, both Tyranid and Human, littered the area in varying stages of decay. It was a maze, though there was no sign of any threat, one could appear from anywhere.

‘Brothers,’ he vowed to all five vehicles in the column and his escorting Storm Speeders, ‘be prepared for anything. Drivers, pilots – move as fast as you are able.’

Acknowledgement runes blinked green on his visual feed.

The vehicles continued at a methodical pace, the rumbling of their engines the only sound besides those made by vehicles and bodies being crushed beneath the tanks’ tracks and repulsor fields. His Honour Guard, who were in the Bane of Ypsiil’s troop compartment with him, were still and silent. He imagined each one had their own thoughts to ponder, their own rites to recite and their own urges to suppress. The tension of the moment and the desperate need they felt for battle was strong. They all wanted war. They all felt shame.

It is not their shame, but mine, Vitiation thought. I lead, thus the responsibility of the failure is mine alone.

He too sat in silence for a short time, before his vox hissed roughly to life.

‘Chapter Master, we are under attack! They approach from the southwest,’ said Sergeant Balliol, the leader of the Storm Speeder detachment. ‘Make a fighting withdrawal back to the column, Sergeant,’ said Vitiation. ‘Lead them to us, we will be ready for them.’

He addressed the rest of his warriors.

‘Brothers! Our time has come! What we have wished for these many months is finally here! I know each of you is ready. I know each of you is eager, I know what thirsts you have had to suppress to reach this moment, and for that discipline I am honoured to be your leader. Our foes have no idea what is waiting for them. Drivers, redirect to the southwest. We take the fight to them!’

He took the Bane of Ypsiil in place as his driver responded to the order. Vitiation knew every vehicle in the column was making the same manoeuvre. The Land Raider Redeemer’s engines roared. The eagerness was palpable, thought Vitiation as a smile drew across his face. ‘The first in many a month.

‘We are nearing our destination, Chapter Master. They are following us,’ said Balliol. Vitiation heard the Bane of Ypsiil’s assault cannons spinning to life. The zons were close.

‘Have your Storm Speeders take flanking positions, Sergeant,’ said Vitiation. He hefted his blade, Gorefell, and addressed his Honour Guard.

‘Brothers, be ready to engage. We discern soon to both them in their blasphemyous alien eyes. Clear heads from necks, spill their foul blood. Kill them all, for Saul and the Angel!’
AGENDAS

If your Crusade army includes any Blood Angels units, you can select one Agenda from the Blood Angels Agendas, select Agendas, you cannot choose more than one Blood Angels Agenda.

AN HONOURABLE DEATH IN BATTLE

Blood Angels Agenda

On the eve of war, battle-brothers may succumb to the madness of the Black Rage. Such souls are sent forth to fight with great honour, to seek out a clean death against insurmountable odds and so be remembered eternally in the Chapter’s histories. Those few who survive the battle, and neither perish from their wounds or the mercy of the Redeemer of the Lost, are taken back to Baal and locked away to howl in rage as the madness consumes their mind. Such an ignoble fate brings only sorrow to the Chapter.

When you select this Agenda, select one Death Company unit from your army (excluding named characters).

- If that Death Company unit is destroyed during the battle, you can remove that unit from your Order of Battle. If you do, each other Blood Angels unit from your army gains 1 experience point and you gain 1 additional Requisition point.
- If that Death Company unit is not destroyed during the battle, and your Crusade army does not include an Astorath model, you do not gain the 1 Requisition point after that battle has been completed.

PURITY THROUGH BLOODSHED

Blood Angels Agenda

The curse of the Blood Angels can become a potent weapon if tempered with discipline and control. By holding tight to the Chapter’s noble ideals, warriors with sufficient force of will can harness the fury and blood-hunger of the Red Thirst without succumbing to its darkest excesses.

When you select this Agenda, select one Blood Angels unit from your army (excluding Death Company units).

- At the end of the battle, that unit gains a number of experience points equal to its enemy units destroyed by melee weapons during this battle tally (to a maximum of 5 experience points).
- If this unit has at least 2 marks on its ‘enemy units destroyed by melee weapons during this battle’ tally, and it passes its Black Rage test after the battle, that unit loses 1 Flaw point (to a minimum of 0).

‘Many would baulk if they knew what we have done to find a cure for our curse – what sites we have ransacked, what locations we have pillaged. There is nothing else we can do. Our curse is sourced in the past. From there shall we find an ending for it.’

- Brother Corbula

VALOUR OF THE ANGELS

Blood Angels Agenda

There are few warriors as noble as the sons of Sanguinius. However, to be a hero of the Imperium is to walk a path towards a martyr’s death. The Blood Angels are no strangers to self-sacrifice; the only question is how many lives they can lay low before that fate finally arrives.

If you select this Agenda, keep a Valour of the Angels tally for each Blood Angels Character unit from your army (excluding Death Company Character units). Add 1 to a unit’s tally each time it does one of the following:

- Performs a Heroic Intervention.
- Destroys an enemy Character, Monster or Warlord model with a melee weapon.
- Is destroyed by an enemy unit.

At the end of the battle, each unit gains a number of experience points equal to its Valour of the Angels tally.

‘If a Blood Angels Character unit (excluding named characters) is destroyed during the battle, you can remove that unit from your Order of Battle instead of taking an Out of Action test for it. If you do, each other Blood Angels unit from your army gains 1 experience point.’

SEARCH FOR THE CURE

Blood Angels Agenda

The Sanguinary Priests investigate every avenue that might lead to a cure to the Flaw. This duty often sees them journeying to forgotten worlds, in search of forbidden archivots from the Dark Age of Technology.

Keep a Search for the Cure tally for each Blood Angels Apothecary unit in your army. Add 1 to a unit’s Search for the Cure tally each time it completes the Search for the Cure action (see below). If you select this Agenda, then Blood Angels Apothecary units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Search for the Cure (Action): One Blood Angels Apothecary unit from your army can start to perform this action at the end of your Movement phase if it is within 3” of an objective marker that has not yet been searched (see below) and no enemy units (excluding Aircraft units) are within 3” of that objective marker. The Action is completed at the end of the turn. If completed, that objective marker is said to have been searched.

At the end of the battle, if the combined Search for the Cure tallies from all your units is 3 or more, then each Blood Angels Apothecary unit from your army earns 3 experience points.
REQUISITIONS

If your Crusade force includes any Blood Angels units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book and Codex: Space Marines.

DESCENT INTO MADNESS 1RP

On the eve of battle, a Blood Angels warrior may be gripped by apocalyptic visions as the Black Rage takes hold. Such a battle-brother is lost to the Chapter, sent forth to seek death on the battlefield rather than face the ignominious decline into bestial madness.

Purchase this Requisition at any time. Select one Blood Angels Captain or Blood Angels Lieutenant model from your Order of Battle that has 2 or more Flaw points (you cannot select a unit that has the Death Company keyword). That model is inducted into the Death Company, as described on page 47; make a note on that unit’s Crusade card and increase its Power Rating accordingly. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force’s Supply Limit.

NOBLE HERITAGE 1RP

The Blood Angels are amongst the longest-lived of all the Space Marines, echoing the physical perfection of Sanguinius. Their Primarch’s spiritual might also flows in their veins, its potency only increasing as years pass.

Purchase this Requisition at any time. Select one Blood Angels Character unit from your Order of Battle with 71 or more experience points. You cannot select a unit with the Death Company keyword, and each unit can only be selected for this Requisition once. The selected unit gains one additional Battle Trait (if the unit is a Psyker, it instead gains one Psychic Fortitude, as described in the Warhammer 40,000 Core Book). This does not count towards the maximum number of Battle Honours a unit can have.

CUSTODIAN OF THE LOST 1RP

The most skilled Chaplains of the Blood Angels can harness the anger that resides within their battle-brothers without allowing it to boil over and consume their psyches, halting — for a time at least — the onset of the Black Rage.

Purchase this Requisition when a Blood Angels Chaplain model from your army gains the Battle-hardened rank. Increase that model’s Crusade points total by 1, and make a note on that unit’s Crusade card that it now has the following ability: ‘Custodian of the Lost: If this model is part of your Crusade army, you can re-roll one failed Black Rage test taken at the end of that battle.’

BLOOD CLEANSING 2RP

The sons of Sanguinius have been known to dumber inside sarcophagi that purify their blood as they rest. The Sanguinary Priests hope that in doing so they can slow the process of degeneration brought on by the Flaw, but all are aware that such measures are at best only temporary.

Purchase this Requisition at any time. Select one Blood Angels Infantry or Blood Angels Biker unit from your Order of Battle that has 1 or more Flaw points (you cannot select a unit that has the Death Company keyword). That unit loses 1 Flaw point. Each unit can only be selected for this Requisition once (we recommend making a note on the unit’s Crusade card).
THE FLAW
If your Crusade force includes any Blood Angels units, you must keep an additional note of each unit’s Flaw points on its Crusade card. Named characters and Death Company units do not accrue Flaw points (they have either mastered the Black Rage or are already lost to it). If a model is replaced as the result of using the Even in Death I Still Serve, or Rubicon Primaris Requisitions (see Codex: Space Marines), transfer that unit’s current number of Flaw points to its new Crusade card.

BLACK RAGE TESTS
The Blood Angels harness the Red Thirst in battle, but the bloodshed, if not controlled, can hasten the onset of the Black Rage.

After each battle, you must take a Black Rage test for every unit from your army. To do so, roll one D6 and compare the result to that unit’s enemy units destroyed with melee weapons during this battle tally box. If the total result is equal to or less than the tally, that Black Rage test is failed and that unit gains 1 Flaw point.

Each time a unit gains its third Flaw point, you must immediately roll 3D6: if the result is less than that unit’s Leadership characteristic, then that unit has kept control and its Flaw points are reduced by 1. If the result equals or exceeds that unit’s Leadership characteristic, then a battle-brother in that unit succumbs to the Black Rage.

- If a Captain or Lieutenant unit succumbs to the Black Rage, you must either remove that unit from your Order of Battle or immediately use the Descent Into Madness Requisition on that model (if you do, it costs you ORP).
- If any other Character unit (excluding Dreadnought units) succumbs to the Black Rage, remove that unit from your Order of Battle. If you wish, you can replace it with a Death Company Lieutenant unit from the same Chapter (but only if doing so would not cause your total Power Level to exceed your Crusade force’s Supply Limit). The new Lieutenant unit must have the Primaris keyword if the unit it replaced had the Primaris keyword (otherwise the new unit must not have the Primaris keyword). The new Lieutenant unit starts with the same number of experience points as the unit it replaced and gains the appropriate number of Battle Honours for its rank.
- If a Dreadnought unit succumbs to the Black Rage, remove that unit from your Order of Battle. If you wish, you can replace it with a Death Company Dreadnought unit from the same Chapter (but only if doing so would not cause your total Power Level to exceed your Crusade force’s Supply Limit). The new unit starts with the same number of experience points as the unit it replaced and gains the appropriate number of Battle Honours for its rank.
- If any other unit succumbs to the Black Rage, that unit immediately suffers a Devastating Blow result, as described in the Warhammer 40,000 Core Book (if the unit failed an Out of Action test and you chose for them to suffer a Devastating Blow result, that unit will lose a total of 2D6 experience points). That unit’s Flaw points are then reduced by 1.

DAMNED SOULS
The Death Company is comprised of warriors with countless years of battle experience, making the Chapter’s loss even more sorrowful. Such combatants fight their final battle in the name of Sanguinius, but the Flaw is such that there will always be more battle-brothers to replace these fallen souls.

The following rules apply to Death Company Marines and Death Company Intercessors units in your Crusade force:

- Death Company Marines and Death Company Intercessors units do not gain experience points. They are also assumed to pass any Out of Action tests they are required to take (no dice is rolled), and so never accrue Battle Scars.
- When you must a Crusade army, each time you include a Death Company Marines or Death Company Intercessors units in your army, select one Battle Trait for that unit and note it on your army roster. That unit has that Battle Trait until the end of the battle and is considered to have a Crusade points value of 1 for that battle.
- Each time a Blood Angels Primaris unit (excluding Character units) from your Crusade force succumbs to the Black Rage, you can select one Death Company Intercessors unit from your Crusade force. If you do, then make a note on that unit’s Crusade card – if, the next time you must a Crusade army, you include that unit in your army, select two Battle Traits for that unit instead of one, noting both down on your army roster. That unit has both Battle Traits until the end of the battle and is considered to have a Crusade points value of 2.
- Each time a Blood Angels unit (excluding Character or Dreadnought units) from your Crusade force succumbs to the Black Rage, you can select one Death Company Marines unit from your Crusade force. If you do, then make a note on that unit’s Crusade card – if, the next time you must a Crusade army, you include that unit in your army, select two Battle Traits for that unit instead of one, noting both down on your army roster. That unit has both Battle Traits until the end of the battle and is considered to have a Crusade points value of 2.

FALLEN HEROES
It is a tragedy when one of the Chapter’s noblest stars falls to the Black Rage. Such a hero’s travails will soon come to an end: their destiny either to meet death in battle, to be granted the Emperor’s mercy or, if truly unfortunate, to be taken to the Tower of Amaurox.

The following rules apply to Death Company Character and Death Company Dreadnought units in your Crusade force:

- Death Company Character and Death Company Dreadnought units never gain experience points.
- Death Company Captain units can never have an Honorific (pg 60). If a unit has an Honorific and subsequently gains the Death Company keyword, it immediately loses that Honorific.
- Death Company Character units can never be upgraded to the Chapter Command (see Codex: Space Marines). If a unit has already been upgraded so, it immediately loses that upgrade and all associated abilities, Relics, Warlord Traits etc.
- You cannot use any Requisitions to upgrade or otherwise alter Death Company Character or Death Company Dreadnought units (e.g. Rearm and Resupply, Even in Death I Still Serve, Rubicon Primaris).
- Death Company Character and Death Company Dreadnought units cannot use or benefit from any rules that enable you to ignore or re-roll failed Out of Action tests.
- If a Death Company Character or Death Company Dreadnought unit ever fails an Out of Action test, that unit is removed from your Order of Battle.
CRUSADE RELICS

When a Blood Angels Character gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICE RELICS

A Blood Angels Character model can be given one of the following Artifice Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Blade of Judgement

This enormous hand-and-a-half sword was forged by Sardanus Foredell, a Judicator who later became High Chaplain.

Model with power sword, master-crafted power sword, relic blade or executioner relic blade only. This Relic replaces the bearer’s power sword, master-crafted power sword, relic blade or executioner relic blade and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blade of Judgement</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon against a Character unit, you can re-roll the hit roll.

Decimator

This exquisite rifle unleashes an unending storm of fire. Decimator’s recoil dampers, and the twinned machine spirits overseeing its cyclic mechanisms, are the result of decades (and lives) expended in the bowels of Mars’ forge temples, while each individually crafted shell is inscribed with the Versus Decimatius from the Codex Astartes.

Model with master-crafted auto bolt rifle only. This Relic replaces a master-crafted auto bolt rifle and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Decimator</td>
<td>24”</td>
<td>Assault</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target.

Hood of Baal

This psychic hood has served the Blood Angels for millennia. Every inch of its surface is inscribed with the sayings of Sekhmet, written in filigree of the purest gold, and decorated with bloodstone gems and miniature hand-painted scenes of the Chapter’s most glorious victories. Such is its power that even during the peak of Hive Fleet Leviathan’s assault against the Blood Angels’ home world, the Librarian wearing it could use the full extent of their powers despite the Shadow in the Warp.

LIBRARIAN or LIBRARIAN DREADNOUGHT model only.

• Add 6” to the range of the bearer’s Psychic Hood ability.
• Each time a Psychic test is taken for the bearer, you can ignore any or all modifiers to that test.

ANTIQUITY RELICS

A Blood Angels Character model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit’s total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Figure of Death

Chaplain Umbrail served with the Chapter over two millennia ago. His bombastic sermons, amplified through vox units in his armour, accompanied a visceral aura of dread around the black-clad warrior. It is claimed that Umbrail’s sculpted crozius arcanum, the Figure of Death, became so infused with the fear he embodied that to face a Chaplain wielding it today is to face terror itself.

CHAPLAIN model with crozius arcanum only. This Relic replaces a crozius arcanum and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Figure of Death</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time a unit suffers a casualty from an attack made with this weapon, until the end of the turn, subtract 1 from the Leadership characteristic of models in that unit.
When the Blood Angels of the 2nd Company clashed with the Deathskulls of Waaagh! Madge, they took to the field with their most devastating weaponry. Mobs of boys and squadrons of vehicles were incinerated, torn apart or reduced to slag in the infernos.

Chalice of Baal
This rough grail is carved from the very bedrock of Baal. While it cannot match the artifact of some other examples, it is nonetheless a precious relic of the Blood Angels, carried into battle by several of the greatest Sanguinary Priests in the history of the Chapter. When held aloft, it reminds the Blood Angels of that which they fight to protect.

Sanguinary Priest model only. Increase the range of this model’s Blood Chalice ability to 9”.

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

Jump Pack model only.

- Enemy models cannot fire Overwatch at the bearer.
- You can re-roll charge rolls made for the bearer.

LEGENDARY RELICS
A Blood Angels Character model of Legendary rank can be given the following Legendary Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit’s total Crusade points for each Legendary Relic it has – this is in addition to the +1 gained from gaining a Battle Honour, for a total of +3.

The Encarmine Warblade
This sword was carried by the Blood Angels’ first captain, Raldror, throughout the Great Crusade and the Horus Heresy. In the millennia since Raldror’s death, the Encarmine Warblade has been bequeathed to only the greatest champions of the Blood Angels, each time being returned to the vaults of the Adeptus Angelicus until a worthy warrior should once again arise.

Model with power sword, master-crafted power sword, relic blade or executioner relic blade only. The Encarmine Warblade replaces the bearer’s power sword, master-crafted power sword, relic blade or executioner relic blade and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Encarmine Warblade</td>
<td></td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>3</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, on an unmodified wound roll of 6 the target suffers 2 mortal wounds in addition to any normal damage.
HONORIFICS

Blood Angels Captain units cannot be given the following Honorifics found in Codex: Space Marines: Master of the Keep; Master of the Arsenal; Master of the Fleet; Master of the Rites; Chief Victualler; Master of Relics. Instead you can choose from among the following Honorifics. These follow all the same rules as those presented in Codex: Space Marines.

If a Captain Tycho unit is included in your Crusade army, it automatically gains the Master of Sacrifice Honorific, even though it cannot normally gain any Battle Honours. This does not increase its Crusade points.

Shield of Baal
The Shield of Baal protects the Blood Angels’ homeworld. He is responsible for all of the system’s security matters.

Once per battle, if this unit is on the battlefield, you can use one Battle Tactic Stratagem twice during the same phase, instead of only once.

Master of Sacrifice
This warrior lists all Blood Angels fallen in battle. Such reverence and care inspires the sons of Sanguinius around him.

- Once per battle, if this unit is on the battlefield, when you use the Angel’s Sacrifice Stratagem (pg 48), that Stratagem costs 0 Command points.
- If this unit is part of your Crusade army, then each time a unit from your army fails an Out of Action test, that unit loses 1 Flaw point (to a minimum of 0).

Lord Adjudicator
The Lord Adjudicator is a golden exemplar of the Chapter’s noble values. He must be, for by them does he judge his battle-brothers.

Once per battle, if this unit is on the battlefield, when you use an Epic Deed Stratagem, that Stratagem costs 0 Command points.

caller of the fires

The Caller of the Fires recognises the Flaw’s power, and seeks to inspire his battle-brothers to unleash it in a controlled manner.

- Once per battle, if this unit is on the battlefield, when you use the Red Rampage Stratagem (pg 49), that Stratagem costs 0 Command points.
- If this unit is part of your Crusade army, then after each battle, each time you take a Black Rage test for a unit from your army, you can add 1 to the result.

Lord of Skyfall
Situated at the edge of the Baal System, Skyfall is a gigantic space-dock in the form of an angel stood astride a globe. The Lord of Skyfall is responsible for its defence and administration.

- Once per battle, if this unit is on the battlefield, when you use either the Descent of Angels or Upon Wings of Fire Stratagem (pg 49), that Stratagem costs 0 Command points.
- If this unit is part of your Crusade force, then the Rearm and Resupply and Repair and Recuperate Requisitions cost 0 Requisition points, but only if they are used on an Aircraft unit from the same Chapter as this unit.

Master of Sieges
The Master of Sieges is the Chapter’s expert in bringing down the walls of enemy fortifications.

If this unit is part of your Crusade army and you are the Attacker, then you start the battle with an additional D3 Command points (if your opponent’s army includes any units with the Fortifications Battlefield Role, you start the battle with an additional 3 Command points instead).
NAME GENERATOR

If you wish to randomly generate a name for one of your Blood Angels warriors, you can roll a D66 and consult one or both of the tables below. To roll a D66, simply roll two D6, one after the other — the first represents tens and the second represents digits, giving you a result between 11 and 66.

<table>
<thead>
<tr>
<th>D66</th>
<th>NAME</th>
<th>D66</th>
<th>SURNAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>Cezare</td>
<td>11</td>
<td>Aphael</td>
</tr>
<tr>
<td>12</td>
<td>Amareus</td>
<td>12</td>
<td>Varseus</td>
</tr>
<tr>
<td>13</td>
<td>Kaerladeo</td>
<td>13</td>
<td>Metraen</td>
</tr>
<tr>
<td>14</td>
<td>Corphal</td>
<td>14</td>
<td>Belarius</td>
</tr>
<tr>
<td>15</td>
<td>Erasmus</td>
<td>15</td>
<td>Oras</td>
</tr>
<tr>
<td>16</td>
<td>Daenor</td>
<td>16</td>
<td>Athenos</td>
</tr>
<tr>
<td>21</td>
<td>Tyborel</td>
<td>21</td>
<td>Seraphan</td>
</tr>
<tr>
<td>22</td>
<td>Rafael</td>
<td>22</td>
<td>Variano</td>
</tr>
<tr>
<td>23</td>
<td>Zorael</td>
<td>23</td>
<td>Bardella</td>
</tr>
<tr>
<td>24</td>
<td>Niccolasa</td>
<td>24</td>
<td>Moriar</td>
</tr>
<tr>
<td>25</td>
<td>Morlaeo</td>
<td>25</td>
<td>Nassio</td>
</tr>
<tr>
<td>26</td>
<td>Mariano</td>
<td>26</td>
<td>Maratio</td>
</tr>
<tr>
<td>31</td>
<td>Tuomanni</td>
<td>31</td>
<td>Raneil</td>
</tr>
<tr>
<td>32</td>
<td>Leonid</td>
<td>32</td>
<td>Comaeus</td>
</tr>
<tr>
<td>33</td>
<td>Sevrael</td>
<td>33</td>
<td>Spiccare</td>
</tr>
<tr>
<td>34</td>
<td>Chiorre</td>
<td>34</td>
<td>Castivar</td>
</tr>
<tr>
<td>35</td>
<td>Faustian</td>
<td>35</td>
<td>Sanzeo</td>
</tr>
<tr>
<td>36</td>
<td>Rubio</td>
<td>36</td>
<td>Antraeon</td>
</tr>
<tr>
<td>41</td>
<td>Lukar</td>
<td>41</td>
<td>Arteros</td>
</tr>
<tr>
<td>42</td>
<td>Donatetus</td>
<td>42</td>
<td>Tybael</td>
</tr>
<tr>
<td>43</td>
<td>Kaerel</td>
<td>43</td>
<td>Vennaro</td>
</tr>
<tr>
<td>44</td>
<td>Aldus</td>
<td>44</td>
<td>Redolpho</td>
</tr>
<tr>
<td>45</td>
<td>Raelyn</td>
<td>45</td>
<td>Vesta</td>
</tr>
<tr>
<td>46</td>
<td>Anchonius</td>
<td>46</td>
<td>Traviola</td>
</tr>
<tr>
<td>51</td>
<td>Semartes</td>
<td>51</td>
<td>Lorenzo</td>
</tr>
<tr>
<td>52</td>
<td>Nicodemus</td>
<td>52</td>
<td>Urrel</td>
</tr>
<tr>
<td>53</td>
<td>Arca</td>
<td>53</td>
<td>Maschio</td>
</tr>
<tr>
<td>54</td>
<td>Fontaeus</td>
<td>54</td>
<td>Amuto</td>
</tr>
<tr>
<td>55</td>
<td>Furian</td>
<td>55</td>
<td>Goriel</td>
</tr>
<tr>
<td>56</td>
<td>Mataneo</td>
<td>56</td>
<td>Messaro</td>
</tr>
<tr>
<td>61</td>
<td>Vitrian</td>
<td>61</td>
<td>Rephas</td>
</tr>
<tr>
<td>62</td>
<td>Arteino</td>
<td>62</td>
<td>Furio</td>
</tr>
<tr>
<td>63</td>
<td>Martellos</td>
<td>63</td>
<td>Ravini</td>
</tr>
<tr>
<td>64</td>
<td>Lucien</td>
<td>64</td>
<td>Forell</td>
</tr>
<tr>
<td>65</td>
<td>Raldaeo</td>
<td>65</td>
<td>Gallani</td>
</tr>
<tr>
<td>66</td>
<td>Marzio</td>
<td>66</td>
<td>Bodonne</td>
</tr>
</tbody>
</table>

'We live in times unlike any other in Mankind's history. Times that for millennia would have been unthinkable. It is not a question of whether or not we can endure this, for we must. And we will, the power of the Blood shall make it so.'

- Commander Dante
DATASHEETS

This section contains the datasheets that you will need to fight battles with your Blood Angels miniatures, 40,000 Core Book.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet. If they are unique to the Blood Angels, their profiles can be found on page 78. Profiles for those weapons widely available to all Space Marine Chapters can instead be found in Codex: Space Marines.

In addition, some datasheets reference one or more weapon lists (e.g. Combi-weapons list); these can be found in Codex: Space Marines.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. Some of these referenced abilities are common to all Adeptus Astartes units (e.g. Angels of Death), and are therefore described in Codex: Space Marines. Others are specific to Blood Angels units and are described below:

BLACK RAGE

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

- In your Movement phase, each time this unit is selected to move, it cannot Fall Back.
- Each time this unit fighters, if it made a charge move or performed a Heroic Intervention this turn, until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.
- Each time a model in this unit would lose a wound, roll one D6 on a 6 that wound is not lost.
- This unit cannot perform any Actions, as described in the Warhammer 40,000 Core book.

DEATH VISIONS

As the deeply ingrained memories of Sanguinius' final battle flood the mind of a warrior lost to the Black Rage, they believe they are the Primarch himself, confronting the Arch-traitor.

Once per battle, when this model is selected to fight, it can use one of the Death Visions listed below. The same Death Vision cannot be used more than once per battle.

On the Bridge of the Vengeful Spirit

Entering the bridge of the Arch-traitor's flagship, all that stands between the warrior and Horus are a host of Traitor Legionnaires.

A model can only use this Death Vision if any enemy INFANTRY CHARACTER or MONSTER CHARACTER models are visible to it. If a model uses this Death Vision, then until that fight is resolved:

- Add 1 to that model’s Attacks characteristic for every 5 enemy models that are within 6” of it.
- Each time that model makes an attack, you can re-roll the hit roll.

The Grace of the Angel

Horus prepares to deliver the final strike against his brother, but when the fatal blow lands, his weapon somehow shatters against Sanguinius' golden breastplate. The Blood Angels' Primarch still lives and, with renewed hope, the duel continues...

A model can only use this Death Vision if any enemy INFANTRY CHARACTER or MONSTER CHARACTER models are within Engagement Range of it. If a model uses this Death Vision, then until the end of that turn, this model has a 3+ invulnerable save.

To Slay the Warmaster

Striking at a chink in the Warmaster's armour, this warrior attempts to land a killing blow to end the heresy in its tracks.

A model can only use this Death Vision if any enemy INFANTRY CHARACTER or MONSTER CHARACTER models are within Engagement Range of it. If a model uses this Death Vision, then instead of making any attacks for that fight, both players roll off. If you win, select one of those enemy models: that model suffers D3+3 mortal wounds.

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

- Sanguinius, Primarch of the Blood Angels, during his address on Kalmairn
**COMMANDER DANTE**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Commander Dante</td>
<td>12'</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>6</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

Commander Dante is equipped with: inferno pistol; The Axe Mortalis; frag grenades; krak grenades. Your army can only include one Commander Dante model.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inferno pistol</td>
<td>6'</td>
<td>Pistol</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Each time an attack is made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>The Axe Mortalis</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

Angels of Death, Death From Above (see Codex: Space Marines)

Death Mask of Sanguinius: Each time an attack is made against this model, subtract 1 from that attack's hit roll.

Iron Halo: This model has a 4+ invulnerable save.

Lord Regent of the Imperium Nihilus: If your army is Battle-forged, then when you select this model to be your Warlord, you receive 1 additional Command point.

Chapter Master: In your Command phase, select one friendly Blood Angels Core or Blood Angels Character unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Rites of Battle (Aura): While a friendly Blood Angels Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Epic Hero of the Imperium: Once per battle, if this model is selected to use an Epic Deed Stratagem, that Stratagem costs 0 Command points.

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

**KEYWORDS:** Infantry, Character, Chapter Master, Jump Pack, Fly, Commander Dante

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**GABRIEL SETH**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Gabriel Seth</td>
<td>6&quot;</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>5</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

Gabriel Seth is equipped with: bolt pistol; Blood Reaver; frag grenades; krak grenades. Your army can only include one Gabriel Seth model.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Blood Reaver</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

Angels of Death (see Codex: Space Marines)

Iron Halo: This model has a 4+ invulnerable save.

Whirlwind of Gore: At the end of the Fight phase, if this model is within Engagement Range of any enemy units, it can Fight again.

Lord of Slaughter (Aura): While a friendly Flesh Tearers Core unit is within 6" of this model, each time a model in that unit makes a melee attack, on an unmodified wound roll of 6, the Damage characteristic of that attack is increased by 1.

Chapter Master: In your Command phase, select one friendly Flesh Tearers Core or Flesh Tearers Character unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Rites of Battle (Aura): While a friendly Flesh Tearers Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Flesh Tearers

**KEYWORDS:** Infantry, Chapter Master, Character, Gabriel Seth
THE SANGUINOR

9 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Sanguinor</td>
<td>12</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

The Sanguinor is equipped with: encumbrance broadsword; frag grenades; krak grenades. Your army can only include one The Sanguinor model.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to the normal damage.</td>
</tr>
</tbody>
</table>

**ABILITIES**

**Angels of Death, Death From Above** (see Codex: Space Marines)

**Aura of Fervour (Aura):** While a friendly BLOOD ANGELS CORE or BLOOD ANGELS CHARACTER unit is within 6" of this model, each time that unit fights, until that fight is resolved, add 1 to its Attacks characteristic of models in that unit. This is not cumulative with the additional attack granted by the Shock Assault ability.

**Angelic Visage:** Each time a melee attack is made against this model, subtract 1 from that attack’s hit roll.

**Iron Halo:** This model has a +4 invulnerable save.

**Miraculous Saviour:** At the end of the Heroic Interventions step of your opponent’s Charge phase, if this model has not yet been set up on the battlefield, and if any enemy units finished a charge move within Engagement Range of any friendly BLOOD ANGELS units this phase, you can set up this model within Engagement Range of one of those enemy units. This model counts as having performed a Heroic Intervention in the turn it uses this ability.

**Avenging Angel:** This model is eligible to declare a charge with even if it Fell Back this turn. This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, it can move up to 6" instead of 3". All other rules for Heroic Interventions still apply.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS:** INFANTRY, CHARACTER, JUMP PACK, FLY, THE SANGUINOR

---

BROTHER CORBULO

6 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Brother Corbulo</td>
<td>6+</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

Brother Corbulo is equipped with: bolt pistol; Heaven’s teeth; frag grenades; krak grenades. Your army can only include one Brother Corbulo model.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

**Angels of Death** (see Codex: Space Marines)

**The Red Grail (Aura):** While a friendly BLOOD ANGELS CORE or BLOOD ANGELS CHARACTER unit (excluding VEHICLE units) is within 6" of this model, if the Tactical Doctrine or Devastator Doctrine is active for your army, then each time a model in that unit makes an attack, the Assault Doctrine is considered to be active for that attack instead.

**Narthexium (Aura):** While a friendly BLOOD ANGELS INFANTRY or BLOOD ANGELS BIKER unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

**Combat Restoratives:** At the end of your Movement phase, this model can heal one friendly BLOOD ANGELS INFANTRY or BLOOD ANGELS BIKER model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

**Sanguinary High Priest:** At the end of your Movement phase, this model can use its Combat Restoratives ability twice instead of once.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS:** INFANTRY, CHARACTER, APOTHECARY, CHIEF APOTHECARY, BROTHER CORBULO

---

The Sanguinor is a mysterious figure who fights only on battlefields of the most paramount importance, when the Blood Angels need is greatest. He inspires as much courage in the sons of Sanguinius as he does fear in the enemy, and surges across the field as if he were Sanguinus’ will made manifest.

---

The Sanguinary High Priest, Brother Corbulo, is held in high regard for his commitment to the Chapter, his nobility and his gift of foresight—a ability many believe Sanguinus shared. On the battlefield he races to wounded brothers, hacking down any foes in his path with powerful sweeps of Heaven’s Teeth.
SANGUINARY PRIEST

No. Name M WS BS S T W A Ld Sy
1 Sanguinary Priest 6+ 2+ 3+ 4 4 4 4 3 9 3+

A Sanguinary Priest is equipped with: bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPON RANGE TYPE S AP D ABILITIES
Bolt pistol 12" Pistol 1 4 0 1
Astartes chainsword Melee Melee User -1 1

Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR ABILITIES

Jump pack: The bearer has a Move characteristic of 12", the Death From Above ability (see Codex: Space Marines) and the FLY and JUMP PACK keywords.

WARGEAR OPTIONS

- This model can be equipped with 1 jump pack [Power Rating +1].

ABILITIES

Angels of Death [see Codex: Space Marines]

Narthecium [Aura]: While a friendly BLOOD ANGELS INFANTRY or BLOOD ANGELS BIKER unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Combat Restoratives: At the end of your Movement phase, this model can heal one friendly BLOOD ANGELS INFANTRY or BLOOD ANGELS BIKER model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

Blood Chalice: In your Command phase, select one friendly BLOOD ANGELS CORE or BLOOD ANGELS CHARACTER unit (excluding VEHICLE units) within 6" of this model. Until the start of your next Command phase, if the Tactical Doctrine or Devastator Doctrine is active for your army, then each time a model in that unit makes an attack, the Assault Doctrine is considered to be active for that attack instead.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
KEYWORDS: INFANTRY, CHARACTER, APOTHECARY, SANGUINARY PRIEST

CHIEF LIBRARIAN MEPHISTON

No. Name M WS BS S T W A Ld Sy
1 Chief Librarian Mephiston 7+ 2+ 2+ 5 5 5 5 9 2+

Chief Librarian Mephiston is equipped with: plasma pistol; Vitarus; frag grenades; krak grenades. Your army can only include one MEPHISTON model.

WEAPON RANGE TYPE S AP D ABILITIES
Plasma pistol Before selecting targets, select one of the profiles below to make attacks with.
- Standard 12" Pistol 1 7 -3 1
- Supercharge 12" Pistol 1 8 -3 2
Vitarus Melee Melee x2 -3 D3

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

ABILITIES

Angels of Death [see Codex: Space Marines]

Lord of Death: Each time this model would lose a wound, roll one D6: on a 5+ that wound is not lost. Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

Psyker

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows Smite and three psychic powers from the Sanguinary discipline (pp 51).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
KEYWORDS: INFANTRY, CHARACTER, LIBRARIAN, PRIMARIS, PSYKER, CHIEF LIBRARIAN, MEPHISTON
**LIBRARIAN DREADNOUGHT**

**8 POWER**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Librarian Dreadnought</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Librarian Dreadnought is equipped with: storm bolter; Furioso fist; Furioso force halberd.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamer</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Meltagun</td>
<td>12&quot;</td>
<td>Assault 1</td>
<td>8</td>
<td>-4</td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Furioso fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
</tr>
<tr>
<td>Furioso force halberd</td>
<td>Melee</td>
<td>Melee</td>
<td>-2</td>
<td>-3</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model's storm bolter can be replaced with one of the following: 1 heavy flamer; 1 meltagun.

**ABILITIES**

Angels of Death (see Codex: Space Marines)

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

**PSYKER**

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Sanguinary discipline (pg 51).

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS:** VEHICLE, CHARACTER, DREADNOUGHT, SMOKESCREEN, LIBRARIAN, PSYKER, LIBRARIAN DREADNOUGHT

"The Red Scar was never a place I considered a pleasure to visit, but it was always a haven of a kind. An area with such close Space Marine oversight always will be. The Blood Angels are a noble brotherhood, they never showed any real interest in my work on the few occasions I interacted with them, and much of that was disdain. I suppose they see people like me at best as a necessary evil, but otherwise too underhanded or suspect. For warriors like them, the morally grey areas of the galaxy in which a Rogue Trader operates compute poorly with their strict systems and disciplines. While I couldn't help but admire them, I couldn't particularly like them either.

They were, to me, little more than guarantors of protection in a sliver of space. But even that was lost to me when the Leviathan struck them. Sentimentality is not a trait I am known for, but the thought of those monsters consuming the Blood Angels sickened me. I even dispatched ships to fight. I am no warrior, and flight is always a preferred option to me than battle. But if we lost Baal... much more would follow, of that I am certain. Victory was theirs, I am grateful to say. There will be much opportunity for new business reclaiming the Imperium Nihilus, and I expect the Warden and Regent to give me the best rights in exchange for my contribution to the war effort."

- Eyva Phalomor, Rogue Trader
**ASTORATH**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Astorath</td>
<td>12&quot;</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

Astorath is equipped with: bolt pistol; The Executioner’s Axe; frag grenades; krak grenades. Your army can only include one Astorath model.

**WEAPON**

<table>
<thead>
<tr>
<th>TYPE</th>
<th>RANGE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>The Executioner’s Axe</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>3</td>
<td>Redeemer of the Lost (Aura): While a friendly Blood Angels Death Company unit is within 6&quot; of this model, each time a Morale test is taken for that unit, that test is automatically passed. Rosarius: This model has a 4+ invulnerable save.</td>
</tr>
</tbody>
</table>

**ABILITY**

*Angels of Death, Death From Above* (see Codex: Space Marines)

*Spiritual Leaders (Aura)*: While a friendly Blood Angels Core unit is within 6" of this model, models in that unit can use this model’s Leadership characteristic instead of their own.

**PRIEST**

This model knows the Litany of Hope, Mass of Doom (see below) and two other litanies from the Litanies of Battle (see Codex: Space Marines). In your Command phase, if this model is on the battlefield, it can recite up to two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

**MASS OF DOOM**

The High Chaplain’s mere presence seems to make his battle-brothers wilder, perhaps fanning the destructive fires of the Black Rage that reside within.

If this litany is inspiring, select one friendly Blood Angels Core or Blood Angels Character unit (excluding Vehicle units) within 6" of this Priest model. Roll one D6 and apply the result below:

**D6 Result**

1. **Merciful Execution**: One model in that unit is destroyed. Each time a model in that unit makes a melee attack, add 1 to that attack’s hit roll.

2-5 **Dark Wrath**: Each time a model in that unit makes a melee attack, add 1 to that hit roll.

6 **Vessel of Sanguinius**: Models in that unit have a 4+ invulnerable save. Each time a model in that unit makes a melee attack, add 1 to that attack’s hit roll.

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

**KEYWORDS**: Infantry, Character, Chaplain, Master of Sanctity, Priest, Jump Pack, Fly, Astorath

Wherever sons of Sanguinius are on the cusp of the Black Rage, that is where Astorath goes. Determined to give those warriors a glorious final victory, he fights like a man possessed, lopping off the heads of his enemies while leading frothing Space Marines consumed with unrestrained fury.
LEMARTES

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>A</th>
<th>W</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Lemartes</td>
<td>12&quot;</td>
<td>2+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

Lemartes is equipped with: bolt pistol, The Blood Crozius, frag grenades, Krak grenades. Your army can only include one Lemartes model.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>The Blood Crozius</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Angels of Death, Death From Above** (see Codex: Space Marines, Black Rage [pg.63])
- **Fury Unbound:** While a friendly Blood Angels Death Company unit is within 6" of this model, any re-roll charge rolls made for that unit.
- **Light in the Dark (Aura):** While a friendly Blood Angels Death Company unit is within 6" of this model, models in that unit can use this model’s Leadership characteristic instead of their own.
- **Rosarius:** This model has a 4+ invulnerable save.
- **Guardian of the Lost:** Each time this model recites a litany, if that litany instructs you to select a friendly unit, that unit must have the Death Company keyword in addition to any other required keywords or it cannot be selected. Each time this model recites a litany, that litany is an aura ability, then units are only affected by that ability if they have the Death Company keyword in addition to any other required keywords.

**PRIEST**

This model knows the Litany of Hope and two other litanies from the Litanies of Battle (see Codex: Space Marines). In your Command phase, if this model is on the battlefield, it can recite up to two litanies it knows, even if they have already been recited by another friendly model that battle round. A unit cannot be affected by the same litany more than once per battle round, however. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

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

**KEYWORDS:** Infantry, Character, Jump Pack, Fly, Priest, Death Company, Chaplain, Lemartes

Lemartes’ life is one of constant battle. A warrior of iron will, somehow he retains lucidity despite having succumbed to the Black Rage. He leads the Blood Angels’ Death Company as Guardian of the Lost, wielding the ancient weapon known as the Blood Crozius. His inspiration has only made the Death Company even more potent.
CAPTAIN TYCHO

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Captain Tycho</td>
<td>6'</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>2+</td>
<td></td>
</tr>
</tbody>
</table>

Captain Tycho is equipped with: Blood Song; bolt pistol; Dead Man's Hand; frag grenades; krait grenades. Your army can only include one Tycho model.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
</table>

- Blood Song: Before selecting targets, select one or both of the profiles below to make the first attack with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack’s hit roll.

  - Master-crafted boltgun: 24' Rapid Fire 1 4 -1 2
  - Melta gun: 12' Assault 1 8 -4 D6

  Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

- Bolt pistol: 12' Pistol 1 4 0 1

- Dead Man’s Hand: Melee Melee User -3 -1

**ABILITY**

Angels of Death (see Codex: Space Marines)

Rites of Battle (Aura): While a friendly BLOOD ANGELS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Abhor the Beast: Each time this model makes a melee attack against an ORK unit, add 1 to the Strength and Damage characteristics of that attack.

Iron Halo: This model has a +1 invulnerable save.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS:** INFANTRY, CHARACTER, CAPTAIN, TYCHO, CAPTAIN TYCHO

TYCHO THE LOST

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tycho the Lost</td>
<td>6'</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>2+</td>
<td></td>
</tr>
</tbody>
</table>

Tycho the Lost is equipped with: Blood Song; bolt pistol; Dead Man’s Hand; frag grenades; krait grenades. Your army can only include one Tycho model.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
</table>

- Blood Song: Before selecting targets, select one or both of the profiles below to make the first attack with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack’s hit roll.

  - Master-crafted boltgun: 24' Rapid Fire 1 4 -1 2
  - Melta gun: 12' Assault 1 8 -4 D6

  Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

- Bolt pistol: 12' Pistol 1 4 0 1

- Dead Man’s Hand: Melee Melee User -3 -1

**ABILITY**

Angels of Death (see Codex: Space Marines), Black Rage, Death Visions (pg 63)

Forlorn Hero (Aura): While a friendly BLOOD ANGELS DEATH COMPANY CORE unit is within 9” of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Abhor the Beast: Each time this model makes a melee attack against an ORK unit, add 1 to the Strength and Damage characteristics of that attack.

Iron Halo: This model has a +1 invulnerable save.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS:** INFANTRY, CHARACTER, DEATH COMPANY, TYCHO, TYCHO THE LOST
# Sanguinary Guard

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-10</td>
<td>Sanguinary Guard</td>
<td>12+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>3</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

If this unit contains 5 or more models, it has **Power Rating 17**. Every model is equipped with: angelus boltgun; encarmin sword; frag grenades; krak grenades.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angelus boltgun</td>
<td>18&quot;</td>
<td>Assault</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>Inferno pistol</td>
<td>6&quot;</td>
<td>Pistol</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td></td>
</tr>
<tr>
<td>Plasma pistol</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Standard</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>- Supercharge</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.</td>
</tr>
<tr>
<td>Encarmin axe</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Encarmin sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
</tbody>
</table>

**Wargear Options**

- Any number of models can each have their angelus boltgun replaced with one of the following: 1 inferno pistol; 1 plasma pistol.
- Any number of models can each have their encarmin sword replaced with one of the following: 1 encarmin axe; 1 power fist.

**Abilities**

- **Angels of Death, Death From Above** (see [Codex: Space Marines])
- **Angelic Visage**: Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.
- **Heirs of Azkaellon**: Each time a model in this unit makes an attack, if that model's unit is within 6" of any friendly **Blood Angels Warlord** models, add 1 to that attack's hit roll.

**Faction Keywords**: **Imperium, Adeptus Astartes, Blood Angels**

**Keywords**: **Infantry, Core, Jump Pack, Fly, Sanguinary Guard**

Sanguinary Guard are proven in mind, body and spirit in a way few of their brothers can match. Clad in irreplaceable, golden armour believed to date back to the Horus Heresy and armed with the traditional relic weapons of their position, few embody the ideal of the wrathful angel more than they.
### Sanguinary Ancient

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sanguinary Ancient</td>
<td>12</td>
<td>3+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>9</td>
</tr>
</tbody>
</table>

A Sanguinary Ancient is equipped with: angelus boltgun; encarmine sword; frag grenades; krak grenades. Your army can only include one Sanguinary Ancient model.

#### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angelus boltgun</td>
<td>18&quot;</td>
<td>Assault 2</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>Inferno pistol</td>
<td>6&quot;</td>
<td>Pistol 1</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>-</td>
</tr>
<tr>
<td>Plasma pistol</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Standard</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.</td>
</tr>
<tr>
<td>- Supercharge</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Encarmine axe</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack’s hit roll.</td>
</tr>
<tr>
<td>Encarmine sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

#### WARKEAR OPTIONS

- This model’s angelus boltgun can be replaced with one of the following: 1 inferno pistol; 1 plasma pistol.
- This model’s encarmine sword can be replaced with one of the following: 1 encarmine axe; 1 power fist.

#### ABILITIES

**Angels of Death, Death From Above** [see Codex: Space Marines]

**Chapter Banner:** In your Command phase, select one friendly BLOOD ANGELS CORE unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, add 1 to that attack’s hit roll.

**Angelic Visage:** Each time a melee attack is made against this model, subtract 1 from that attack’s hit roll.

**Heirs of Azkaellen:** Each time this model makes an attack, if this model is within 6" of any friendly BLOOD ANGELS WARBORR models, add 1 to that attack’s hit roll.

**Astartes Banner (Aura):** While a friendly BLOOD ANGELS CORE unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 5+, do not remove the destroyed model from play – it can, after the attacking model’s unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

#### Faction Keywords:
- Imperial, Adeptus Astartes, Blood Angels
- Keywords: Infantry, Character, Ancient, Jump Pack, Fly, Sanguinary Guard, Sanguinary Ancient

---

Before each conflict, a council of peers chooses which of the Sanguinary Guard will have the honour of bearing the Chapter standard in battle. Though only brought to war in times of great need, the sight of such a wondrous relic inspires warriors of the Imperium to turn crushing defeats into glorious victories.

---

Within dark and forgotten places hide the enemies of the Emperor. You have been chosen to enter such places and, protected by the best armour the Adeptus Mechanicus can provide, cleanse it. Take with you weapons, a valiant heart and the Emperor’s blessing, and engage the enemy where it makes its lair. Acknowledge death as it approaches, but do not succumb to its touch, for your purpose is great. You have proved yourselves to be worthy of the status you now hold. Every one of you here, all of whom have declared allegiance to the Emperor and take his will as their guide, have shown your courage and have been rewarded for it. Those that stand before me, I charge you now, go forth and vanquish the foe.

---

*Extract from the Pax Terminalis*
## Death Company Dreadnought

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Death Company Dreadnought</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>5</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Death Company Dreadnought is equipped with: meltagun; storm bolter; 2 Furioso fists; smoke launchers.

### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamers</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>-1</td>
<td></td>
<td>Each time an attack is made with this weapon, the attack automatically hits the target.</td>
</tr>
<tr>
<td>Meltagun</td>
<td>12&quot;</td>
<td>Assault 1</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Blood talons</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
<tr>
<td>Furioso fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

### OTHER WARGEAR

<table>
<thead>
<tr>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magna-grapple</td>
</tr>
<tr>
<td>Each time an enemy VEHICLE unit (excluding AIRCRAFT) is selected to Fall Back whilst it is within Engagement Range of the bearer, you can engage the bearer’s magna-grapple. If you do, roll 20D6, if the result is less than the Strength characteristic of that enemy unit, it can Fall Back normally; otherwise it cannot Fall Back this phase and must remain Stationary instead.</td>
</tr>
</tbody>
</table>

### WARGEAR OPTIONS

- This model's 2 Furioso fists can be replaced with 2 blood talons.
- This model's storm bolter can be replaced with 1 heavy flamers.
- This model's meltagun can be replaced with 1 heavy flamers.
- This model's smoke launchers can be replaced with 1 magna-grapple.

### ABILITIES

- **Angels of Death** [see Codex: Space Marines], Black Rage [pg 63]
  - Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
  - Explodes: When this model is destroyed, roll 1D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

### Faction Keywords:

**Imperium, Adeptus Astartes, Blood Angels**

**Keywords:** VEHICLE, DREADNOUGHT, DEATH COMPANY, DEATH COMPANY DREADNOUGHT

Even being interred in a Dreadnought's sarcophagus is insufficient to keep the Black Rage at bay. Death Company Dreadnoughts are like furios battering rams, desperate to smash into the enemy and tear them apart. They are potent terror weapons, unleashed to inflict as much damage as possible.
DEATH COMPANY MARINES

No. Name M WS BS S T W A Ld Sv
5-10 Death Company Marine 6 3+ 3+ 4 4 2 2 7 3+ ..

If this unit contains 6 or more models, it has Power Rating 14. Every model is equipped with: bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPON RANGE TYPE S AP D ABILITIES
Bolt pistol 12" Pistol 1 4 0 1 -
Bolgun 24" Rapide Fire 1 4 0 1 -
Hand flamethrower 12" Pistol D6 3 0 1 Each time an attack is made with this weapon, that attack automatically hits the target.
Inferno pistol 6" Pistol 1 8 -4 06 Each time an attack is made with this weapon targets a unit within half range, that attack has a Damage characteristic of 06+2.
Plasma pistol Before selecting targets, select one of the profiles below to make attack with.
- Standard 12" Pistol 1 7 -3 1 -
- Supercharge 12" Pistol 1 8 -3 2 If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Astartes chainsword Melee Melee User -1 1 Each time the bearer fights, it makes 1 additional attack with this weapon.
Power axe Melee Melee +2 -2 1 -
Power fist Melee Melee +2 -2 2 Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul Melee Melee +3 -1 1 -
Power sword Melee Melee +1 -3 1 -
Thunder hammer Melee Melee x2 -2 3 Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR ABILITIES
Jump pack The bearer has a Move characteristic of 12", the Death From Above ability [see Codex: Space Marines] and the Fly and Jump Pack keywords.

WARGEAR OPTIONS
- Any number of models can each have their bolt pistol and Astartes chainsword replaced with one of the following: 1 bolgun; 1 thunder hammer.
- Any number of models can each have their bolt pistol replaced with one of the following: 1 hand flamethrower; 1 inferno pistol; 1 plasma pistol.
- Any number of models can each have their Astartes chainsword replaced with one of the following: 1 power axe; 1 power fist; 1 power maul; 1 power sword.
- All of the models in the unit can be equipped with 1 jump pack each (Power Rating +1 if the unit contains 5 models, Power Rating +2 if the unit contains 6 or more models).

ABILITIES
Angels of Death [see Codex: Space Marines], Black Rage (pg 63)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
KEYWORDS: INFANTRY, CORE, DEATH COMPANY, DEATH COMPANY MARINES
## DEATH COMPANY INTERCESSORS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>5-10</td>
<td>Death Company Intercessor</td>
<td>6&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>3</td>
<td>7</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol, bolt rifle, frag grenades, krak grenades.

### WEAPON

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto bolt rifle</td>
<td>24&quot;</td>
<td>Assault 3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Astartes grenade launcher</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Frag grenade</td>
<td>30&quot;</td>
<td>Assault 06</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>- Krak grenade</td>
<td>30&quot;</td>
<td>Assault 1</td>
<td>6</td>
<td>-1</td>
<td>03</td>
<td></td>
</tr>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Bolt rifle</td>
<td>30&quot;</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Hand flamers</td>
<td>12&quot;</td>
<td>Pistol 06</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Heavy bolt pistol</td>
<td>18&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Plasma pistol</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Standard</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>- Supercharge</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.</td>
</tr>
<tr>
<td>Stalker bolt rifle</td>
<td>36&quot;</td>
<td>Heavy 1</td>
<td>4</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Thunder hammer</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
</tbody>
</table>

### WARGEAR OPTIONS

- All of the models in the unit can have their bolt rifle replaced with 1 auto bolt rifle each.
- All of the models in the unit can have their bolt rifle replaced with 1 stalkar bolt rifle each.
- All of the models in the unit can have their bolt pistol and bolt rifle replaced with 1 heavy bolt pistol and 1 Astartes chainsword each [maximum 1 Astartes chainsword per model].
- One model that is equipped with a heavy bolt pistol can have it replaced with one of the following: 1 hand flamers; 1 plasma pistol.
- One model can:
  - If equipped with a heavy bolt pistol, have it replaced with one of the following: 1 hand flamers; 1 plasma pistol.
  - If not equipped with an Astartes chainsword, a power sword, a power fist or a thunder hammer, replace its bolt rifle, auto bolt rifle or stalkar bolt rifle with one of the following: 1 hand flamers; 1 plasma pistol; 1 Astartes chainsword; 1 power sword.
  - If not equipped with an Astartes chainsword or a power sword, be equipped with one of the following: 1 Astartes chainsword; 1 power fist; 1 power sword; 1 thunder hammer.
- For every 5 models in this unit, 1 model equipped with a bolt rifle, auto bolt rifle or stalkar bolt rifle can be equipped with 1 Astartes grenade launcher.

### ABILITIES

**Angels of Death** *(see Codex: Space Marines), Black Rage (pg 63)*

**Faction Keywords:** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**Keywords:** INFANTRY, CORE, PRIMARIS, DEATH COMPANY, INTERCESSORS, DEATH COMPANY INTERCESSORS

---

Every Blood Angel felt their hopes dashed when the first of the Primaris Space Marines brought to the Chapter by Roboute Guilliman fell to the Black Rage. With great solemnity were these brothers inducted into the Death Company. Their strength, combined with the fury of the Black Rage, is a terrifying sight to behold.
FURIOSO DREADNOUGHT 7 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>FURIOSO DREADNOUGHT</td>
<td>6&quot;</td>
<td>3+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>4</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A FURIOSO DREADNOUGHT is equipped with: heavy frag cannon; storm bolter; 1 FURIOSO fist; smoke launchers.

**WEAPON**          | **RANGE** | **TYPE** | **S** | **AP** | **D** | **ABILITIES**                           |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Flamer</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Heavy Frag Cannon</td>
<td>18&quot;</td>
<td>Heavy 2D3</td>
<td>7</td>
<td>-1</td>
<td>2</td>
<td>Blast</td>
</tr>
<tr>
<td>MeltaGun</td>
<td>12&quot;</td>
<td>Assault 1</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>Storm Bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Blood Talons</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
<tr>
<td>FURIOSO Fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
<td>-</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**    | **ABILITIES** |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Magna-Grapple</td>
<td>Each time an enemy VEHICLE unit (excluding AIRCRAFT) is selected to Fall Back whilst it is within Engagement Range of the bearer, you can engage the bearer's magna-grapple. If you do, roll 2D6. If the result is less than the Strength characteristic of that enemy unit, it can Fall Back normally, otherwise it cannot Fall Back this phase and must Remain Stationary instead.</td>
</tr>
<tr>
<td>Smoke Launchers</td>
<td>The bearer has the <strong>SMOKESCREEN</strong> keyword.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**  |
- This model's heavy frag cannon can be replaced with 1 FURIOSO fist and 1 meltagun.
- If this model is equipped with 2 FURIOSO fists, they can be replaced with 2 blood talons.
- This model's storm bolter can be replaced with 1 heavy flamer.
- This model's meltagun can be replaced with one of the following: 1 heavy flamer; 1 storm bolter (maximum 1 storm bolter per model).
- This model's smoke launchers can be replaced with 1 magna-grapple.

**ABILITIES**

**Angels of Death** (see Codex: Space Marines)  
**Duty Eternal**: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

**Explodes**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

**Furioso Combat Weapons**: If this model is equipped with 2 FURIOSO fists or 2 blood talons, add 1 to its Attacks characteristic.

**FACTION KEYWORDS**: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS  
**KEYWORDS**: VEHICLE, DREADNOUGHT, FURIOSO DREADNOUGHT
# Baal Predator

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Baal Predator (6-11+ wounds remaining)</td>
<td>12*</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>11</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Baal Predator (3-5 wounds remaining)</td>
<td>6*</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>03</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Baal Predator (1-2 wounds remaining)</td>
<td>3*</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Baal Predator is equipped with: twin assault cannon.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baal flamestorm cannon</td>
<td>18&quot;</td>
<td>Heavy D6</td>
<td>6</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Heavy bolter</td>
<td>36&quot;</td>
<td>Heavy 3</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Heavy flamer</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Hunter-killer missile</td>
<td>48&quot;</td>
<td>Heavy 1</td>
<td>10</td>
<td>-2</td>
<td>D6</td>
<td>The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.</td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Twin assault cannon</td>
<td>24&quot;</td>
<td>Heavy 12</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear Options**
- This model's twin assault cannon can be replaced with 1 Baal flamestorm cannon.
- This model can be equipped with one of the following: 2 heavy bolters; 2 heavy flamers.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

**Abilities**

- **Angels of Death** (see Codex: Space Marines)
- **Explodes**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
- **Overcharged Engines**: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

**Faction Keywords**: Imperium, Adeptus Astartes, Blood Angels
**Keywords**: Vehicle, Predator, Smokescreen, Baal Predator

Only the Blood Angels and their successors have access to the STC necessary to produce Baal Predators. With roaring engines these tanks can keep up with rapid Blood Angels charges or rush to support orbital strikes, pouring deluges of fire into the enemy as they do so.
WEAPON PROFILES

On this page you will find the weapon profiles for many unique weapons that Blood Angels models can be equipped with. Weapon profiles for all other weapons that Blood Angels models can be equipped with can be found in Codex: Space Marines. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angelus boltgun</td>
<td>16&quot;</td>
<td>Assault 2</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target</td>
</tr>
<tr>
<td>Baal flamestorm cannon</td>
<td>16&quot;</td>
<td>Heavy D6</td>
<td>6</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Blood Song</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td>Master-crafted boltgun</td>
<td>24&quot;</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Melta gun</td>
<td>12&quot;</td>
<td>Assault 1</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td></td>
</tr>
</tbody>
</table>
| Heavy frag cannon               | 18"   | Heavy 203  | 7 | -1 | 2 | Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Axe Mortalis</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>The Blood Crozius</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Blood Reaver</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Blood talons</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
<tr>
<td>Dead Man's Hand</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Encarmine axe</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Encarmine broadsword</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
<td>Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to the normal damage.</td>
</tr>
<tr>
<td>Encarmine sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>The Executioner's Axe</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Furious fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Furious force halberd</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>D3+3</td>
<td></td>
</tr>
<tr>
<td>Heaven's Teeth</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Vitarus</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>D3</td>
<td></td>
</tr>
</tbody>
</table>
## POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many points for every model in that unit). You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit’s entry cost no additional points to include in that unit).

### HQ

<table>
<thead>
<tr>
<th>Unit</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astorath (pg 68)</td>
<td>1 model</td>
<td>150 pts</td>
</tr>
<tr>
<td>Brother Corbule (pg 65)</td>
<td>1 model</td>
<td>115 pts</td>
</tr>
<tr>
<td>Captain Tycho (pg 70)</td>
<td>1 model</td>
<td>95 pts</td>
</tr>
<tr>
<td>Chief Librarian Mephiston (pg 66)</td>
<td>1 model</td>
<td>155 pts</td>
</tr>
<tr>
<td>Commander Dante (pg 64)</td>
<td>1 model</td>
<td>175 pts</td>
</tr>
<tr>
<td>Gabriel Seth (pg 64)</td>
<td>1 model</td>
<td>160 pts</td>
</tr>
<tr>
<td>Lemartes (pg 69)</td>
<td>1 model</td>
<td>120 pts</td>
</tr>
<tr>
<td>Librarian Dreadnought (pg 67)</td>
<td>1 model</td>
<td>150 pts</td>
</tr>
<tr>
<td>Sanguinary Priest (pg 66)</td>
<td>1 model</td>
<td>90 pts</td>
</tr>
<tr>
<td>The Sanguinor (pg 65)</td>
<td>1 model</td>
<td>150 pts</td>
</tr>
<tr>
<td>Tycho the Lost (pg 70)</td>
<td>1 model</td>
<td>100 pts</td>
</tr>
</tbody>
</table>

### ELITES

<table>
<thead>
<tr>
<th>Unit</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Death Company Marines (pg 74)</td>
<td>5-10 models</td>
<td>22 pts/model</td>
</tr>
<tr>
<td>Death Company Dreadnought (pg 73)</td>
<td>1 model</td>
<td>125 pts</td>
</tr>
<tr>
<td>Death Company Intercessors (pg 75)</td>
<td>5-10 models</td>
<td>24 pts/model</td>
</tr>
<tr>
<td>Furoioso Dreadnought (pg 76)</td>
<td>1 model</td>
<td>120 pts</td>
</tr>
<tr>
<td>Sanguinary Ancient (pg 72)</td>
<td>1 model</td>
<td>125 pts</td>
</tr>
<tr>
<td>Sanguinary Guard (pg 71)</td>
<td>4-10 models</td>
<td>30 pts/model</td>
</tr>
</tbody>
</table>

### HEAVY SUPPORT

<table>
<thead>
<tr>
<th>Unit</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baal Predator (pg ??)</td>
<td>1 model</td>
<td>120 pts</td>
</tr>
<tr>
<td>The Lost' Upgrades (pg 47)</td>
<td>20 pts</td>
<td>20 pts</td>
</tr>
<tr>
<td>Captain</td>
<td>Lieutenant</td>
<td>10 pts</td>
</tr>
</tbody>
</table>

---

*Where the foe comes on in great number, strike the head from the beast and then bleed it dry.*

*Where the foe rains fire from afar, strike with all the speed and surety of Sanguinius' blade.*

*Where the foe covers within their fastness, soar high upon the Angel's wings and turn their fortress into their tomb.*

*Where the foe conjures forth the foulness of the warp, there let the Primarch's gift be a light in the darkness.*

*And where the foe must surely prevail, there send forth the fallen ones that their deaths may wrest victory from defeat.*

---

*From the collected writing of Chapter Master Galano*
GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex supplement.

Blood Angels secondary objectives (PG 46): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a Blood Angels Detachment.

The Flaw: A series of additional rules that can be used with Crusade armies that include any Blood Angels units.

Flaw points: These are points that your units can gain when playing Crusade games if your Crusade force includes any Blood Angels units.

Relics of the Angels: A type of Relic that can be given to Blood Angels Character models. This also includes Relics that can only be given to Flesh Tearers Character models.

Sanguinary Discipline: A unique psychic power discipline used by Blood Angels and Blood Angels successor Chapters.

Special-issue Wargear: A type of Relic that can be given to models from Blood Angels and Blood Angels successor Chapters.

REFERENCE

Below you will find a bullet-pointed summary of several Blood Angels rules.

BLACK RAGE (PG 63)
- In the Movement phase, each time the unit is selected to move, it cannot fall back.
- Each time the unit fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in the unit.
- Each time a model in the unit would lose a wound, roll one D6: on a 6 that wound is not lost.
- The unit cannot perform any actions.

DEATH VISIONS (PG 63)
- Once per battle, when the model is selected to fight, it can use one of the Death Visions. The same Death Vision cannot be used more than once per battle.
- On the Bridge of the Vengeful Spirit: Use if enemy Infantry Character or Monster Character unit is visible to this model. Until that fight is resolved, this model gains +1 attack for every 5 enemy models within 6" and you can re-roll hit rolls made for this model.
- The Grace of the Angel: Use if enemy Infantry Character or Monster Character unit is in Engagement Range of this model. Until that fight is resolved, this model has a +3 invulnerable save.
- To Slay the Warmaster: Use if enemy Infantry Character or Monster Character unit is in Engagement Range of this model. Instead of making attacks normally, both players roll off. If you win, the enemy unit suffers D3+3 mortal wounds.

DETACHMENT ABILITIES (PG 47)
- If your army is Battle-forged and every unit in your army is Blood Angels (or Unaligned), every unit in a Blood Angels Detachment that has the Combat Doctrines ability gains the Savage Echoes ability (see below).

RITES OF RAGE (PG 47)
- While a friendly Death Company Core unit is within 6" of the model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

SAVAGE ECHOES (PG 47)
- While the Assault Doctrine is active, each time this unit fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

TACTICAL AGGRESSION (PG 47)
- While a friendly Death Company Core unit is within 6" of the model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

THE LOST (PG 47)
- If army is Battle-forged, you can upgrade up to one Captain and two Lieutenant models to be inducted into the Death Company.
- Upgraded models gain Death Company keyword and the Black Rage and Death Visions abilities (see left).
- The model's Rites of Battle or Tactical Precision ability is replaced with Rites of Rage and Tactical Aggression respectively.
- If unit is part of a Crusade force, it cannot be upgraded in this manner. The Crusade rules provide an alternate method to do so.
- Death Company Characters are excluded from the Company Command rule (see Codex: Space Marines).
BY THE BLOOD OF SANGUINIUS!

Gene-sons of the angel-winged Primarch Sanguinius, the Blood Angels are noble and magnificent, a proud Space Marines Chapter with ten millennia of history. They are warrior heroes who descend into battle on flaming wings to stand between the Emperor’s servants and the heretical and alien hordes that seek to destroy them. Masters of the rapid assault, the mechanised offensive and the swift airborne strike, they have carved out a legacy of victories that stretches across the ages. Yet the Blood Angels’ glory is tainted. Beneath their heroic exterior lies a dark secret: known as the Flaw. Manifesting in the twin forms of the ferocious Red Thirst and the berserk psychosis known as the Black Rage, this gene-curse has bedevilled Sanguinius’ sons for millennia, thinning their ranks and ravaging their souls until they flight as much for a suitably heroic end as for victory in the Emperor’s name.

INSIDE YOU WILL FIND:

The tale of the Blood Angels’ history, their terrible curse and detailed background on their legendary heroes and warriors.

A showcase of Citadel miniatures, including the heraldry of the Blood Angels and expertly painted examples from the ‘Eavy Metal team.

A comprehensive range of datasheets providing rules for every unique Blood Angels unit and special character.

Army-wide rules that allow you to take your collection of Blood Angels Citadel miniatures and transform them into a glorious army ready to give their lives in defence of the Emperor’s realm. This includes Warlord Traits, psychic powers, Relics, Stratagems and more.