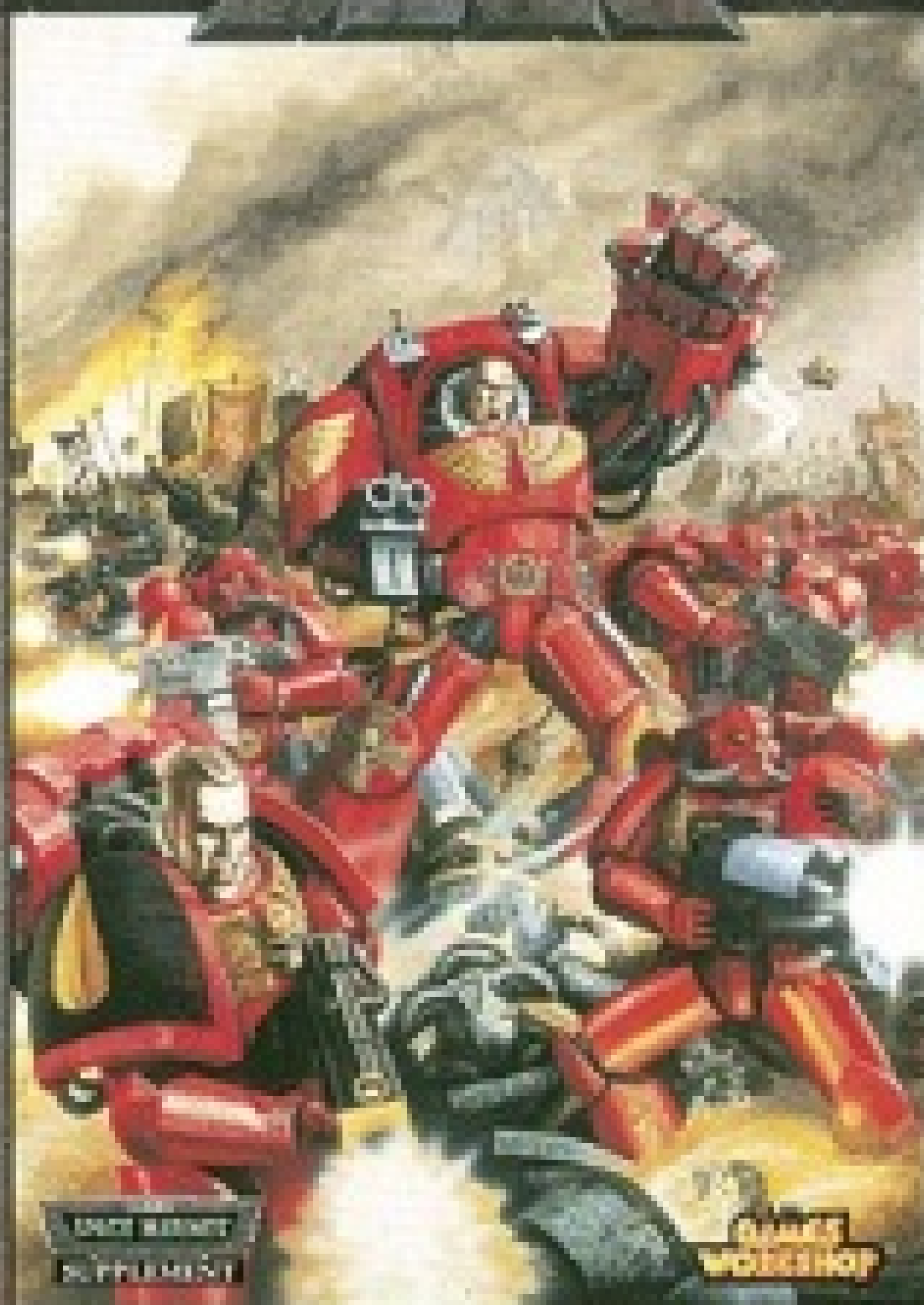


CODEx

BLOOD ANGELS



LEADER BROTHERHOOD
BROTHERHOOD

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BROTHERHOOD

CODEX™ BLOOD ANGELS™

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INTRODUCTION



"The Inquisition and the Administratum say we are weak because some of us have given in to the Black Rage – they are wrong! The Black Rage makes us strong, because we must resist its temptations every day of our lives or be forever damned!"

Blood Angels Chaplain Argastes

Welcome to Codex: Blood Angels, a book dedicated entirely to collecting, painting and gaming with Space Marines of the Blood Angels Chapter in the Warhammer 40,000 battle game.

THE BLOOD ANGELS

All Space Marines are held in awe and dread by the citizens of the Imperium. To most they are aloof: distant avenging angels who bring ruination and destruction upon the heads of the Emperor's enemies. Yet even amongst the battle-eager Space Marines of the Adeptus Astartes, the Blood Angels have a fearsome reputation.

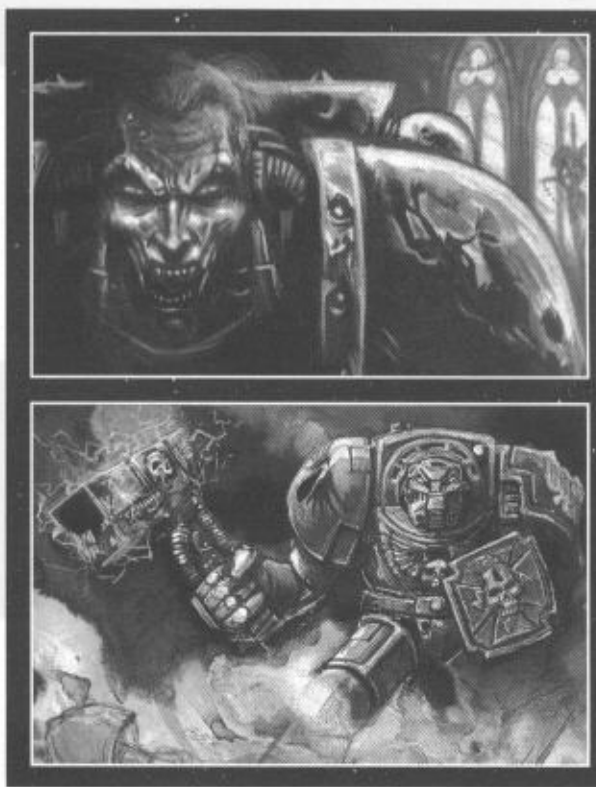
One of the celebrated First Founding Chapters, the Blood Angels have fought the enemies of Mankind for ten long millennia. Their Primarch, the noble Sanguinius, is revered across the Imperium as a mighty hero and legends of the Chapter's deeds have reached every corner of the galaxy.

However, tales abound of their bloodthirsty exploits and stories of the dark flaw which mars them. Few know the whole truth or realise the inner pain and anguish that drives the Blood Angels into battle with a righteous fury that few others can match.

WHY COLLECT A BLOOD ANGELS ARMY?

Like all Space Marine armies, the best reason for collecting a Blood Angels army is that they're simply some of the hardest, toughest warriors in the 41st millennium! The Blood Angels in particular excel at close quarter fighting and hand-to-hand combat, with highly specialised assault troops such as Veteran Assault squads and the dreaded Death Company. Blood Angels are superb at ripping the heart from an enemy army – quite literally sometimes!

A Blood Angels army looks really good on the tabletop – a mass of blood-red warriors and vehicles ready to do battle, with the sinister black armour of the Death Company at the forefront. As long as you can master the basic techniques for painting red effectively, painting the army is simple and straightforward.



WHAT'S IN THIS BOOK?

Codex: Blood Angels breaks down into the three main sections listed below, each of which illuminates a different area of creating your own Blood Angels force and getting it into action on the tabletop battlefield. Note that to use this Codex you will also need a copy of Codex: Space Marines.

The Army List. The Blood Angels army list is supplemental to the main Space Marine army list in Codex: Space Marines. It details the unique troops and squads available to a Blood Angels Commander, and the specialised wargear they carry into battle.

The Painting and Collecting Guide. This section covers everything you need to know in order to start collecting and gaming with a Blood Angels army. There are pages of painting guides and colour scheme ideas, as well as tactics, ideas on organising your army and lots of other useful information.

The Blood Angels. As well as containing background information about the feared Blood Angels, the final section also includes a mission designed especially for use with a Blood Angels force – *Frontal Assault*. There are also several special characters from the Blood Angels Chapter which you can use in your battles if you wish.



BLOOD ANGELS ARMY LIST



On the pages that follow you will find an army list that will allow you to field a Blood Angels Space Marine army in games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but also provides you with the basic information you'll require in order to field a Blood Angels Space Marine army in scenarios that you have devised yourself, or that form part of a campaign.

Important Note: Throughout this army list, we refer to a Blood Angels army. However, it is possible to use this army list to play a battle using one of the Chapters that also uses the Blood Angels gene-seed as its basis, such as the Blood Drinkers, Flesh Tearers, Angels Vermilion, Angels Encarmine, Angels Sanguine or perhaps a Successor Chapter of your own invention. If you wish, you can use the Blood Angels army list as it is written to field an army from one of these Chapters, although you will have to devise your own special characters if you want to use them in your games. This allows you to devise your own colour scheme, Chapter history and other details, yet still play with a non-Codex army if you want to.

USING THE BLOOD ANGELS ARMY LIST

The Blood Angels army list is different from other army lists you may have already seen. Instead of being a stand alone army list it is used in conjunction with the standard army list in Codex: Space Marines. A Blood Angels army is chosen in the same way as any other Space Marine army, except where noted on the following pages. Although the Blood Angels and their Successor Chapters vary from a 'Codex' Space Marine army, there are more similarities than differences. For this reason, and to avoid unnecessary repetition, the following pages detail the different organisation and army list options available to the Blood Angels. Full entries for most of the troop types available to a Blood Angels Commander can be found in Codex: Space Marines.

Unless noted in this volume, all of the rules, options and limitations that apply to a Space Marine army also apply to a Blood Angels army.

"You are the Emperor's Chosen. Hear His great anger in the roar of the bolt pistol. See His almighty fury in the blades of the chainsword. Feel His undying strength in the protection of your armour."



'For he today that sheds his blood with me shall be my battle-brother eternal.'

Last line of the Invocation Initiate of the Flesh Tearers

CHOOSING YOUR ARMY

When you are choosing your army, you may make choices from the Codex: Space Marines army list and/or the Blood Angels list, within the normal limitations of the Force Organisation chart, points value of the battle etc. Some of the entries that follow replace an entry or option from the Codex: Space Marines list. If this is the case, you may only choose the entry or option presented in this Codex. For example, Blood Angels characters are accompanied by an Honour guard rather than a normal Space Marine Command squad. In addition, the following rules apply:

Blood Angels Scouts

Blood Angels Scouts are taken from the most fiery individuals in the Chapter: battle-eager warriors who hunger for close combat. For this reason, one Scout squad in your army may be chosen using the normal options for Space Marine Scouts (ie, with the option of sniper rifles and heavy weapons). Any other Scout squads are limited in the weapons they can choose as indicated in the Blood Angels Scout squad entry.

Blood Angels Armoury

A Blood Angels army has access to all of the weapons and wargear from the Space Marines army, except where noted differently in the Blood Angels Armoury section. In addition, there are a number of special items of wargear which are only available to a Blood Angels army and cannot be taken by an army representing a different Chapter.



BLOOD ANGELS SPECIAL RULES

Blood Angels follow the normal Space Marines rule for 'And They Shall Know no Fear' as described in Codex: Space Marines. In addition, units of Blood Angels are subject to the following special rules:

The Black Rage

Blood Angels are gripped by the spirit of Sanguinius and are prone to entering a berserk frenzy of bloodletting in battle. This is terrifying to behold as they unleash their righteous fury, butchering any enemy that lie in their path. All Blood Angels models gain +1 Strength and +1 Initiative in the turn in which they charge into close combat. This does not apply if the Blood Angels themselves are charged, or are in a second or subsequent round of close combat. It will however apply in the first round of combat if the Blood Angels make a sweeping advance into an enemy unit.

A Blood Angels unit that breaks or wipes out an enemy in hand-to-hand combat must advance if it could normally do so. You may not opt to consolidate.

Blood Angels are so eager for bloodshed they become barely controllable in combat. At the start of every Blood Angels turn, roll a D6 for each Blood Angels unit in the army (including vehicles, vehicle squadrons and independent characters). On a roll of 1, the unit moves D6" forwards. This must be made towards the enemy (ie, the unit ends the move closer to the enemy than at the start). This extra move does not affect the unit's movement in the movement or assault phases, but the unit will count as moving for the purposes of firing rapid fire, pistol and heavy weapons.

'Say what you like, I will not fight alongside these madmen. The past proves nothing, except that the Blood Angels are cursed and but a single step from damnation.'

Brother Captain Yuron of the Adeptus Astartes Patriarchs of Ulixis

The Death Company

On the eve of battle, the Blood Angels kneel in prayer and their thoughts turn to their Primarch. Some are overcome by the gene-memory of their Primarch's violent death and succumb to the Black Rage. To represent this, at the start of a battle, before the armies are deployed, you must determine how many warriors in your army have been infused with the Black Rage and joined the Death Company.

For each of the squads listed below, roll a D6 at the start of the battle. On a 1, 2 or 3 the squad fights normally. On a 4 or 5, one model from the squad becomes a Death Company Space Marine (your choice). On a 6 one of the models in the unit joins the Death Company and you must roll again (it is possible for two or more models from the same unit to join the Death Company if you roll successive 6s). If you have insufficient models to represent every Blood Angel who joins the Death Company, any excess models are simply lost.

Honour Guard; Terminator squad; Terminator Assault squad; Veteran squad; Veteran Assault squad; Tactical squad; Scout squad; Assault squad; Bike squadron; Scout Bike squadron; and Devastator squad. (Note that when a unit joins the Death Company its equipment is replaced with those in the Death Company army list entry).

All Death Company Space Marines fight as one unit. If you have a Chaplain in your army, then extra Death Company Space Marines join the Death Company accompanying him.

If you roll 4+ for a squad led by a Veteran Sergeant, he may also join the Death Company. He may be armed with a power weapon or power fist as noted in the Death Company army list entry.

BLOOD ANGELS ARMOURY

Any Blood Angels character may be given up to 100 points worth of wargear, chosen from the Space Marine Armoury or the Blood Angels Wargear list below but no model may take the same item twice. Models wearing Terminator armour may only take wargear marked with a '*'. Note that all wargear and weapons must be represented on the model.

Weapons & Vehicle Upgrades

Blood Angels characters use the Space Marine Armoury when choosing weapons and vehicle upgrades.

Wargear

Note that Blood Angels do not have access to the following items of wargear: Holy Relic, Sacred Standard and the Narthecium. These items are replaced by their equivalents from the following list.

- Death Mask (independent characters only) 10 pts*
- Exsanguinator (Sanguinary Priests only) 30 pts
- Grail (Sanguinary High Priest, Standard Bearer or Chaplain only, no more than one per army) 25 pts*
- Holy Shroud (Standard Bearer only) 45 pts



HQ

A Blood Angels Hero, Chaplain or Librarian may take any equipment allowed from the Space Marine or Blood Angels Armouries. They may be accompanied by an Honour Guard chosen from the Honour Guard entry instead of a Space Marine Command squad. In all other respects they are treated as their equivalent in Codex: Space Marines unless noted differently.

BLOOD ANGELS HERO

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Leader	30	4	4	4	4	1	4	2	9	3+
Commander	45	5	5	4	4	2	5	3	9	3+
Force Commander	60	5	5	4	4	3	5	3	9	3+

BLOOD ANGELS CHAPLAIN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	180	5	5	4	4	2	5	3	9	3+

SPECIAL RULES

Death Company: Instead of an Honour Guard, the Chaplain is always accompanied by D3+3 Death Company Space Marines (see separate entry later). If the Death Company are equipped with jump packs, then the Chaplain must also have a jump pack.

BLOOD ANGELS LIBRARIAN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	60	5	5	4	4	2	5	3	9	3+

SPECIAL RULES

Psychic Power – Quickening: The Librarian may attempt to use the *Quickening* at the start of any assault phase. If successful, one model in his unit (which may be the Librarian himself) gains +D3 Attacks in that assault phase. Note that this replaces the Librarian's normal psychic power of *Smite*.

O-1 SANGUINARY HIGH PRIEST

	Points	WS	BS	S	T	W	I	A	Ld	Sv
High Priest	75	5	4	4	4	2	5	3	9	3+

Options: The Sanguinary High Priest may be given any equipment allowed from the Space Marine and Blood Angels Armouries, and may take 'Apothecary Only' items of wargear.

SPECIAL RULES

Sanguinius' Chosen: A Sanguinary High Priest is seen as favoured by Sanguinius. Any Blood Angels nearby will try to outdo each other in their acts of devotion and bravery. Any Blood Angels model within 6" of a Sanguinary High Priest may re-roll any missed 'to hit' rolls in the same turn that they charge into close combat. If the Blood Angels are charged, or are in a second or subsequent round of close combat, this has no effect.

Independent Character: Unless accompanied by an Honour Guard, a Sanguinary High Priest is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Honour Guard: The Sanguinary High Priest may be accompanied by a Blood Angels Honour Guard. Note that the High Priest and his Honour Guard count as a single HQ choice.



The Blood Angels Chapter is ruled over by its lords, from the Chapter master and his closest advisors to Company captains and experienced veterans. As Blood Angels live for a very long time, even compared to other Space Marines, many of these lords are centuries old and have fought in hundreds of battles across the galaxy.



Blood Angels Chaplains are solely dedicated to Guarding against the Black Rage. It is they who seek the first tell tale signs of the coming madness and group the affected warriors into the Death Company. It is also they who minister to the depraved, mindless beasts unfortunate enough to succumb to the Red Thirst.



Like their battle-brothers, Blood Angels Librarians excel at hand-to-hand fighting. Their prodigious combat skills are further enhanced by their psychic abilities, which enable them to empower themselves or a comrade with psychically-charged speed.



In the Blood Angels Chapter the role of the Space Marine Apothecary is fulfilled by Sanguinary Priests. The Priests are ruled over by Sanguinary High Priests who also oversee the Transformation and strive to find a cure for the Black Rage and the Red Thirst.

VETERAN SERGEANTS

Some Space Marine squads include an option for being led by a Veteran Sergeant. All Veteran Sergeants have Terminator honours and may choose extra equipment from the Space Marine & Blood Angels Armouries. Note that the +1 Attack bonus for having Terminator honours has already been included in the Veteran Sergeant's characteristics.



It is customary for mighty Blood Angels leaders to be accompanied by an Honour Guard of dedicated warriors. Often, these Honour Guards include distinguished individuals such as a Standard Bearer and a Sanguinary Priest.

Honour Guard

Blood Angels Heroes, Librarians and Sanguinary High Priests may be accompanied by an Honour Guard. This replaces the Space Marine Command squad from Codex: Space Marines.



Before a battle, some Blood Angels succumb to visions of death and destruction brought about by the sacrifice of Sanguinius. Those that fail to quell their waking nightmare are formed into a Death Company. Those who join the Death Company seek the glory of death in battle and the peace of the grave, and will fight on regardless of the odds against them or the seriousness of their wounds.

BLOOD ANGELS HONOUR GUARD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Space Marine	18	4	4	4	4	1	4	1	9	3+
Veteran Sergeant	+12	4	4	4	4	1	4	2	9	3+

Squad: The Honour Guard consists of between five and ten Veteran Space Marines.

Weapons: Bolter. Any model may swap his bolter for a bolt pistol & close combat weapon for free.

Options: Up to two Veteran Space Marines in the squad can be armed with the following weapons: flamer at +3 pts; plasma gun at +6 pts; plasma pistol & close combat weapon at +5 pts; meltagun at +10 pts. Any model with a close combat weapon can exchange their close combat weapon for a power weapon at +10 pts per model. The entire squad may have frag grenades at +1 pt per model, krak grenades at +2 pts per model and melta bombs at +4 pts per model.

Characters: One model may be upgraded to a Sanguinary Priest, one model may be upgraded to a Techmarine, and one model may be upgraded to a Standard Bearer. Any of these may take equipment from the Space Marine and Blood Angels Armouries. A Sanguinary Priest may take 'Apothecary only' items of wargear. A Techmarine may not have a servo-arm if he is equipped with a jump pack. One of the Honour Guards can be upgraded to a Veteran Sergeant for +12 pts.

Terminator honours: If the squad is led by a Hero, Librarian or Sanguinary High Priest with Terminator honours and has a Veteran Sergeant then the rest of the squad may have Terminator honours at an additional cost of +10 pts per model.

Transport vehicle: The squad can be mounted in a Rhino for +50 pts, Razorback for +70 pts, or a Land Raider for +250 pts (see appropriate vehicle entry for upgrade options).

Jump packs: If the squad does not have a Rhino, Razorback or Land Raider and is led by a Hero, Librarian or Sanguinary High Priest with a jump pack, then the whole squad can have jump packs for an additional cost of +10 pts per model.

Deep strike: Space Marine models with jump packs may *deep strike*. See the Jump Pack rules in the Wargear section of Codex: Space Marines.

DEATH COMPANY

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Death Company	free	4	4	4	4	1	4	2	9	3+

The Death Company is randomly generated using the rules given in the Blood Angels Special Rules section. If the army includes a Chaplain, any additional Death Company join his squad.

Squad: Consists of a randomly determined number of Death Company Space Marines.

Weapons: Bolter or bolt pistol and close combat weapon. Each model is also armed with frag grenades. Veteran Sergeants who become part of the Death Company may be armed with a bolt pistol and either a power weapon or power fist.

Options: The squad may either have jump packs or be mounted in a Rhino armoured troop carrier for no extra points cost.

SPECIAL RULES

The Red Thirst: The only characters who may lead a Death Company unit are Blood Angels Chaplains or a Sanguinary High Priest (providing, of course, that he does not have an Honour Guard). A Death Company which is not led by a Blood Angels Chaplain or Sanguinary High Priest must move towards the nearest enemy unit as fast as possible and must make an assault if it can do so.

Fearless: Blood Angels gripped by the Red Thirst are utterly heedless of danger to themselves and will fight on against any opposition. A Death Company automatically passes any Leadership test it is required to make and ignores any effects that would normally make them fall back automatically. This also applies to any character who joins the Death Company unit.

Ignore injury: Death Company warriors are so blood-frenzied they can ignore injuries that would incapacitate even a battle-hardened Space Marine. If a Death Company Space Marine loses a wound, roll a dice. On a 1, 2 or 3 remove the model as normal. On a 4, 5 or 6 the injury is ignored and the model continues fighting. This ability cannot be used against weapons which inflict instant death (ie, those with a Strength double or more the model's Toughness) or against close combat weapons that allow no save (eg, power fists, power swords, Dreadnought close combat weapons, etc).

Deep strike: Space Marine models with jump packs may *deep strike*. See the Jump Pack rules in the Wargear section of Codex: Space Marines.

Deployment: The Death Company is deployed as Elites in scenarios where this is relevant.

ELITES

BLOOD ANGELS VETERAN ASSAULT SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Space Marine	28	4	4	4	4	1	4	1	9	3+
Veteran Sergeant	+12	4	4	4	4	1	4	2	9	3+

Squad: The squad consists of one Veteran Sergeant and between four and nine Veteran Space Marines.

Weapons: Bolt pistol, close combat weapon and frag grenades.

Options: Up to two Veteran Space Marines in the squad may exchange their bolt pistol and close combat weapon for one of the following: flamer at +6 pts; meltagun at +10 pts; plasma gun at +6 pts; plasma pistol and close combat weapon at +5 pts. The entire squad may be given Krak grenades at an additional cost of +2 pts per model and melta bombs at +5 pts per model. The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +12 pts.

Terminator honours: If the squad is led by a Veteran Sergeant, then the rest of the squad may have Terminator honours at a cost of +10 pts per model.

Jump packs: The Veteran Assault squad is equipped with jump packs.

Deep strike: Space Marine models with jump packs may *deep strike*. See the Jump Pack rules in the Wargear section of Codex: Space Marines.

"Drink deep of victory
and remember the fallen."

Inscription over the archway
leading to the Sepulchre of
Heroes on Baal Secundus.

'FURIOSO' DREADNOUGHT

	Points/Model	Armour:							A
		WS	BS	S	Front	Side	Rear	I	
Dreadnought	95	4	4	6(10)	12	12	10	4	2(3)

Type: Walker.

Crew: One Space Marine.

Weapons: Two Dreadnought close combat weapons (bonus attack already included in profile). The Dreadnought has one built-in storm bolter and one built-in meltagun.

Options: The 'Furioso' Dreadnought may be equipped with any of the following vehicle upgrades for the cost listed in the Space Marine Armoury: extra armour, searchlight, smoke launchers (See Codex: Space Marines).

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

SPECIAL RULES

Tear Attack: A 'Furioso' Dreadnought can use its two close combat weapons to tear apart enemy vehicles and therefore rolls 2D6 + Strength when working out Armour Penetration against vehicles.

TERMINATOR SQUAD - SEE CODEX: SPACE MARINES

TERMINATOR ASSAULT SQUAD - SEE CODEX: SPACE MARINES

SPACE MARINE VETERAN SQUAD - SEE CODEX: SPACE MARINES



As a Chapter, the Blood Angels excel at close quarter fighting. Even amongst these supreme fighters, there are those whose martial skills put them above their battle-brothers. These remarkable individuals are accepted into the First Company and form hard-hitting shock squads that can tear the heart out of an enemy army.



Even half dead and incarcerated in the adamantium sarcophagus of a Dreadnought, a Blood Angel still lusts for battle and the chance to prove his honour face to face with the enemy. The 'Furioso' Dreadnought design was conceived by the Chapter's Lord of the Forges many millennia ago to grant this opportunity to the recovered fallen.



TROOPS



"Be bloody, bold
and resolute."

Motto of the
Blood Angels 10th Company

Blood Angels Scouts are trained to work deep into enemy territory, using their superior combat skills to eliminate important objectives such as command bunkers, bridges, power plants and fuel & ammo dumps.



BLOOD ANGELS SCOUT SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Scout	13	4	4	4	4	1	4	1	8	4+
Veteran Scout Sergeant	+13	4	4	4	4	1	4	2	9	4+

Squad: The Scout squad consists of one Space Marine Scout Sergeant and between four and nine Space Marine Scouts.

Weapons: Bolt pistol and close combat weapon.

Options: Any model in the squad may replace their bolt pistol and close combat weapon with a bolter or combat shotgun at no additional cost.

The entire squad may be equipped with frag grenades at an additional cost of +1 pt per model and Krak grenades at an additional cost of +2 pts per model.

The Scout Sergeant may be upgraded to a Veteran Scout Sergeant at an additional cost of +13pts.

SPECIAL RULES

Blood Angels Scouts benefit from the Infiltrators and Move through Cover special rules just like other Space Marine Scouts. See Codex: Space Marines for details.

TACTICAL SQUAD - SEE CODEX: SPACE MARINES

0-1 SPACE MARINE SCOUT SQUAD - SEE CODEX: SPACE MARINES

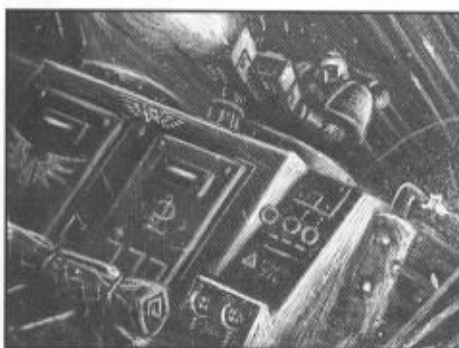
TRANSPORTING TROOPS

Certain Space Marine squads (as indicated in their army list entry) can use Rhinos and Razorbacks to move rapidly across a battlefield. Neither vehicle counts as part of a squad or uses up any choices on the force organisation chart.

The Blood Angels thirst for battle, and are always eager to enter the fray as quickly as possible. They employ a large number of Rhinos and Razorbacks which storm towards the enemy amidst the fire and roaring of their over-charged engines.



Blood Angels Rhinos and Razorbacks follow all of the rules and options given for the same vehicles in Codex: Space Marines. In addition, they are also fitted with over-charged engines. See the Blood Angels Special Rules section for details.



Transport: BLOOD ANGELS RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	65	11	11	10	4

Transport: BLOOD ANGELS RAZORBACK

	Points	Front Armour	Side Armour	Rear Armour	BS
Razorback	85	11	11	10	4

FAST ATTACK

You may choose from any of the following Fast Attack units that appear on pages 12-13 of the Codex: Space Marines army list.



ASSAULT SQUAD

BIKE SQUADRON

SCOUT BIKE SQUADRON

LAND SPEEDER SQUADRON

LAND SPEEDER TORNADO

LAND SPEEDER TYPHOON

ATTACK BIKE SQUADRON



HEAVY SUPPORT

'BAAL' CLASS PREDATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Predator	110	13	11	10	4

Type: Tank

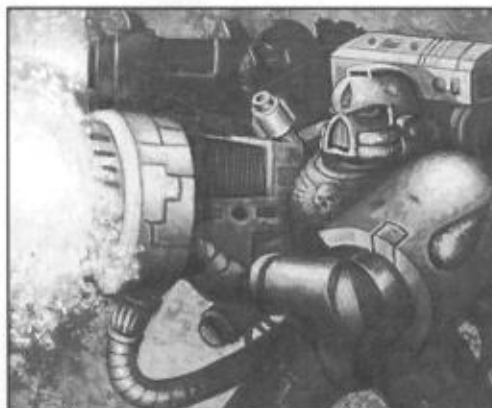
Crew: Space Marines

Weapons: The Baal is armed with turret-mounted twin-linked assault cannon.

Options: The Baal may be upgraded with two side-sponsons armed with heavy bolters or heavy flamers at +10 pts each.

The Baal may be equipped with any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: dozer blades, extra armour, hunter-killer missiles, pintle-mounted storm bolter, searchlight, smoke launchers (see Codex: Space Marines).

You may also choose from any of the following Heavy Support units that appear on pages 14-15 of the Codex: Space Marines army list.



DEVASTATOR SQUAD

WHIRLWIND

PREDATOR ANNIHILATOR

PREDATOR DESTRUCTOR

DREADNOUGHT

LAND RAIDER

VINDICATOR



The Baal Predator variant tank is armed with numerous weapons noted for their high rate of fire. It is designed to lay down a torrent of fire as the Blood Angels advance, and is able to mow down enemy infantry and light vehicles with horrifying efficiency.



FORCES OF THE BLOOD ANGELS

HQ



BLOOD ANGELS HONOUR GUARD

An Honour Guard is a highly effective Assault squad. However, with upgrades such as power weapons and specialists like Sanguinary Priests, each model costs a lot of points and it is important to get them into combat as soon as possible.



BLOOD ANGELS DEATH COMPANY

The Death Company are perfect assault troops that can take lots of hits without suffering too many casualties. The number of models in the squad is randomly generated though and this greatly influences their abilities.

✠ ELITES ✠



BLOOD ANGELS VETERAN ASSAULT SQUAD

Not only is a Veteran Assault squad excellent in close combat, its ability to carry devastating weapons such as plasma guns and melt-guns means they are also great for destroying heavily armoured targets. Like all troops with jump packs, they do cost a lot of points and you must make sure they don't come under too much enemy fire.

▲ HEAVY SUPPORT ▲



BLOOD ANGELS 'BAAL' CLASS PREDATOR

The Baal Predator can move forward with Blood Angels squads, giving supporting fire with its assault cannons. It is also ideal for defending a flank or position between difficult terrain, where it can stay stationary and fire all its weapons. When armed with sponson-mounted heavy flammers, the vehicle must get close to the enemy for full effectiveness.

COLLECTING A BLOOD ANGELS ARMY

DANTE'S DEVILS



Gordon Davidson



As with any Warhammer 40,000 army, the core of a Blood Angels force must be a HQ choice and two units of Troops. You will also need some Death Company models – about five to start with and five more if your HQ choice is a Chaplain (which, knowing Blood Angels players, it will be!). Once you have these basic units, there are two ways to proceed. Many players collect an army – a force picked to a certain points value and then used pretty much unchanged from battle to battle. Other players have a larger collection from which they pick and choose their army for each battle.

Gordon has a 2,000 point army, which he will generally use in each battle, though if he is playing a game of a lower points

value he can select which units to keep and which ones not to include. Of course, Gordon's army is still expanding and will become bigger and bigger as he adds more units, which will give him even more flexibility when it comes to picking a force for a battle.

Robin's collection, on the other hand, is much larger than would normally be fielded at one time – in fact to do so he would have to play with two 'detachments' as outlined on page 131 of the Warhammer 40,000 rulebook. Having such a large collection allows Robin to vary his army from battle to battle. In one game you might face three Dreadnoughts, while in the next you'll be up against a Predator, Whirlwind and Land Raider!

More than any other Chapter, the Blood Angels excel at close combat. As you can see from the armies on this page, squads of Veteran Assault troops, Death Company and Terminators provide a core of highly efficient assault units. However, these units need heavier firepower to support them – to eliminate enemy heavy weapons and soften up your opponent's assault troops while your bloodthirsty warriors move into position to attack.



Robin Dews

FORCE BARBAROSSA



HOW TO PAINT BLOOD ANGELS

Blood Angels bear the Chapter badge on their left shoulder pad and a company badge on their right shoulder pad. The Chapter badge is normally black on a red field, except for Sergeants, who have a yellow badge on a black field (and their company badge on a black field also). Honour Guard use a black skull emblem instead of a company badge, and Veteran Assault Marines use a white skull in place of the company badge. Captains replace the Chapter badge with their own personal emblems (which are unique to each captain) and usually repeated on a banner or standard, if they carry one.



If there's one thing you need to know about painting Blood Angels, it's how to paint red! Once you've got the basics of this, there should be nothing stopping you getting an army painted in a relatively short time.

Painting red models is pretty straightforward but there are a few pitfalls to watch out for. If you highlight red with a lighter shade, as you would most other colours, it can end up looking orange or even pink! On the other hand, by shading with a darker colour you run the risk of your Blood Angels looking brown!

The usual approach to creating a shade or highlight can produce unpleasant results when you are painting red. To create a shade of a colour, it's normally simply a case of mixing a little black paint to the base colour. When it comes to red though, this simply makes brown sludge! Instead, to shade red use either a darker red paint, or simply wash over the model with red or magenta ink.

Similarly, there are two standard ways of highlighting a base colour. One is to add a little white to the base colour, the other is to add yellow. If this is overdone, the end result can be a pink or an orange miniature! You can always wash over a model with red or magenta ink to tone down any particularly garish pink or orange highlights. However, the real answer to the problem is to simply not worry about highlighting the model at all!

Red is the most forgiving colour in this respect. If you do choose to highlight it, do it very sparingly.

One other point to bear in mind – when using red paint (not spray) you will probably need to apply two or more coats to get an even colour. A single coat of red can often end up looking uneven, with streaks and brush strokes clearly visible, spoiling the look of the miniature.

Don't be afraid to try out different techniques. Experiment with various shades of red and see which ones work for you. Eventually, through trial and error, you'll hit upon a combination of paints and inks that give you the results you want.



Blood Angels Honour Guard



Blood Angels Terminator

BLOOD ANGELS BADGES AND MARKINGS

SQUAD BADGES: Each Blood Angels Company is divided into ten squads. Each of these ten squads are identified by a badge worn on the right knee of their power armour.



ARMY BADGES: The design of an army badge is straightforward: a geometric shape with a simple icon. They are normally painted onto the right greave (the part of the leg armour just below the kneepad).



HELMET COLOURS

Tactical, Assault and Devastator Marines are identified by their helmet colours:



COMPANY BADGES

Worn on right shoulder pad.





BLOOD RED ARMOUR

TACTICAL MARINE



BLOOD RED ARMOUR
SUNBURST YELLOW HELMET

ASSAULT MARINE



BLOOD RED ARMOUR
ULTRAMARINES BLUE HELMET

DEVASTATOR MARINE



BLOOD RED ARMOUR
BLEACHED BONE FATIGUES

SCOUT



CHAOS BLACK ARMOUR

DEATH COMPANY



BLOOD RED ARMOUR
SUNBURST YELLOW HELMET

VETERAN ASSAULT MARINE



BLOOD RED ARMOUR
LIGHTNING BLUE LIGHTNING CLAWS

TERMINATOR



BLOOD RED ARMOUR

SERGEANT



ULTRAMARINES BLUE ARMOUR

LIBRARIAN



BLOOD RED ARMOUR

LORD



CHAOS BLACK ARMOUR

CHAPLAIN

Above each picture on this page are colour swatches that tell you what colour(s) were predominantly used to paint each model. Each picture also shows a white or black dot, indicating what colour was used to undercoat the model.

SUCCESSOR CHAPTERS

The Blood Angels Chapter was originally part of a much larger Legion during the Second Founding. Just as it is itself an offshoot of an older institution, so too has Blood Angels gene-seed been used to create several Successor Chapters.

These Successor Chapters were created before the discovery of the Blood Angels' flaw. The most widely known are shown on this page, but doubtless there are many others in dark and far-flung corners of the galaxy, each trying to battle the legacy that is the Red Thirst.

As you can see from these photographs, the uniforms of the Blood Angels Successor Chapters are derived from that of the Blood Angels themselves, being predominantly red, often also using similar company badges to the Blood Angels.



ANGELS VERMILLION



ANGELS SANGUINE



ANGELS ENCARMINE



BLOOD DRINKERS



FLESH TEARERS

BLOOD ANGELS STANDARDS AND BANNERS

BLOOD ANGELS STANDARDS

The Blood Angels have many honorific standards. These are only rarely carried into battle, as they are mostly too old and fragile to survive the rigours of the battlefield. The Chapter standard bears a depiction of Sanguinius at the peak of his powers, while the 2nd Company standard bears a blood-filled chalice motif.



Chapter Standard



2nd Company Standard

VETERAN SERGEANT

A Veteran Sergeant's banner shows a red Chapter badge on a black field. The top left hand corner of the banner is reserved for the squad number.



SERGEANT

Sergeants can be distinguished from Veteran Sergeants by their differently coloured banners.



Chaplain



Librarian



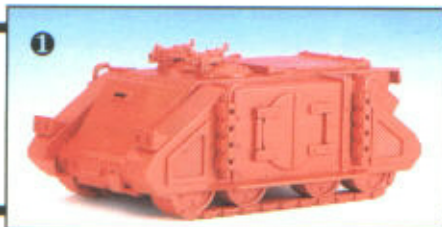
Captain



Captain

HOW TO PAINT BLOOD ANGELS VEHICLES

In the step by step example below, we show you a straightforward way of painting red vehicles. We've used a Rhino to illustrate the method, but it can be applied to any kind of Blood Angels vehicle – from Bikes to Whirlwinds. Even Dreadnoughts (while not technically vehicles) can be painted using this method.



After undercoating the Rhino with white spray, it was sprayed again – this time with Blood Angels Red. It's well worth investing in some cans of spray paint if you're going to be painting a lot of vehicles, as it takes a lot longer to undercoat them with a paint brush (and it's also a sure way of quickly ruining your brushes!) Unlike painting with a brush, you shouldn't need to apply more than a single coat with Blood Angels Red spray paint, as long as you make sure the spray reaches into every nook and cranny of the model.



To deepen the colour of the red slightly, we gave the Rhino a single coat of Blood Red paint over the top of the Blood Angels Red basecoat. The Blood Red was thinned with a little water, so that it covered the model more easily (using a large paint brush will also help to speed up this stage of the painting). Next, certain parts of the Rhino (shown in the photo opposite) were painted with Chaos Black. Later on, these black areas will be painted again with Mithril Silver (which always looks best when painted on top of a black undercoat).



To emphasise the contours of the Rhino, we've painted the edges of the armour plating with Fiery Orange. To do this, load your brush with some paint, then wipe most of it off on some tissue. Now, using the flat of the brush, gently drag it along the edges of the armour plating. This stage is completely optional – you may decide that there is no need to highlight your vehicles, or that you simply don't have the time. Don't worry about it – whether you highlight or not, you'll still end up with perfectly good painted vehicles that look great on the tabletop.



The final stage is to paint all the black areas with Mithril Silver, to make them look metallic. You can also add waterslide transfers to your vehicle once you've finished painting it, – Games Workshop Mail Order sell Blood Angels transfer sheets with vehicle markings on them. Lastly, to seal and protect your vehicle, it's a good idea to give it a coat of matt varnish. Modelling varnish comes either in small tins (in liquid form, which is painted on with a brush), or spray cans. Obviously, using spray varnish is a quicker than painting it on (and you don't have to buy any turpentine to clean your brushes with either!)



The finished Blood Angels Rhino on the tabletop.

EAZY METALSM

SHOWCASE



Blood Angels Company Standard Bearer, painted by Martin Footitt. Although this model's standard is hand painted, printed self-adhesive banners are available from Games Workshop Mail Order.



Blood Angels Land Speeder, painted by Ben Jefferson. Ben has used streaks of silver paint to give the effect of scratched paintwork on certain areas of the model.



Techmarine, painted by Martin Footitt.



Apothecary Corbulo, painted by Neil Hodgson. Corbulo's red and white uniform is typical of the Blood Angels Sanguinary Priests.

Brother-Captain Tycho, painted by Neil Green. Neil painted Tycho's armour by covering it with Brazen Brass and then highlighting raised areas, first with Shining Gold and then with Burnished Gold.



Chief Librarian Mephiston, Lord of Death, painted by Neil Hodgson.



'Baal' Class Predator tank, painted by Neil Green and Adrian Walters. The twin-linked assault cannons are converted from the assault cannons found on Dark Angels Ravenwing Land Speeders.

THE BLOOD ANGELS

On the following pages of Codex: Blood Angels you will find a collection of extra information on the Blood Angels Chapter. This includes rules for wargear and vehicle upgrades noted in the Blood Angels Armoury section, details of a selection of named Blood Angels characters and a special Blood Angels mission – *Frontal Assault*.

We have also compiled a series of reports and commentaries which shed extra light onto the arcane history and organisation of the Blood Angels Chapter. We hope that these provide an interesting read as well as being of some assistance to players creating their own Blood Angels Successor Chapter or who are running campaigns.

BLOOD ANGELS WARGEAR

The rules below describe the different items of equipment and relics carried into battle by the Blood Angels Chapter.

Death Mask: Some Blood Angels heroes wear symbolic Death Masks in memory of the sacrifice of Sanguinius. In combat, these individuals fight with a grim madness that terrifies their foes. Any enemy unit that loses a close combat against a model wearing a Death Mask suffers a -1 modifier to its Leadership for the subsequent Morale check, in addition to any other modifiers for being below half strength or outnumbered.

Exsanguinator: The exchange of blood is important in many Blood Angels rituals, which are presided over by the Sanguinary High Priests. In battle, the Priests use an Exsanguinator to transfer their blood to the injured, imbuing their battle-brothers with the endurance of Sanguinius. A model with an Exsanguinator allows the squad he is in to ignore the first failed armour save each turn. In addition, the Sanguinary Priest can try to save more of his brethren with his own life fluid and attempt to negate second and subsequent failed armour saves. To do so, roll a D6. If the score is equal to or less than the Sanguinary Priest's Toughness, the failed armour save is ignored. If it is higher than the Priest's Toughness, the model which failed its armour save and the Priest both suffer a wound with no armour save allowed. An Exsanguinator cannot negate hits from a weapon that inflicts instant death (ie, has a Strength of double or more the target's Toughness) and it cannot be used if the Priest is in base contact with an enemy model.

Grail: A Sanguinary High Priest, standard bearer or Blood Angels Chaplain may carry a chalice or Grail into battle with him. These items are used during the Blood Angels' holy ceremonies and are an inspiring symbol to the battle brethren of the Chapter. Any Blood Angels unit with a model within 6" of a character with the Grail may roll an extra dice when making an advance after winning a close combat, and discard the lowest roll before working out how far they move. For example, if a Blood Angels unit rolls a 3, 4 and a 6, the 3 is ignored and they advance 10". This combines with any other ability the unit may have so that, for example, a unit with jump packs may roll 4D6 and choose the three highest scores.

Holy Shroud: The Sepulchre of Heroes in the Blood Angels' fortress-monastery houses the tombs of many great warriors from the Blood Angels Chapter's glorious past; each swathed in a highly decorated shroud depicting their victories. In battle, these shrouds are carried proudly aloft like banners, installing the Blood Angels with a deep sense of courage and self-sacrifice. Any Blood Angels unit with a model within 6" of a Holy Shroud will ignore any negative modifiers to their Leadership when taking Morale checks (eg, penalties for being below half strength or outnumbered in an assault). In effect, they always make these tests using the Leadership characteristic on their profile.

BLOOD ANGELS VEHICLES UPGRADE

Over-charged engine: Blood Angels hunger for close quarter fighting more than any Chapter. Often a Blood Angels leader will entreat the Tech-Marines to improve the engines of a Rhino or Razorback to get as maximum speed out of it as possible. A vehicle with an over-charged engine can attempt to go faster, although there is a risk of burning out the engines completely!

At the end of its move, a vehicle with an over-charged engine can try to go an extra 6". It must first take a Difficult Terrain test and if successful can be moved forward up to 6". Blood Angels are adept at these fast assaults and can still disembark from a Rhino or Razorback that has travelled more than 12". A vehicle that uses its over-charged engines may not shoot in the same turn.



COMMANDER DANTE, LORD OF THE BLOOD ANGELS



For eleven hundred years I have fought and I have seen the darkness in our galaxy. I have seen the vileness of the alien, I have seen the heresy of the mutant, I have witnessed the sin of Possession. I have seen all the evil that the galaxy harbours and I have slain all whose presence defiles the Emperor. I have seen what you will see, I have fought what you must fight and I have slain what you must slay.

Our enemies number untold billions and they will fight you with tooth and claw, with starships and guns, with vile sorceries and corrupt illusions. They are armed with all the strength that evil can muster. But you, brothers, have something more.

You are armoured by the Emperor himself. Righteousness is your shield, Faith your armour and Hatred your weapon. So fear not and be proud, for we are the sons of Sanguinius, the Protectors of Mankind. Aye, we are indeed the Angels of Death.

Commander Dante addressing the Blood Angels Chapter at the start of the Alchonis Campaign

LORD DANTE

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Dante	205	6	5	4	4	3	5	4	10	2+

A Blood Angels army of over 2,000 points may be led by Commander Dante. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Power weapon, Inferno pistol, frag & Krak grenades, Terminator honours (bonus included above), jump pack, artificer armour, purity seals, Iron Halo and the *Death Mask of Sanguinius*.

SPECIAL RULES

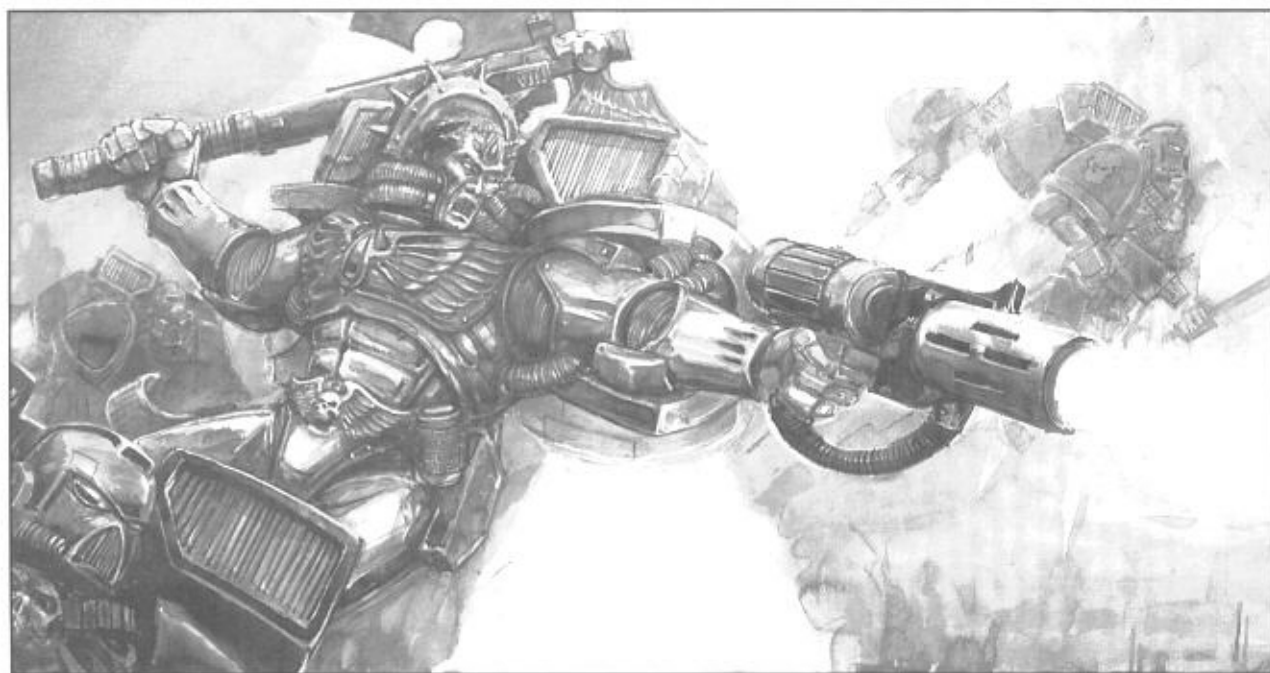
Inferno Pistol: The Inferno pistol is a beautifully crafted example of the artificer's skill, utilising a knowledge of melta weapons that has long since been lost. As a melta weapon, the Inferno pistol gets an extra D6 armour penetration when fired at vehicles within 3". The Inferno pistol has the following profile:

Range 6" Strength 8 AP 2 Pistol

Death Mask of Sanguinius: Dante's armour incorporates a highly ornate Death Mask, said to have been modelled on the fear-inspiring features of Sanguinius himself. As well as the rules for Death Masks given in the Blood Angels Wargear section, the following rule applies. Any enemy squad with a model within 6" of Dante at the start of that side's turn must pass a Morale check or immediately start falling back. A -1 modifier for being below half strength applies.

Independent Character: Unless accompanied by an Honour Guard, Dante is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Honour Guard: As befits his esteemed rank, Dante may be accompanied by an Honour Guard, see the special entry in the army list. Note that Dante and his Honour Guard count as a single HQ choice.



BROTHER CORBULO, BEARER OF THE RED GRAIL



Most highly praised and mightiest amongst the Sanguinary priests is Brother Corbulo.

It is he who shares the Great Primarch's far-seeing eye and deep wisdom and leads his brethren in the ancient quest to halt the Flaw. Corbulo also bears the singular honour of carrying the Red Grail into battle: the most ancient of the Blood Angels' artefacts, that blessed cup which is used in the Ritual of Creation for all Blood Angels. The Red Grail holds the blood of the Sanguinary High Priests, who in turn have had the blood of the Primarch himself injected into their veins upon their initiation into that highest of orders. The Red Grail is the oldest relic of the Blood Angels, a source of much honour and an inspirational symbol to the warriors of the Chapter. Some claim that in battle the blood of the Primarch calls out to the Blood Angels, resonating with their genesec to drive them into a frenzy of destruction.

Lords of Baal, Chapter VI
The Grail Bearers

BROTHER CORBULO, SANGUINARY HIGH PRIEST

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Corbulo	156	5	4	4	4	2	5	3	9	3+

A Blood Angels army may be joined by Brother Corbulo. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given extra equipment. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Bolt pistol, close combat weapon, Exsanguinator, Reductor, frag and Krak grenades and the *Red Grail*.

SPECIAL RULES

Sanguinary High Priest: As a Sanguinary High Priest, Corbulo is subject to the rules for Sanguinius' Chosen as detailed in the Sanguinary High Priest army list entry.

The Red Grail: Corbulo bears the Red Grail, the most sacred artefact of the Blood Angels Chapter. The rules for a normal Grail apply to the Red Grail. In addition, any Blood Angels models within 2D6" of Corbulo add +1 to their Attacks characteristic (roll at the start of every assault phase).

Independent Character: Unless accompanied by an Honour Guard, Corbulo is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Honour Guard: As befits his esteemed rank, Corbulo may be accompanied by a Blood Angels Honour Guard: see the Honour Guard entry in the army list. Note that Corbulo and his Honour Guard count as a single HQ choice.

CHAPLAIN LEMARTES, GUARDIAN OF THE LOST

"Stand fast!" Lemartes bellowed, noting the blood-hungry glaze in the eyes of the Space Marines around him. The Orks were approaching slowly and he knew that the Blood Angels must thin the enemy's numbers with their heavy weapons before they could despatch the remainder in honourable close combat.

Hearing the Chaplain's stern words, the Devastator squad readied their weapons, each picking a target in the advancing green-skinned horde.

"Open fire!" he commanded and as one the Devastators fired a hail of missiles and heavy bolter shells into the oncoming mass. A score of Orks fell to the steady salvos of fire, causing the alien monstrosities to pause in their advance.

Seeing their hesitation, Lemartes turned to the Death Company who stood behind him, feeling the barely repressed battle-thirst within each of them. Raising his crozius arcanum above his head, the Chaplain pointed towards the greenskins as they milled about in disarray.

"For the Emperor and Sanguinius! Bring death to the aliens!" he cried, activating the jets of his jump pack. The frenzied warriors of the Death Company followed swiftly behind him.

CHAPLAIN LEMARTES

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Lemartes	94	5	5	4	4	2	5	D3 (+3)	10	3+

A Blood Angels army may be joined by Chaplain Lemartes. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given any extra equipment. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Bolt pistol, crozius arcanum, frag & Krak grenades, rosarius, purity seals and the *Death Mask*.

SPECIAL RULES

Iron-willed: Lemartes can channel the Black Rage instead of being overwhelmed by it. As soon as he is in close combat Lemartes must take a Leadership test. If he passes, he has D3+3 Attacks that phase. If he fails he only has D3 attacks that phase as he is forced to clamp down on his raging bloodthirst. This already includes the bonus for his two close combat weapons, but Lemartes still gains the normal +1 Attack if he charges.

Rigid Discipline: The stern voice of Brother Lemartes can cut through even the battle frenzy induced by the Black Rage. Any Blood Angels unit with a model within 6" of Lemartes can re-roll the D6 when testing to restrain themselves at the start of the turn. If the second roll is also a 1, the unit must move towards the enemy as normal.

Death Company: Lemartes may be joined by D3+3 Death Company Space Marines for +120 pts. The Death Company may be mounted in a Rhino or have jump packs. If they have jump packs, then Lemartes must also have a jump pack, for +20 pts.

CHIEF LIBRARIAN MEPHISTON, LORD OF DEATH



A Blood Angels army may be joined by Mephiston. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Master-Crafted plasma pistol, force sword, frag & Krak grenades, Terminator honours (bonus included in profile), artificer armour and a psychic hood.

CHIEF LIBRARIAN MEPHISTON

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Mephiston	217	6	5	4	5	3	5	4	10	2+

SPECIAL RULES

Psychic Power – Quickening: Mephiston may attempt to use the *Quickening* psychic power at the start of any assault phase. If successful one model in his unit (which may be Mephiston himself) gains +D3 Attacks in that assault phase.

Psychic Power – Smite: Mephiston can attempt to use the *Smite* psychic power in his shooting phase. *Smite* counts as a weapon and hits automatically with the following profile:

Range 12" Strength 4 AP 2 Assault/Blast

Transfixing Glare: Mephiston's eyes are blazing pits of despair, able to pierce the soul of those who meet his gaze. Any model in base contact with him in close combat must take a Leadership test (using the model's own Leadership with no bonuses or penalties). If it is passed, the model can attack normally. If it is failed the model counts as having a Weapon Skill of 1 for the rest of that round. Test each turn for each model in contact with Mephiston.

Blood Fever: Even the iron will of Mephiston has been known to break, unleashing the Red Thirst within him. If Mephiston's close combat opponents break, he must take a normal Leadership test on 2D6. If he passes, then he advances as normal. If he fails then he stops to quench his ravering bloodthirst and cannot move at all.

Independent Character: Unless accompanied by an Honour Guard, Mephiston is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Honour Guard: As befits his esteemed rank, Mephiston may be accompanied by an Honour Guard. Note that Mephiston and his Honour Guard count as a single HQ choice.

BROTHER CAPTAIN TYCHO, COMMANDER OF THE BLOOD ANGELS THIRD COMPANY



A Blood Angels army may be joined by Captain Tycho. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given extra equipment. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Bolter/melta gun combi-weapon, bolt pistol, frag and Krak grenades, digi-lasers, artificer armour, bionics and purity seals.

BROTHER CAPTAIN TYCHO

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Tycho	109	5	5	4	4	2	5	3	9	2+

SPECIAL RULES

Digi-laser: The left gauntlet of Tycho's artificer armour contains a set of powerful short ranged lasers. These are used at the start of a round of close combat before any attacks are worked out. One model in base contact with Tycho, chosen by the Blood Angels player, suffers a wound on a D6 roll of 4+. Normal saving throws are allowed. In addition, the digi-lasers count as an extra close combat weapon (giving Tycho a total of 4 Attacks).

Embittered: Tycho is battle-hungry even for a Blood Angel. Any squad led by Tycho always moves towards the enemy D6", just as if you had rolled a 1 for them when testing for the Black Rage at the start of the turn.

Hates Orks: Tycho abhors all Orks, seeking vengeance for the horrible scars he suffered during the Battle for Armageddon. When fighting against Orks, Tycho and any squad he leads automatically pass any Morale checks they are required to make. In close combat against Orks, Tycho always hits on a 3+, regardless of Weapon Skill, etc.

Independent Character: Unless accompanied by an Honour Guard, Tycho is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Honour Guard: As befits his esteemed rank, Tycho may be accompanied by an Honour Guard. Note that Tycho and his Honour Guard count as a single HQ choice.

And thus did Brother Calistarius come to Hades Hive to do war against the enemies of the Imperium that had fallen upon the planet Armageddon and there did he become a victim of the Black Rage. And he went before his Chaplain and was inducted into the Death Company, as is our way, and on the morning did take part in a grand assault upon a fortress held by the enemies of the Imperium. But as he fought against the hosts, such was the fury of the battle that the very walls of the fortress did crumble and collapse and Brother Calistarius was buried deep beneath the rubble. For fully seven days and seven nights did he lie there trapped, caught between death and the madness of the Red Thirst. But he did not succumb to the Red Thirst, for a vision of beloved Sanguinius came to him and told him that he must resist. And further did the vision say that he must resist not just for himself, but for us all, for should he resist then he would show us that the Red Thirst can be conquered. And so he fought the feelings of rage and the desire for blood and he defeated them and on the seventh night at the hour of midnight did he burst free from his rocky tomb, reborn as Mephiston, our Lord of Death.

Book of Mephiston, verse 23

For the attention of our Revered Lord, Comdrate Diate,
Sixth day of Absolutus, Nine Hundred and Forty
Three Years of Our Emperor's Benevolence,
Thought for the day Peace is hell.

Despite the chem-treatment by Brother Sironis and my own continuous attention, the unrest of Brother-Captain Tycho grows daily. Since his grievous wounding during the Battle for Armageddon, Tycho has become increasingly violent of temperament and attitude. Only the ritual battle drills are capable of calming his agitated state and at other times he is found in the Chapel of the Most Revered Sanguinius, praying for a new combat assignment.

After a long period spent in the Reclusiam seeking the Emperor's Guidance, I can see only one solution for the unrest of Captain Tycho. These periods of peace and idleness are a severe test to his 'psyche'. It is my strongest recommendation to assign Captain Tycho to active battle duty permanently, despite the Dictates of Codex Astartes, which orders Brother Marines to rest for a week for each six months of active duty.

May Sanguinius Guide Your Hand,
Chaplain Vermento

MORIAR THE CHOSEN, DEATH COMPANY DREADNOUGHT



"It was upon the field of battle at Clamorga that the mighty Captain Moriar fell, defending the ridge against the despicable Eldar. Many were his wounds and the Sanguinary Priests were at a loss to heal him. And so it was that Moriar was interned in the sarcophagus of the Furioso Dreadnought built by Brother Morleo, as were Belaphon, Dario and Amaretto before him. Upon gaining his strength, Moriar was struck by visions of Sanguinius, his own near-death state triggering the Black Rage. Immortal now in his adamantium shell, Moriar survived the Black Rage, hungering for battle and death. The Red Thirst grips him, and the revered Brothers of the Armourium have modified his armoured suit so that he may partake of the vital liquid and be restrained when not in battle."

Heroes of Legend -
A study of the Dreadnoughts
of the Adeptus Astartes Blood Angels.

MORIAR THE CHOSEN

	Points	Armour							
		WS	BS	S	Front	Side	Rear	I	A
Moriar	144	5	4	6(10)	12	12	10	4	D6+2

A Blood Angels army may be joined by Moriar the Chosen. If you decide to take him then he counts as one of the Elites choices for the army. He must be used exactly as described below, and may not be given extra equipment. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Type: Walker

Crew: Brother Moriar (Space Marine)

Weapons: Two Dreadnought close combat weapons (bonus Attack included in profile). Moriar has one built-in heavy flamer and one built-in melta gun.

Options: Moriar is equipped with a searchlight and smoke launchers (see the Armoury list from Codex: Space Marines).

SPECIAL RULES

Tear Attack: As a Furioso Dreadnought, Moriar can use his two close combat weapons to tear apart enemy vehicles. Moriar rolls 2D6+Strength when working out armour penetration against vehicles.

Black Rage: Moriar must always move towards the enemy as fast as possible, and must assault an enemy within range in the assault phase.

Battle-frenzied: Moriar has a random number of attacks. For each round of combat that Moriar is fighting, roll D6+2 to determine the number of Attacks he receives. This includes his bonus attack for the two Dreadnought close combat weapons, but if he charges then he gains the additional +1 Attack as normal (ie, D6+3 Attacks).

Rampage: It is near impossible to stop Moriar once he is in battle, as he simply ploughs into the enemy, disregarding any danger or damage to himself. Moriar therefore ignores any 'Crew Shaken' and 'Crew Stunned' results on the Damage tables.

FRONTAL ASSAULT

Frontal Assault is a new Battles mission. If the Blood Angels are attacking and roll a result of 3-4 (Meat Grinder), play the Frontal Assault mission instead.

OVERVIEW

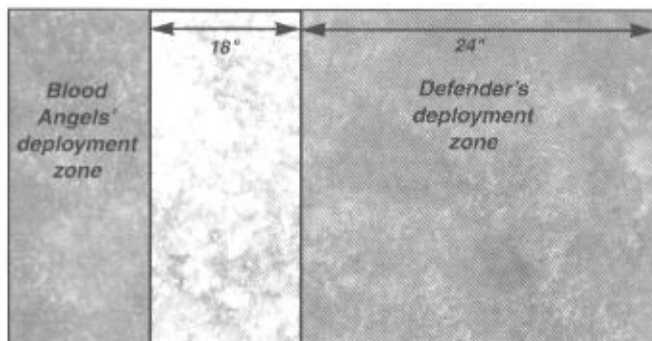
The Blood Angels are attempting to eradicate an enemy from a particular battlezone. They must attack swiftly to utilise the element of surprise and destroy any threat they encounter.

SCENARIO SPECIAL RULES

Frontal Assault uses the *Victory Points*, *Reserves*, *Random Game Length*, *Infiltrators* and *Deep Strike* scenario special rules.

SET-UP

- 1 The defender deploys his entire force up to 24" from one of the short table edges.
- 2 The Blood Angels player deploys his entire force at least 18" from the defender's deployment zone. Any units which *deep strike* may be kept in reserve. Any Blood Angels Infiltrators may deploy anywhere outside of the defender's deployment zone.
- 3 The Blood Angels receive the first turn as they launch their assault.



MISSION OBJECTIVE

The Blood Angels must destroy or break as many of the enemy as possible. The defender must eliminate as many of the Blood Angels as he can whilst preserving his own troops.

The Blood Angels score double the normal number of victory points for enemy units destroyed (including units falling back at the end of the game or having already fallen back off the table). The defender scores additional victory points for each unit that is not destroyed, equal to the points value of the unit. For example, if the defender had an intact unit worth 150 points, they score an additional 150 victory points.

GAME LENGTH

The game lasts for a random number of turns (see the Scenario Special Rules section on pages 132-137 in the Warhammer 40,000 rulebook).

RESERVES

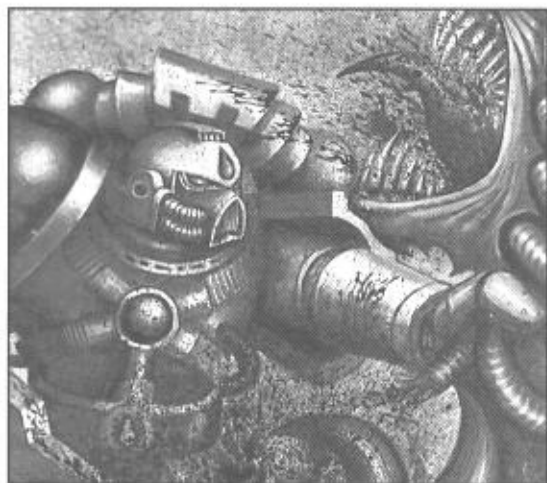
Blood Angels troops who can *deep strike* may be kept in reserve.

LINE OF RETREAT

Units forced to fall back will do so towards the short board edge of their deployment zone, using the normal Fall Back rules.



Like a furious storm, the Blood Angels descended upon the foul aliens. Sergeant Adeon looked about for a target, his sharp eyes taking in every detail of the battle. To his left, the favoured brothers of the Death Company leapt from a Rhino, surging into the middle of the enemy force. He watched with detachment as they carved a bloody path with their weapons: bolt pistols firing, chainswords biting into white flesh. Glancing to his right, he saw the magnificent Terminators of Squad Marius battling against a many-limbed war engine. As he watched, one of their number was cleaved in half by a shimmering blade but they pushed forward with greater determination. Soon their power fists were tearing apart the alien machinery, scattering fragments of armour plate and twisted engine about them.



Turning his attention back to his left, he saw the Death Company being swamped by a converging mass of spider-like creatures. Although the strange aliens were small in stature, each of their many limbs was tipped with a vicious poisoned barb. The jungles of Stryia V were infested with the creatures and it was now the task of the Blood Angels to eradicate them, to pave the way for the colonists to build their mines and temples and claim this world in the glorious name of the Emperor. Signalling his squad to charge, Adeon activated his jump pack and bounded forward. Around him, his fellow veterans were chanting the *Liturgus Sanguinius*, working themselves up into a fever of battle-lust. He could also feel the blood of their Primarch racing in his veins. His body trembled with suppressed energy as their jump packs brought them closer to the enemy. With a resounding battle cry the Blood Angels Veteran squad leapt upon their foes.

"For the Emperor and Sanguinius! Death! DEATH!"

The Stryites were thrown back by the sudden assault, and soon twenty of their number lay dead in the thick undergrowth, their black blood spattered across the leaves and trunks of nearby trees. Adeon was panting, not from exertion but from excitement. His plasma pistol spat a ball of energy, incinerating one of the creatures. Stepping over its corpse he brought his power fist round in a wide arc, smashing through three more of the small beasts. His helmet's auto-senses picked up the sound of shattering exo-skeleton as he stepped across more bodies, his heavy tread crushing them underfoot. Suddenly something slammed into Adeon, and he could feel a long tentacle wrapping around his left arm. Swivelling as much as he could, he saw he had been ensnared by some huge carnivorous plant; its dripping maw was opened wide and he was being dragged towards it. Digging his heels into the soft mud, he tried to straighten. Actuators in his armour whined in protest as they struggled against the sinewy strength of the grappling limb. With a final grunt, Adeon ripped himself free in a shower of blood-coloured sap. Blasting away at the plant with his plasma pistol, he felt his anger rising even more. He was a Blood Angel. He had not fought across the desolation of Baal Secundus, he had not undergone the pain of the Transformation, he had not trained for two decades and battled the Emperor's foes for three centuries just to be eaten by some damned plant fighting for a backwater world populated by barbaric aliens.

With a roar that caused even his battle-brothers to flinch, Adeon leapt in amongst the Stryite horde. The double-beat of his hearts pounded in the Sergeant's ears and he could feel thick sweat rolling down his face within the confines of his power armour. He felt strength surging through his muscles and dropped his plasma pistol, wanting to use his bare hands to crush the enemy before him. With a backhand blow he sent one of the creatures flying into a thick tree trunk, its carapace shattered. He grabbed another by its neck and dashed its head against an arching root, while he brought his power fist down onto yet another, squashing it like the giant insect it was. His attack was relentless, and soon he had fought through to stand beside the Death Company, where they battled against a seemingly endless flow of scurrying creatures. However, no sooner had Adeon arrived than the verminous filth turned tail and fled, disappearing along the twisting trails and vanishing up the massive trunks.

Pausing for the rest of his squad to reach him, Adeon began to calm down. He looked at his blood-red armour and saw that he was slick from head to foot in alien ichor: it was beginning to collect at his feet in a spreading dark pool. He watched grimly as the Death Company chased into the jungle depths. He could understand their hatred, their burning anger that seemed to set them afire from head to toe. He too could feel the Black Rage, suffusing his entire body and soul with the pain of *Sanguinius*. For a moment he had let it spill forth, but he had controlled it. The Black Rage had not claimed him. Not today.

THE CULT SANGUINIUS

Report compiled by Assimilator Migor Escuan Vex



Chaplain Lemartes

The Cult Sanguinius is the doctrines and beliefs of the Blood Angels Chapter and their Successors. Through its ceremonies and rituals, the Blood Angels give homage to the Emperor and their Primarch, Sanguinius, for the sacrifices they have made for Humanity. Although in most Space Marine Chapters, it falls to the Chaplains to teach the Chapter's orthodoxy to the battle-brothers, this is not so with the Blood Angels. Due to that ancient and terrible flaw, the Chaplains of the Blood Angels are almost wholly occupied tending to those who have succumbed to the Black Rage and the Red Thirst. This is not to say that they are not incredibly learned in the Cult Sanguinius and highly devotional figures, but it is their duty to use the wisdom of Sanguinius to seek out and care for those who have been gripped by the Flaw. Chief among the Chaplains at this time is Lemartes, who has earned the title of Guardian of the Lost for his dedication to the well-being and guidance of those in the Death Company.

The oldest legends tell of the noble Sanguinius, sire of the Blood Angels. They tell of his grace and beauty; his love for humanity; his pure soul and unswerving loyalty to the Emperor. Some claim that he had the power of prophecy, that his eye saw along the winding tracts of time into the future. It is even maintained that he foresaw the terrible things to come, and was aware of his own doom long before the Emperor's realm was shaken to its foundations by the treacherous Warmaster. If this is true, then Sanguinius' acts are even more selfless because of it.

Brave Sanguinius faced the Chaos Warmaster in his lair, when that foul beast was at the height of its powers. Even before he was imbued with the false energies of the Dark Gods, the traitorous Fiend was all but unstoppable. Yet, knowing this, noble Sanguinius still met it blade to blade, eye to eye. When the Treacherous Serpent whispered promises of glory and strength in his ear, Sanguinius did not listen. Even as the Great Traitor was poised on the brink of infernal victory, the Lord of the Blood Angels was not swayed, though he knew it would cost him his life. Like all true servants of the Emperor, the Noble Angel knew that his soul would be forever with the Emperor; a reward far greater than any in this mortal world.

And so it was that they fought - the Angel and the Beast. Titanic must have been that struggle, between those two gods amongst men. Long must they have rained blows upon one another, until it seemed that the life of the universe itself hung in the balance. And yet, for all his glorious might at arms, and his noble and pure mind, Sanguinius was bested. The despicable trickeries of Chaos were his undoing. But at that last moment, even as the blade of death waited to strike him, Sanguinius would not turn from the path of Light. Thus it was that the noble Sanguinius, Lord of the Blood Angels, passed from this world. He who was everything a man should be was taken from us by the Darkness. A thousand times a thousand years of lamenting will never atone for our loss.

Therefore remember proud Sanguinius, young acolytes, when you are faced with hardship. When the armour of your faith is buckled and torn, see in your mind that magnificent hero. Think upon his deeds and be humble, for his like will never walk the galaxy again."

Chaplain Lemartes' sermon to the Adeptus on the Cult of Sanguinius.

