

INDEX ASTARTES:

BLOOD ANGELS

This document contains supplementary rules for *Codex: Space Marines*, including datasheets, weapon profile and points values that enable you to use your Blood Angels miniatures alongside your other Space Marines. It also includes some rules that were previously published in *Psychic Awakening: Blood of Baal*.

Codex: Blood Angels will soon be replaced with *Codex Supplement: Blood Angels*, and will fully integrate with the latest edition of *Codex: Space Marines*. In the meantime, this document will allow you to wage war using your Blood Angels-specific units alongside those units presented in *Codex: Space Marines*, as well as use a selection of Blood Angels rules that were published in *Psychic Awakening: Blood of Baal*. The rules presented in the 8th edition (printed 2018) version of *Codex: Blood Angels* are no longer supported, and cannot be used. Similarly, if a Blood Angels rule from *Psychic Awakening: Blood of Baal* does not feature within this document, it cannot be used. When *Codex Supplement: Blood Angels* is released, all of the rules within that will then replace and supersede this entire document, at which point none of the rules here can be used.

Some of the rules found in this section have previously been published in *Psychic Awakening: Blood of Baal*. With the exceptions noted below, these rules have not been revised or altered since they were originally published, and with the exception of clarifying which of them apply to Blood Angels successor Chapters, no new rules have been added. If the wording of a previously published rule has changed, it will be due to one of the following circumstances:

- The original rule contained an error, or else an ambiguity that caused us to publish an FAQ. In either case, the rule has been reworded to incorporate any previously published errata and clarify any raised ambiguities.

- The original rule required updating as the result of rules presented in either the 9th edition of Warhammer 40,000 or the 9th edition of *Codex: Space Marines*, in order to function as intended with the rules and terminology presented in one of these books (Engagement Range, use of the **CORE** keyword, etc.). Such rules have been reworded, but are functionally the same.
- If the original rule had two separate effects, those rules have been reformatted so each effect is presented with its own bullet point. In all such instances, the effect of the rules remains unchanged; it is simply a style and formatting change to match how such rules are presented in other 9th edition publications.
- Stratagems have had labels applied to them (Battle Tactic, Strategic Ploy, Epic Deed, Requisition etc.) and if a rule is an aura ability, then that rule has been reworded or labelled in such a way as to make it clear it is an aura ability. None of these changes have rules implications and the effect of the rule remains unchanged – it is simply to match the style of rules that appear in other 9th edition publications.

This document also contains fully updated datasheets, weapon profiles and points values for all the Blood Angels-specific units and weapons. These take into account all of the commensurate changes and updates made in *Codex: Space Marines*. The points values and Power Ratings presented in this document supersede any that have been previously published.

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SONS OF SANGUINIUS

In this section you'll find additional army rules and Battle-forged rules for Blood Angels. These include Detachment abilities, Stratagems and Relics that help to reflect the tactics used by the sons of Sanguinius on the battlefield.

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:

DETACHMENT ABILITIES

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

RELICS OF BAAL

Blood Angels successor Chapters have access to the Special-issue Wargear Relics (pg 5); Relics of Baal cannot be given to a **CHARACTER** model from a successor Chapter unless you use the Honoured by Baal Stratagem (pg 3).

STRATAGEMS

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

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.'

DETACHMENT 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** keywords). 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 in 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, below.

SAVAGE ECHOES

The shock assaults of the Blood Angels are legendary, their warriors never halting for an instant, never allowing the enemy to recover. Though few outside the Chapter realise it, 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, if a unit with this ability makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in that unit until the end of the turn (note that this is cumulative with the bonus these models receive from the Shock Assault ability).

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.

REFUSAL TO DIE 1CP

Blood Angels – Battle Tactic Stratagem

Only the direst wounds penetrate the darkest madness.

Use this Stratagem in any phase, after a **DEATH COMPANY** unit from your army is chosen as the target of an attack. Until the end of that phase, when a model in that unit would lose a wound, roll one D6; on a 5+ that wound is not lost. You can only use this Stratagem once per turn.

HONOURED BY BAAL 1CP

Blood Angels – Requisition Stratagem

It is not unheard of for the relics of the Blood Angels to be bestowed for a time upon a worthy successor Chapter.

Use this Stratagem after nominating a model drawn from a **BLOOD ANGELS** successor Chapter to be your Warlord. You can give one Relic of Baal (see page 4 and *Codex: Blood Angels*) to a **CHARACTER** model from your army that is drawn from a Blood Angels successor Chapter instead of giving them a Special-issue Wargear Relic (pg 5). 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 per battle.

UNBRIDLED ARDOUR 3CP

Blood Angels – Strategic Ploy Stratagem

To their brothers' defence, Blood Angels will fly instantly.

Use this Stratagem in your enemy's Charge phase. Select one **BLOOD ANGELS** unit from your army. If there are any enemy units within 6" horizontally or 5" vertically of that unit, it can perform a Heroic Intervention as if it were a **CHARACTER**, and when doing so can move up to 6". All the other rules for Heroic Interventions still apply.

EXPLOSIVE JUDGEMENT 1CP

Blood Angels – Wargear Stratagem

When golden fire blazes from on high, none can hide.

Use this Stratagem in your Shooting phase. Select one **SANGUINARY GUARD** unit from your army. Until the end of the phase, when resolving an attack made with an angelus boltgun by a model in that unit, you can re-roll the wound roll and the target does not receive the benefit of cover to its saving throw.

RELICS OF BAAL

Within the Blood Angels' fortress-monastery, the Arx Angelicum, lie treasured relics of great artifice. Some of unknown provenance, others whose legends are told across the galaxy, they are bestowed as rare honours upon the Chapter's champions. Together, artefact and warrior win yet more bloody victories.

If your army is led by a Blood Angels Warlord, you can, when mustering your army, give one of the following Relics of Baal 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.

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 Decimatus 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:

WEAPON	RANGE	TYPE	S	AP	D
Decimator	24"	Assault 3	5	-2	2

Abilities: When resolving an attack made with this weapon, the bearer does not suffer the penalty for Advancing and firing Assault weapons.

WRATH OF BAAL

If 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.

- Add 2" to the bearer's Move characteristic.
- The bearer has the following ability: **'Wrath of Baal (Aura):** If a friendly **BLOOD ANGELS JUMP PACK CORE** unit is within 6" of this model at the start of the Movement phase, until the end of the phase, add 2" to the Move characteristic of models in that unit.

BIOMANTIC SARCOPHAGUS

This casket projects and refines the mind of the Librarian interred within a Dreadnought chassis. Psychically sensitive filaments are threaded throughout, while wafer stacks are installed beneath the Librarian's biological remains, each a shaving of the crystalline material found accreting in Geller field cores. Dangerously cascading energies are siphoned through the crystal wafers, while the Librarian's powers are channelled along every arcane angle of the Sarcophagus' psychic architecture.

LIBRARIAN DREADNOUGHT model only.

- Add 6" to the range of psychic powers this model manifests.
- Once per turn, when a Psychic test or Deny the Witch test is taken for this model, you can re-roll one of the dice.

FIGURE OF DEATH

Chaplain Umbrael 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. Umbrael's sculpted crozius arcanum, the Figure of Death, became so infused with the fear he embodied – so it is claimed – that to face a Chaplain wielding it today is to face terror itself.

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

WEAPON	RANGE	TYPE	S	AP	D
Figure of Death	Melee	Melee	+2	-2	2

Abilities: When resolving an attack made with this weapon, on a successful wound roll the target is terrified until the end of the turn in addition to any normal damage. Whilst a unit is terrified, subtract 2 from the Leadership characteristic of models in that unit.

GLEAMING PINIONS

Light glints from the Gleaming Pinions' curves, whether the wan light of stars or garish explosions. Appearing as merely beautifully sculpted wings adorning the bearer's jump pack, this unique artefact contains hundreds of micro-servos connected to individual ceramite 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 declare a charge during a turn in which it Fell Back.
- Add 1 to charge rolls made for the bearer.

SPECIAL-ISSUE WARGEAR

Many are the prized artefacts and legendary weapons kept within the vaults of the Blood Angels and their successor Chapters. Those who can trace their lineage to Sanguinius have always evinced an aesthetic appreciation of sculpted refinement and many of their relics radiate as much beauty as they do death.

If your army is led by a **BLOOD ANGELS WARLORD** or a **WARLORD** from a Blood Angels successor Chapter, you can, when mustering 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 sometimes incorporate the shrouds that have lain over the tombs of Chapter heroes. The wearer is filled with the strength of their forebear in their hour of need, thus enduring the most grievous of wounds.

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

ARTIFICER ARMOUR

The sons of Sanguinius possess some of the most wondrous suits of armour in the Imperium. These ornately sculpted assemblages of engraved plate provide superior protection and afford a fluid ease of movement. All who set eyes upon the wearer are left in no doubt of their nobility and grace.

A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.

QUAKE BOLTS

Each quake bolt is crafted individually by a Magos of the Adeptus Mechanicus, and contains a warhead that emits a pulsed shock wave. Anyone caught in the vicinity is thrown from their feet and becomes 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 is felled until the end of the turn and the attack sequence continues. When resolving an attack made with a melee weapon against a felled unit, add 1 to the hit roll.

MASTER-CRAFTED WEAPON

The finest artificers of the Chapter forge weapons of utter lethality for their angelic battle-brothers to wield in battle. To be granted the use of one is indeed a high honour.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be 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 Relic of Baal.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into bionic implants or power-armoured gauntlets. Short-ranged and powerful, they can be triggered in the midst of melee to blast the enemy point-blank with angelic retribution.

When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the Warhammer 40,000 Core Book). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

FLESHRENDER GRENADES

These red spheres contain small servo-automata ringed with multiple circular gyro-saws like miniature astrolabes. They follow limited logic paths to rend and tear anything nearby in fountains of blood before their power runs out.

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

WEAPON	RANGE	TYPE	S	AP	D
Fleshrender Grenades	6"	Grenade 3	5	-3	2

Abilities: When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.

ICON OF THE ANGEL

Entrusted to one whose faith in the Primogenitor is profound and articulate, each Icon of the Angel takes a unique form. Whether a token chained to a vambrace or a small shrine upon the bearer's backpack, all are a unique representation of Sanguinius. 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 has the following ability: '**Icon of the Angel (Aura):** While a friendly **BLOOD ANGELS CORE** unit (or unit with the same successor Chapter keyword as the bearer has) is within 3" of that model, each time a charge roll is made for that unit, you can re-roll any of the dice.'

FLESH TEARERS STRATAGEMS

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

AGGRESSIVE ONSLAUGHT

1CP

Flesh Tearers – Battle Tactic Stratagem

With a need to slay, Flesh Tearers constantly push forward towards new foes.

Use this Stratagem in your Fight phase. Select one **FLESH TEARERS INFANTRY** unit from your army. Until the end of the phase, when models in that unit make a pile-in move, they can move up to 6" instead of 3".

SAVAGE DESTRUCTION

2CP

Flesh Tearers – Strategic Ploy Stratagem

The Flesh Tearers' enemies are not merely killed, but rent apart in fountains of bloody gore.

Use this Stratagem at the start of the Fight phase. Select one enemy unit. Until the end of the turn, when a model in that unit is destroyed as a result of an attack made by a **FLESH TEARERS** model from your army, that destroyed model counts as two destroyed models for the purpose of any Morale test taken for that unit.

RELICS OF CRETACIA

If your army is led by a **FLESH TEARERS Warlord**, you can, when mustering your army, give one of the following Relics of the Angels to a **FLESH TEARERS 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.

SEVERER OF THREADS

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

Model with chainsword only. This Relic replaces a chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Severer of Threads	Melee	Melee	+1	-1	1

Abilities: When the bearer fights, it makes D3 additional attacks with this weapon. When resolving an attack made with this weapon against an **INFANTRY** unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

SORROW'S GENESIS

The Flesh Tearers' Sanguinary Priesthood view this elder narthecium as one of their deadliest weapons. From its scalpels and unguents rises a fallen Flesh Tearer, ready to inflict bloody retribution upon the enemy for his wounds.

SANGUINARY PRIEST, PRIMARIS APOTHECARY or **SANGUINARY NOVITIATE** model only. A model with this Relic loses the **Combat Restoratives** ability and has the following ability:

'Sorrow's Genesis: At the end of your Movement phase, this model can heal one friendly **FLESH TEARERS INFANTRY** or **FLESH TEARERS BIKER** unit within 3". If that unit contains any models that have lost any wounds, select one of those models to regain up to 3 lost wounds. Otherwise, if any models from that unit have been destroyed, roll one D6: on a 2+, you can return one destroyed model from that unit to the battlefield with 3 lost wounds regained, placing it within 3" of this model and in unit coherency. Each unit can only be healed once per turn, and can only be affected by the Sorrow's Genesis once per turn.

DATASHEETS

This section contains the datasheets that you will need to fight battles with your Blood Angels miniatures, as well as details of army-specific abilities. You can find out how to use datasheets in the Warhammer 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 22. 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*.

NAMED CHARACTERS AND WARLORD TRAITS

If Gabriel Seth gains a Warlord Trait, it must be Merciless Butcher; if any of the other named characters in this document gain a Warlord Trait, it must be Speed of the Primarch (see *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 ferocity, 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 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 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.



COMMANDER DANTE

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander Dante	12"	2+	2+	4	4	6	6	9	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
The Axe Mortalis	Melee	Melee	+3	-3	2	-

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**



GABRIEL SETH

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gabriel Seth	6"	2+	2+	4	4	6	5	9	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Blood Reaver	Melee	Melee	x2	-2	3	-

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	The Sanguinor	12"	2+	2+	4	4	5	5	9	2+

The Sanguinor is equipped with: encarmine broadsword; frag grenades; krak grenades. Your army can only include one **THE SANGUINOR** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Encarmine broadsword	Melee	Melee	+2	-4	2	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.

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 the 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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Brother Corbulo	6"	2+	2+	4	4	5	4	9	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heaven's Teeth	Melee	Melee	+1	-2	1	-

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.

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.

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**



SANGUINARY PRIEST

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sanguinary Priest	6"	2+	3+	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 <i>Codex: Space Marines</i>) 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

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chief Librarian Mephiston	7"	2+	2+	5	5	6	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	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Vitarus	Melee	Melee	x2	-3	D3	-

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 Librarian discipline (see *Codex: Space Marines*).

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



LIBRARIAN DREADNOUGHT

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Librarian Dreadnought	6"	3+	3+	6	7	8	4	9	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Furioso fist	Melee	Melee	x2	-3	3	-
Furioso force halberd	Melee	Melee	+2	-3	D3+3	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

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 Librarian discipline (see *Codex: Space Marines*).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

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



ASTORATH

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Astorath	12"	2+	2+	4	4	5	4	9	2+

Astorath is equipped with: bolt pistol; The Executioner's Axe; frag grenades; Krak grenades. Your army can only include one **ASTORATH** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
The Executioner's Axe	Melee	Melee	+2	-3	3	-

ABILITIES

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.

Redeemer of the Lost (Aura): While a friendly **BLOOD ANGELS DEATH COMPANY** unit is within 6" 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.

PRIEST

This model knows the *Litany of Hate*, *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**



LEMARTES

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lemartes	12"	2+	3+	4	4	4	4	9	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
The Blood Crozius	Melee	Melee	+2	-2	2	-

ABILITIES

Angels of Death, Death From Above [see *Codex: Space Marines*], **Black Rage** [pg 7]

Fury Unbound: While a friendly **BLOOD ANGELS DEATH COMPANY CORE** or **BLOOD ANGELS DEATH COMPANY CHARACTER** unit is within 6" of this model, you can 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, if 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 Hate* 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



CAPTAIN TYCHO

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain Tycho	6"	2+	2+	4	4	5	4	9	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blood Song						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.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Meltagun	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	-

ABILITIES

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 4+ invulnerable save.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS**
KEYWORDS: **INFANTRY, CHARACTER, CAPTAIN, TYCHO, CAPTAIN TYCHO**



TYCHO THE LOST

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tycho the Lost	6"	2+	2+	4	4	5	4	9	2+

Tycho the Lost is a equipped with: Blood Song; bolt pistol; Dead Man's Hand; frag grenades; krak grenades. Your army can only include one **TYCHO** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blood Song						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.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Meltagun	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	-

ABILITIES

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

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 4+ invulnerable save.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS**
KEYWORDS: **INFANTRY, CHARACTER, DEATH COMPANY, TYCHO, TYCHO THE LOST**



SANGUINARY GUARD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-10	Sanguinary Guard	12"	3+	3+	4	4	2	3	8	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Angelus boltgun	18"	Assault 2	4	-1	1	-
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
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	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Encarmine axe	Melee	Melee	+2	-2	2	-
Encarmine sword	Melee	Melee	+1	-3	2	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

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 encarmine sword replaced with one of the following: 1 encarmine 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 ANCIENT

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sanguinary Ancient	12"	3+	3+	4	4	4	3	9	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Angelus boltgun	18"	Assault 2	4	-1	1	-
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
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	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Encarmine axe	Melee	Melee	+2	-2	2	-
Encarmine sword	Melee	Melee	+1	-3	2	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR 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 Azkaellon: Each time this model makes an attack, if this model is within 6" of any friendly **BLOOD ANGELS WARLORD** 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 4+, 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: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: INFANTRY, CHARACTER, ANCIENT, JUMP PACK, FLY, SANGUINARY GUARD, SANGUINARY ANCIENT



DEATH COMPANY DREADNOUGHT

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Company Dreadnought	6"	3+	3+	6	7	8	5	7	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Melta gun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Blood talons	Melee	Melee	+4	-2	3	Each time an attack is made with this weapon, you can re-roll the wound roll.
Furioso fist	Melee	Melee	x2	-3	3	-

OTHER WARGEAR	ABILITIES
Magna-grapple	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.
Smoke launchers	The bearer has the SMOKESCREEN keyword.

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 flamer.
- This model's melta gun can be replaced with 1 heavy flamer.
- This model's smoke launchers can be replaced with 1 magna-grapple.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Black Rage** (pg 7)

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.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: VEHICLE, DREADNOUGHT, DEATH COMPANY, DEATH COMPANY DREADNOUGHT



DEATH COMPANY MARINES

7 POWER

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	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Hand flamer	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	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
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	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	x2	-3	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 <i>Codex: Space Marines</i>) 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 boltgun; 1 thunder hammer.
- Any number of models can each have their bolt pistol replaced with one of the following: 1 hand flamer; 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 7)

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

KEYWORDS: **INFANTRY, CORE, DEATH COMPANY, DEATH COMPANY MARINES**



DEATH COMPANY INTERCESSORS

6 POWER

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

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	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 3	4	0	1	-
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Hand flamer	12"	Pistol D6	3	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
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	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
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.

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 stalker 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 flamer; 1 plasma pistol.
- One model can:
 - If equipped with a heavy bolt pistol, have it replaced with one of the following: 1 hand flamer; 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 stalker bolt rifle with one of the following: 1 hand flamer; 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 stalker bolt rifle can be equipped with 1 Astartes grenade launcher.

ABILITIES

Angels of Death [see *Codex: Space Marines*], **Black Rage** [pg 7]

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

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



FURIOSO DREADNOUGHT

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Furioso Dreadnought	6"	3+	3+	6	7	8	4	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy frag cannon	18"	Heavy 2D3	7	-1	2	Blast
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Blood talons	Melee	Melee	+4	-2	3	Each time an attack is made with this weapon, you can re-roll the wound roll.
Furioso fist	Melee	Melee	x2	-3	3	-

OTHER WARGEAR	ABILITIES
Magna-grapple	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.
Smoke launchers	The bearer has the SMOKESCREEN keyword.

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

8 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Baal Predator [6-11+ wounds remaining]	12"	6+	3+	6	7	11	3	8	3+
	Baal Predator [3-5 wounds remaining]	6"	6+	4+	6	7	N/A	D3	8	3+
	Baal Predator [1-2 wounds remaining]	3"	6+	5+	6	7	N/A	1	8	3+

A Baal Predator is equipped with: twin assault cannon.

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

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

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.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Angelus boltgun	18"	Assault 2	4	-1	1	-
Baal flamestorm cannon	18"	Heavy D6	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target
Blood Song	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.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Meltagun	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.
Heavy frag cannon	18"	Heavy 2D3	7	-1	2	Blast

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
The Axe Mortalis	Melee	Melee	+3	-3	2	-
The Blood Crozius	Melee	Melee	+2	-2	2	-
Blood Reaver	Melee	Melee	x2	-2	3	-
Blood talons	Melee	Melee	+4	-2	3	Each time an attack is made with this weapon, you can re-roll the wound roll.
Dead Man's Hand	Melee	Melee	User	-3	1	-
Encarmine axe	Melee	Melee	+2	-2	2	-
Encarmine broadsword	Melee	Melee	+2	-4	2	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.
Encarmine sword	Melee	Melee	+1	-3	2	-
The Executioner's Axe	Melee	Melee	+2	-3	3	-
Furioso fist	Melee	Melee	x2	-3	3	-
Furioso force halberd	Melee	Melee	+2	-3	D3+3	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Heaven's Teeth	Melee	Melee	+1	-2	1	-
Vitarus	Melee	Melee	x2	-3	D3	-

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 models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x 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

Astorath (pg 12)

Unit size 1 model
Unit cost..... 150 pts

Brother Corbulo (pg 9)

Unit size 1 model
Unit cost..... 115 pts

Captain Tycho (pg 14)

Unit size 1 model
Unit cost..... 95 pts

Chief Librarian Mephiston (pg 10)

Unit size 1 model
Unit cost..... 155 pts

Commander Dante (pg 8)

Unit size 1 model
Unit cost..... 175 pts

Gabriel Seth (pg 8)

Unit size 1 model
Unit cost..... 160 pts

Lemartes (pg 13)

Unit size 1 model
Unit cost..... 120 pts

Librarian Dreadnought (pg 11)

Unit size 1 model
Unit cost..... 150 pts

- Heavy flamer..... +5 pts
- Meltagun +5 pts

Sanguinary Priest (pg 10)

Unit size 1 model
Unit cost..... 90 pts

- Jump Pack..... +30 pts

The Sanguinor (pg 9)

Unit size 1 model
Unit cost..... 150 pts

Tycho the Lost (pg 14)

Unit size 1 model
Unit cost..... 100 pts

ELITES

Death Company Marines (pg 18)

Unit size 5-10 models
Unit cost..... 22 pts/model

- Hand flamer..... +5 pts
- Inferno pistol..... +5 pts
- Jump pack..... +3 pts
- Plasma pistol +5 pts
- Power axe..... +5 pts
- Power fist..... +10 pts
- Power maul..... +5 pts
- Power sword..... +5 pts
- Thunder hammer +15 pts

Death Company Dreadnought (pg 17)

Unit size 1 model
Unit cost..... 125 pts

- Blood talons +5 pts
- Heavy flamer +5 pts
- Magna-grapple +5 pts
- Meltagun +5 pts

Death Company Intercessors (pg 19)

Unit size 5-10 models
Unit cost..... 24 pts/model

- Astartes grenade launcher +5 pts
- Hand flamer..... +5 pts
- Plasma pistol +5 pts
- Power fist..... +10 pts
- Power sword..... +5 pts
- Thunder hammer +20 pts

Furioso Dreadnought (pg 20)

Unit size 1 model
Unit cost..... 120 pts

- Blood talons +5 pts
- Heavy flamer +5 pts
- Magna-grapple +5 pts
- Meltagun +5 pts

Sanguinary Ancient (pg 16)

Unit size 1 model
Unit cost..... 125 pts

- Inferno pistol..... +5 pts
- Plasma pistol +5 pts

Sanguinary Guard (pg 15)

Unit size 4-10 models
Unit cost..... 30 pts/model

- Inferno pistol..... +5 pts
- Plasma pistol +5 pts
- Power fist..... +5 pts

HEAVY SUPPORT

Baal Predator (pg 21)

Unit size 1 model
Unit cost..... 120 pts

- Heavy bolter..... +15 pts
- Heavy flamer..... +15 pts
- Hunter-killer missile +5 pts
- Storm bolter..... +5 pts
- Twin assault cannon +10 pts