

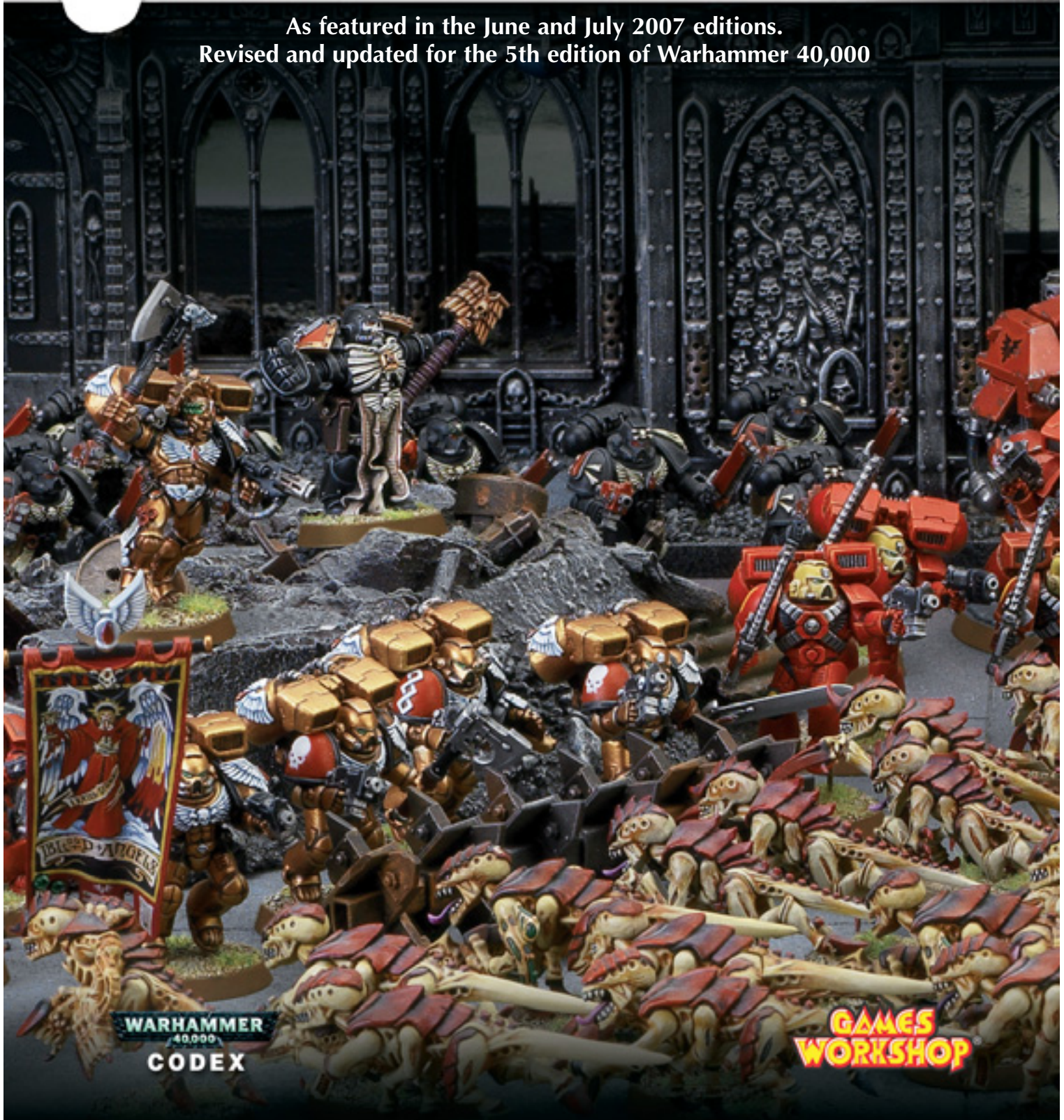
WHITE
DWARF

Presents

Blood Angels

OFFICIAL CODEx

As featured in the June and July 2007 editions.
Revised and updated for the 5th edition of Warhammer 40,000



WARHAMMER
40,000
CODEx

GAMES
WORKSHOP

SONS OF SANGUINIUS



Chapter Approved

This official Codex for the Blood Angels, written by Jervis Johnson, will be presented in two parts, and completely replaces the published Codex: Blood Angels. Now, you will need only these two issues of *White Dwarf* and the *Warhammer 40,000* rulebook to field a Blood Angels army.

As one of the most celebrated First Founding Chapters, the Blood Angels have fought the enemies of Mankind for 10 long millennia. Their Primarch is revered across the Imperium, and legends of the Chapter's deeds have reached every corner of the galaxy. However, tales abound too of their bloodthirsty exploits and the dark flaw that mars them. Few know the whole truth nor realize the inner pain and anguish that drive the Blood Angels into battle with a righteous fury that few others can match.

Each Chapter of Space Marines owes much to the characteristics and powers of its Primarch. Just as the Space Wolves reflect the ferocity and impetuosity of Lemar Russ, so do the Blood Angels share some of the blighted, tragic destiny of their Primarch, the noble Sanguinius.

Sanguinius distinguished himself during the siege of Terra, when he organized the final defense of the Emperor's palace and held the Ultimate Gate alone when all others had fled. When the Emperor teleported aboard Horus's battle-barge for his final confrontation with the rebel Warmaster, Sanguinius was there.

Battle raged through the Daemon-infested spacecraft, and Sanguinius became separated from the Emperor. While he was alone, he chanced upon Horus and immediately attacked the Warmaster. But Sanguinius was no match for Horus at the height of his Daemon-gifted power and was slain with contemptuous ease.

The psychic echo of this terrible death can still sometimes be heard by those of his gene-seed, causes a madness and fury to come upon them, and taints their souls with a dark vision of their own doom.

Blood Angels OFFICIAL CODEx

The Blood Angels are a proud Chapter that can trace its heritage back to the First Founding. In this issue, we present the first part of the official Codex, detailing the unique units, heroes, and abilities of these noble, doomed warriors.



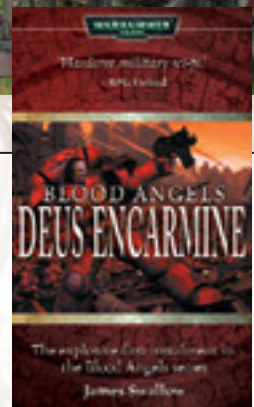
The Flaw

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

Scholars claim that the flaw lies in the process that is used to create each new generation of Blood Angels, for the Blood Angels use a process known as Insaugination to activate their gene-seed.

The process was originally triggered by injecting Aspirants with tiny samples of Sanguinius's own blood. This practice ended with the death of the Primarch, but some of his blood was preserved in the Red Grail. The living blood could not be kept for long and thus was injected into the veins of the Sanguinary Priests, who became living hosts to the power of Sanguinius. To this day, drinking the collected blood of the assembled Sanguinary Priests from the Red Grail is part of the ritual of creation for new members of this important order.

It is from these Priests that the blood is taken to begin the transformation of Aspirants into Space Marines. It is possible that, over countless generations since the time of the Heresy, these cells have mutated, slowly at first but more quickly in recent years, and that errors in replication have resulted in the flaw.



Black Library publishes several Blood Angels-related titles, such as *Deus Encarmine*, *Deus Sanguinius*, and the collected *Bloodquest* graphic novels. Check them out at:

www.theblacklibrary.com



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

Chaplain Argastes

The Black Rage

The Blood Angels are unique in that deeply engraved within their gene-seed is the memory of the final battle between Sanguinius and Horus. Sometimes an event or circumstance will trigger this race memory. This happens only rarely, often on the eve of battle, but it is likely to be a fatal experience for the battle-brother whose mind is wrenched into the distant past. What has become known as the Black Rage overcomes him. The memories and consciousness of Sanguinius intrude upon his mind, and dire events 10,000 years old flood into the present.

To others, a Space Marine overcome by the Black Rage appears half mad with fury. He is unable to distinguish past from present and does not recognize his comrades. As well as Sanguinius's memories, the Space Marine is touched with a small portion of his unearthly power, boosting his strength and vitality to superhuman levels.

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation.

Blood Angels afflicted by the Black Rage are formed into special units called the Death Company. Suffused with the dying memories of their Chapter's Primarch, these cursed warriors seek only death in battle against the enemies of the

Emperor. It is better this way, for those who survive almost always fall victim to the Red Thirst and turn into creatures no better than wild beasts craving flesh and blood. Better by far to die cleanly and quickly in battle than suffer such a fate.

The Red Thirst

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation, for it brings with it a humility and understanding of their own failings that make the Blood Angels the most truly noble of the Legiones Astartes. It is said that Sanguinius was cursed with the gift of prophesy and knew he was to die at Horus's hand but went anyway in the name of duty and honour. Many Blood Angels battle constantly against visions of death and feel the anguish of their Primarch in his death throes. Some of these brethren voluntarily join the Death Company before the Black Rage takes them, because they know what lies in store for them should they live much longer.

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

The Chapter Today

Physically, the Blood Angels are among the longest lived of all Space Marines. One of the peculiarities of the Flaw is that it vastly increases the lifespan of those who survive. Thus, it is not uncommon for Blood Angels to live for a thousand years. Indeed, the current Commander of the Chapter, Dante, was born nearly 1,100 years ago. These vastly extended lifespans allow the Blood Angels to perfect their techniques in art as well as in war. They have centuries in which to perfect the disciplines to which they turn their minds, accounting for the fact that the Blood Angels' armor and banners are among the most ornate ever produced by Space Marine artificers.

The outlook of Sanguinius has done much to shape his Chapter. There is a mystical vein to many of the Blood Angels' doctrines and also a strong belief that things can be changed for the better, for Sanguinius was a visionary who desired a new and better life for all Mankind. This belief can be seen in all things the Blood Angels do. They strive for perfection, and their martial disciplines are practiced unceasingly. However, as the Flaw has become more evident, this belief has turned into an altogether darker thing. They also see evidence of Mankind's capacity for folly and destruction, and the Chapter's doctrines are permeated with a sense of mortality and the fallen greatness of Man.

++ BAAL ++

The home world of the Blood Angels is the devastated planet Baal. Millennia ago, before the founding of the Imperium, Baal and its moons – Baal Prime and Baal Secundus – were all but destroyed in a terrible war. Ancient weapons both viral and nuclear were unleashed, turning the idyllic worlds into toxic wastelands. The survivors became scavengers, picking the bones of the once-great civilization that had flourished on the planet's moons, shifting from place to place, warring to preserve the spoils they gathered.

It was on the devastated moon of Baal Secundus that Sanguinius grew to maturity. In his youth, Sanguinius was able to unite the warring tribes and lead them into a new age. Ever since the Blood Angels were first founded, their warriors have been drawn from the tribesmen of Baal's moons.

++ End Description ++



BAAL [D-CLASS PLANET]

Orb. Dist. 3.4 AU
 1.276/Temp 12°C
 Adeptus Astartes Home World
 Tilt: Grade: Adeptus Ikon
 Restimare: D0
 Population: 122,000

FORCES OF THE BLOOD ANGELS

In this section, you will find details of the unique elements used by the Blood Angels – their weapons, units, and famous special characters. Each entry describes the unit and gives the rules to use it in your games.

Next issue, you'll get the complete army list, which will include all the units you can field.

Blood Angels Special Rules

The models in the Blood Angels army use a number of special rules, detailed here, that are common to more than one unit.

And They Shall Know No Fear

Space Marines automatically pass tests to regroup and can take such tests even if the squad has been reduced to less than 50% by casualties, though all other criteria apply. If Space Marines are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens, then the unit is subject to the *No Retreat!* rule in that round of close combat and may therefore lose additional casualties. Usually troops that regroup may not move normally and always count as moving whether they do or not, but these restrictions do not apply to models with this special rule.

Remember that units that include Servitors are still subject to this rule as long as the squad contains at least one Space Marine.

Combat Squads

A number of 10-man units in a Blood Angels army have the option of breaking down into two 5-man units, called Combat Squads. This option is clearly specified in the unit's entry. For example, a 10-man Veteran Assault Squad can either fight as a 10-man unit or break down into two 5-man Combat Squads.

The units that can be split into Combat squads are as follows.

- Veteran Assault Squads
- Scout Squads
- Tactical Squads
- Assault Squads
- Devastator Squads

The decision to split a unit into Combat Squads, as well as which models go into each Combat Squad, must be made when the unit is deployed. Both Combat Squads are deployed at the same time but may be deployed in separate locations.

Unique Equipment

You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the entry for its owner. When an item is not unique, it is detailed in the wargear section. A good example is the Perdition pistol, which is a potent weapon carried only by Commander Dante. As such, its rules are detailed in Dante's entry.

Over-Charged Engines



The Baal Predator and Blood Angels Rhinos are fitted with specially modified engines. These over-charged engines allow the vehicle to attempt to go faster but at the risk of stalling the engines. You may declare that an eligible vehicle is going to use its over-charged engines in any Movement Phase just before you move it.

Roll a D6. On the roll of 1, the engine stalls, and the vehicle may not move at all this turn. On the roll of 2-3, the boosters fail to kick in, and the vehicle moves normally. On the roll of 4-6, the boosters work, and the vehicle is treated as a fast vehicle for the entire turn.





Blood Angels Wargear and Upgrades

This section includes a summary of the rules for certain items of wargear or special abilities that can be used by members of the Blood Angels Chapter.

Artificer Armor: Provides 2+ armor save.

Assault Vehicle: Disembarking models may assault.

Blessing of the Omnissiah: The model may repair Immobilized or Weapon Destroyed results instead of moving. A Techmarine must be in contact with a vehicle. Roll a D6. A 6 is required to make the repair. Add +1 to the roll for each servitor equipped with a servo-arm in the Techmarine's unit. You may reroll the die if the Techmarine is equipped with a servo-harness.

Chainfist: A chainfist is treated exactly as a power fist, but rolls 2D6 for its Armor Penetration value.

Chainsword: Close combat weapon.

Combat Blade: Close combat weapon.

Combat Shield: The combat shield does not count toward the maximum number of weapons carried and confers a 5+ Invulnerable Save in close combat.

Combi-Weapons: A bolter combined with a plasma gun, flamer, or meltagun. Choose which of the weapons to use in the Shooting Phase. The bolter may be fired any number of times, but the other weapon may be fired only once per battle.

Company Standard: Friendly Blood Angels units within 12" of the Standard Bearer may reroll failed Morale and Pinning tests.

Crozius Arcanum: Power weapon.

Dozer Blade: A vehicle equipped with a dozer blade may reroll failed Difficult Terrain tests as long as it is not moving more than 6".

Exsanguinator: Once per player turn, a friendly model within 6" of a model with an Exsanguinator may ignore a failed save as long as the bearer is not Falling Back, in close combat, or Pinned. It may not be used against Instant Death or a close combat attack that ignores armor saves.

Extra Armor: Count Crew Stunned as Crew Shaken.

Frag Assault Launchers: Models using a transport vehicle with this upgrade count as having frag grenades in the turn they disembark.

Inertial Guidance System: Fitted to Drop Pods. The Drop Pod and the unit it carries may always be placed in Reserve and enter play per the *Deep Strike* rules. May reduce the scatter distance by the minimum required to avoid landing in impassable terrain or on top of another model.

Iron Halo: Provides 4+ invulnerable save.

Master-Crafted Weapon: May reroll one failed roll to hit per player turn when using the weapon.

Power Armor: Provides 3+ armor save.

Power of the Machine Spirit: May still move straight ahead if Stunned. Vehicles moving 6" or less may shoot one extra weapon at a Ballistic Skill of 2, even if Stunned or Shaken.

Psychic Hood: Declare use after opponent uses a psychic power. Both players roll a D6 and add their model's Leadership to the score. If the Librarian scores higher, then the power may not be used.

Repair: Roll D6 in Shooting Phase if immobilized instead of shooting; on a 6, no longer immobilized.

Rites of Battle: All other Blood Angel models in the same army may use this model's Leadership for Morale, Pinning, and Leadership tests, but not Psychic tests.

Rosarius: Provides 4+ invulnerable save.

Searchlight: If this unit spots and fires on a target in a night fight, then any other unit can ignore the night fight rules when shooting at the same target unit.

Servo-Arm: May make 1 additional close combat Attack with an Initiative of 1 and Strength of 8, with no armor save allowed.

Servo-Harness: Counts as a twin-linked plasma pistol (that cannot be used in close combat) a flamer, and in close combat, two servo-arms. Wearer may shoot both weapons if desired, or one weapon and a personal weapon. Wearer may reroll repair rolls.

Scout Armor: Provides 4+ armor save.

Smoke Launchers: See Warhammer 40,000 rulebook.

Storm Shield: Provides a 4+ invulnerable save in close combat. A model equipped with a storm shield may never claim the +1 Attack bonus for being armed with two close combat weapons. Requires one hand to use.

Terminator Armor: Provides 2+ armor save and 5+ invulnerable save. May move and fire heavy weapons, and assault after shooting rapid fire or heavy weapons. May not sweeping advance. May always be kept in Reserve and deployed with the *Deep Strike* rules.

Venerable Dreadnought: May force opponent to reroll the result of glancing or penetrating hits.



COMMANDER DANTE

Commander Dante is one of the most experienced and able Space Marine Chapter Masters and has ruled over the Blood Angels for over a thousand years.

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

SPECIAL RULES

Fearless, Independent Character, Rites of Battle.

Inspiring. Dante is renowned for personally leading formations of Blood Angels Assault Marines in unstoppable assaults. His presence inspires these troops to acts of valor that are extraordinary even for Space Marines. As such, if Dante is included in a Blood Angels army, then any friendly unit of Blood Angels within 12" of him counts its opponents as a preferred enemy.

WARGEAR

Artificer Armor, Iron Halo, Jump Pack, Frag and Krak Grenades.

Axe Mortalis: Dante is armed with the Axe Mortalis. This ancient weapon was crafted by revered Chapter Armorer Metriculus in the days following the Horus Heresy. It counts as a master-crafted power weapon.

Death Mask Of Sanguinius: Dante's Artificer Armor incorporates an incredibly lifelike golden mask, which is said to have been modeled on the features of

Sanguinius. In battle, it almost appears to come to life, and a halo of golden energy plays about Dante's head and strikes terror into the hearts of his enemies. For as long as an enemy model is within 6" of Dante, its WS and BS are each reduced by 1.

Perdition Pistol: The Perdition Pistol is a beautifully crafted and incredibly ancient weapon that dates back to the Dark Age of Technology. It uses similar principles to the meltagun to melt whatever it is fired at. It may be fired as if it were a meltagun. The Perdition pistol counts as a normal pistol in close combat.

Blood Angels Chapter Banner: If Lord Dante is included in the army, then any one Standard Bearer may carry the Blood Angels Chapter Banner in place of his normal standard, inspiring fierce devotion in any battle-brothers who look upon it. Blood Angels units within 12" of the Chapter Banner may reroll failed Morale and Pinning tests. In addition, all models in the Standard Bearer's unit add +1 to their Attacks.



For eleven hundred years, I have fought, and I have seen the darkness in our galaxy. I have seen the vileness of the alien and the heresy of the mutant. I have witnessed the sin of possession. I have seen all the evil that the galaxy harbors, 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...

Commander Dante's address at the start of the Alchonis campaign

BROTHER-CAPTAIN TYCHO

During the Battle for Armageddon, Tycho was the victim of a psychic attack by an Ork Weirdboy, which left him hideously disfigured. His hatred of the Orks knows no bounds.

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

SPECIAL RULES

Independent Character, Rites of Battle, And They Shall Know No Fear, Preferred Enemy: Orks.

WARGEAR

Combi-Weapon (Bolter/Meltagun), Artificer Armor, Bolt Pistol, Iron Halo, Frag and Krak Grenades.



Since his grievous wounding at the battle for Armageddon, Tycho has become increasingly violent of temperament and attitude. It is my strongest recommendation to assign Brother-Captain Tycho to active battle duty permanently.

Chaplain Vermento

THOUGHT FOR THE DAY

SUCCESS IS MEASURED IN BLOOD – YOURS OR YOUR ENEMY'S.



CHIEF LIBRARIAN MEPHISTON

Brother Calistarius is the only warrior ever to overcome the Red Thirst. After an agonizing ordeal, he was reborn as Mephiston, Lord of Death.



...but he did not succumb to the Red Thirst. A vision of beloved Sanguinius came to him and told him that he must resist, not just for himself but for us all, for then he would show us that the Red Thirst could be conquered.

From the Book of Mephiston, verse 23

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

SPECIAL RULES

Fearless, Independent Character, Feel No Pain.

Lord of Death. When Mephiston overcame the Red Thirst, he released his full psychic potential. As such, Mephiston has all three Blood Angels Psychic Powers (see below) and can use each one of them and his Force Weapon once each player turn, rather than being limited as are other Librarians. He may not use the same power more than once per turn.

WARGEAR

Artificer Armor, Force Weapon, Plasma Pistol, Psychic Hood, Frag and Krak Grenades.



Blood Angel Psychic Powers

Blood Angel Librarians can have one or more of the following psychic powers. A Librarian may use only one psychic power per turn and must pass a Psychic test in the appropriate phase to do so. Remember that Mephiston may use any number of psychic powers each turn, as described above.

Might of Heroes

The deadly powers of the Immaterium flow into the Librarian, heightening his speed and strength to unimaginable levels to smite the foes of the Emperor.

The power is used at the start of either player's Assault phase, and if successful, the Librarian (or any one other model in the same unit as the Librarian) gains +D3 attacks in that Assault phase.

Transfixing Gaze

The Librarian's eyes become blazing pits of despair, able to pierce the souls of those who meet his gaze.

This power is used at the start of either player's Assault phase. If successful, then any enemy model in base contact with the Librarian fight with one less attack for the duration of that Assault phase.

Wings of Sanguinius

Two mighty wings of psychic energy spring from the Librarian's back, allowing him to fly effortlessly over the battlefield.

This power is used in the Movement phase and lasts for the rest of the turn. It allows the Librarian to move as if he had a Jump Pack. A Librarian wearing Terminator armor can use the Wings of Sanguinius. A Librarian riding a bike that uses the Wings of Sanguinius moves as if he was riding a jet bike.



Like their battle-brothers, Blood Angels Librarians excel at close-quarter fighting. Their prodigious combat skills are augmented by their psychic abilities.

CORBULO, SANGUINARY HIGH PRIEST

In the Blood Angels Chapter, the position of the Space Marine Apothecary carries the honorific title of Sanguinary Priest, guardians of the Red Grail.

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

SPECIAL RULES

Independent Character, And They Shall Know No Fear.

WARGEAR

Power Armor, Bolt Pistol, Chainsword, Exsanguinator, the Red Grail, Frag and Krak Grenades.

The Red Grail: The Red Grail is used to hold the blood of Sanguinary Priests during the induction rituals that are performed when a Blood Angel joins the Chapter. Its presence on the battlefield has a powerful effect on the Blood Angels, as it enhances the physical and psychological aspects that are most closely linked to their Primarch. Any Blood Angel unit within 12" of

Corbulo at the start of one of its own Assault Phases receives the *Furious Charge* ability for the rest of the turn. In addition, the Grail generates a powerful force field that provides the model holding the Grail with a 4+ invulnerable save.



Most highly praised and mightiest among the Sanguinary Priests is Brother Corbulo. It is he who shares the Great Primarch's far-seeing eye and deep wisdom, and leads us in the ancient quest to halt the Flaw.

*Lords of Baal, Chapter VI
"The Grail Bearers"*

CHAPLAIN LEMARTES

Chaplain Lemartes is the most senior Chaplain in the Blood Angels Chapter and is held in such reverence that he is granted the honour of wearing a Death Mask.

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

SPECIAL RULES

Independent Character

Honour of the Chapter. Like all Chaplains, Lemartes embodies the honour of the Chapter. He and any Blood Angels squad he has joined are Fearless.

Litanies of Hate. On a player turn in which he charges, Lemartes and all members of any Blood Angels squad he has joined may reroll failed rolls to hit.

WARGEAR

Power Armor, Bolt Pistol, Jump Pack, Crozius Arcanum, Rosarius, Frag and Krak Grenades, Death Mask.

Death Mask: Any enemy unit within 6" of a model wearing the Death Mask suffers a -1 modifier to its Leadership.



Remember proud Sanguinius, young Acolytes, when you are faced with hardship. When the armor 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.

*Excerpt of Chaplain Lemartes's
Sermon to the Adeptus
on the Cult of Sanguinius*



THE DEATH COMPANY

Sometimes, upon the eve of battle, Blood Angels succumb to the Black Rage. When this happens, they become frenzied and fearless to the point of madness.



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

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

SPECIAL RULES

Fearless, Feel No Pain, Furious Charge.

Black Rage. Death Company warriors are so blood-crazed that they will do almost anything to get to grips with the enemy and often tear them limb from limb when the Death Company charges home. All close combat attacks made by members of the Death Company count as being Rending.

In addition, unless there is a Blood Angels Chaplain (or Brother Corbulo) within 6" of the unit at the start of the Movement Phase, then the Death Company must move as far as it can toward the closest enemy unit.

WARGEAR

Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak Grenades.

Blood Angels Chaplains are 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 fearsome Death Company.



To learn more about the Blood Angels, visit their section on the Games Workshop web site. For a link, go to:

www.games-workshop.com/whitedwarf/wd329

BLOOD ANGELS HONOUR GUARD

The Command Squads of the Blood Angels are trained in the use of jump packs and are deadly close combat experts. They are the most fearsome of the Chapter's veterans.

Honour Guard	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	3+

SPECIAL RULES

And They Shall Know No Fear.

WARGEAR

Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak Grenades.



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

*Last Line of the Invocation
Initiate of the Flesh Tearers*

VETERAN ASSAULT SQUAD

Veteran Assault Squads either ride into battle in specially adapted over-charged Rhinos or are equipped with jump packs to close with the enemy as quickly as possible.

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

SPECIAL RULES

And They Shall Know No Fear,
Combat Squads.

WARGEAR

Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak Grenades.



Drink deep of victory and remember the fallen.

*Inscription over the Entrance
to the Sepulcher of Heroes*





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

BAAL PREDATOR

The Baal Predator is armed with numerous weapons noted for their high rate of fire. It is designed to mow down enemy infantry and light vehicles with horrifying efficiency.

Baal Predator	Type Tank	BS 4	F 13	Armour	
				S 11	R 10

SPECIAL RULES

Over-Charged Engine: The Baal Predator is fitted with an over-charged engine (see p. 4).

WARGEAR

Turret-mounted twin-linked assault cannons, smoke launchers and a searchlight. Most are also fitted with a pair of sponson-mounted heavy bolters or heavy flammers.



Adeptus Mechanicus Markings



Heavy Flamer Sponson



Blood Angels Rhinos

The Rhinos used by the Blood Angels are fitted with specially modified over-charged engines (see p. 4). A vehicle with an over-charged engine can attempt to go faster, although there is a risk of stalling the engines.



A Blood Angels Rhino of the 2nd Company

FURIOSO DREADNOUGHT

Even when mortally wounded and incarcerated in the adamantium sarcophagus of a Dreadnought, a Blood Angel still lusts for battle and the chance to prove his honour.

	WS	BS	S	I	A	F	Armour	
							S	R
Furioso Dreadnought	4	4	6(10)	4	2(3)	12	12	10

SPECIAL RULES

Death Company Dreadnought. Sometimes, a badly wounded Blood Angels Space Marine will be overcome by the Black Rage. When this happens, their bodies are transferred into specially adapted Furioso Dreadnoughts, so they can fight alongside their battle brothers in the Death Company.

Unless there is a Chaplain or Sanguinary High Priest within 6" of the Dreadnought at the start of the Movement Phase, then it must move as far as it can

toward the closest enemy unit in the Movement Phase. In addition, a Death Company Dreadnought receives an extra D3 Attacks in close combat.

WARGEAR

Two Dreadnought close combat weapons, one fitted with a heavy flamer or storm bolter, and the other fitted with a meltagun. In addition, the Furioso is fitted with smoke launchers and a searchlight.



Meltagun



Storm Bolter



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 interred in the sarcophagus of the Furioso Dreadnought built by Brother Morleo, as were Belaphon, Dario, and Amaretto before him. Upon regaining 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 and hungered for battle and death. The Red Thirst grips him, and the revered Brothers of the Armorium have modified his armoured suit so that he may partake of the vital liquid and be restrained when not in battle.

NEXT MONTH

In the next issue of *White Dwarf*, we conclude our official Blood Angels Codex with the complete army list and design notes. You'll also find the rules for those units that are common to all Space Marine armies, such as Tactical, Devastator, and Assault Squads, and various Space Marine vehicles.



SONS OF SANGUINIUS

Part Two

In the concluding part of our Blood Angels Codex, we present the complete army list for this ferocious and proud First Founding Chapter and their Successors. Everything you need to plan and choose your army is contained herein.



WARHAMMER
40,000

Blood Angels
OFFICIAL CODEx

BLOOD ANGELS ARMY LIST

The following pages contain an army list that will allow you to field a Blood Angels Space Marine army or one of their Successor Chapters and fight battles with it in your games of Warhammer 40,000.

The army list allows you to pick an army based on the troops that could be fielded by a Blood Angels Battle Company with attached support drawn from other Companies in the Chapter. The Blood Angels excel at close quarter fighting. As such, we have placed a special emphasis on the assault troops included in the army.

Before you choose an army, you will need to agree with your opponent upon a mission and the total number of points each of you will spend. Then you can pick your army as described below.

Using a Force Organization Chart

The army lists are used in conjunction with the Force Organization Chart from a mission. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection. We've included the chart used with Standard Missions for your reference, below.

Missions and Points

These army lists are designed primarily for use with the Combat Patrol and Standard Missions from the Warhammer 40,000 rulebook. The lists may also be used with any other missions that use the Force Organization Charts, but please note that play balance may be affected if they are used for anything other than a Combat Patrol or Standard Mission.

The Mission you decide to play will determine what (if any) restrictions apply to picking your army. See the Combat Patrol or Standard Missions sections of the Warhammer 40,000 rulebook for details of the restrictions that apply.

Using the Army List

Once you have picked the mission you will play and the size of the forces being used, you are ready to pick your army. Look in the relevant section of the army list and decide what unit you want to have in your army and what upgrades you want (if any). Any upgrades you take must be shown on the model. Thereafter, subtract the points value of the unit from your total points and make another choice. Continue doing so until you have spent all of your points. Then you are ready to do battle!

Army List Entries

Each entry in the army list represents a different unit that you can use in a battle. Each unit entry in the army list is split into seven sections.

Unit Profile. Each unit entry includes the name of the unit, the profile of any models the unit can include, and the points cost of the unit without any upgrades.

Unit Composition. Where applicable, this entry lists the number and type of models that make up the basic unit.

Unit Type. This entry refers to the Warhammer 40,000 Unit Type rules chapter. For example, a unit might be Infantry, Vehicle, or Jump Infantry, and be subject to a number of special rules.

Wargear. This entry details the equipment the models in the unit carry. The cost for all of these models and their equipment is included in the points cost for the unit.

Special Rules. Any special rules that apply to the unit are listed here. Descriptions can be found in the previous issue, or the Universal Special Rules section of the Warhammer 40,000 rulebook.

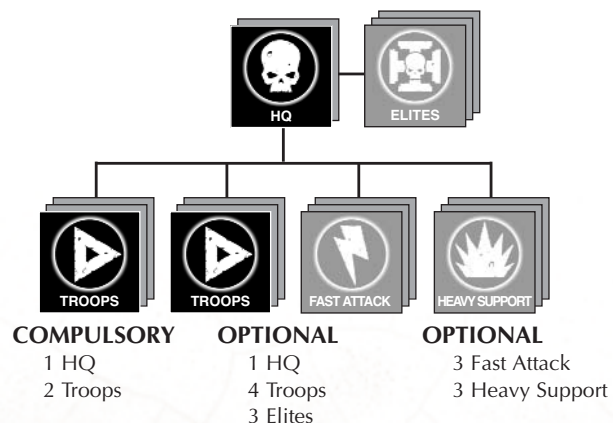
Options. This section lists all of the upgrades you may add to the unit if you wish to do so. If a model is equipped with something listed in the Unit Upgrades section then you must pay the points for it. Conversely, you may not take an upgrade unless a model in the unit actually has it.

Transport. This last entry refers to any transport vehicles the unit may take. These have their own entry in the army list.

Design Note

You will notice that several squads in the Blood Angels army cost more points than their counterparts in other Space Marine Codexes. This extra cost covers the points required for the Death Company models the squad allows you to take. For example, choosing a Tactical Squad allows you to take one Death Company model and thus the cost of the Death Company model is included in the cost of the Tactical Squad.

STANDARD MISSIONS



HQ



DANTE, LORD OF THE BLOOD ANGELS

200 POINTS

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

Unit Type

- Jump Infantry

Individual

- An army can only include one Commander Dante.

Wargear

- Frag grenades
- Krak grenades
- Perdition pistol
- The Axe Mortalis
- Death Mask of Sanguinius
- Jump pack
- Artificer armour
- Iron halo

Options

- If Dante is in the army, the Standard Bearer in one Honour Guard may replace his Company Standard with the Blood Angels Chapter Banner for +15 points.

Special Rules

- Fearless
- Independent Character
- Rites of Battle
- Inspiring



MEPHISTON, LORD OF DEATH

225 POINTS

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

Unit Type

- Infantry

Individual

- An army can only include one Mephiston.

Wargear

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

Options

- None

Special Rules

- Fearless
- Independent Character
- Lord of Death
- Feel No Pain

Psychic Powers

- Wings of Sanguinius
- Might of Heroes
- Transfixing Gaze



LEMARTES, GUARDIAN OF THE LOST

125 POINTS

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

Unit Type

- Jump Infantry

Individual

- An army can only include one Chaplain Lemartes.

Wargear

- Frag grenades
- Krak grenades
- Bolt pistol
- Crozius Arcanum
- Rosarius
- Death Mask
- Power armour
- Jump pack

Options

- None

Special Rules

- Independent Character
- Honour of the Chapter
- Litanies of Hate



BROTHER CORBULO

100 POINTS

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

Unit Type

- Infantry

Individual

- An army can only include one Brother Corbulo.

Wargear

- Frag grenades
- Krak grenades
- Bolt pistol
- Chainsword
- Exsanguinator
- The Red Grail
- Power armour

Options

- None

Special Rules

- And They Shall Know No Fear
- Independent Character

HQ

TYCHO, CAPTAIN OF THE 3RD COMPANY 110 POINTS

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

Unit Type

- Infantry

Individual

- An army can only include one Captain Tycho.

Wargear

- Frag grenades
- Krak grenades
- Bolt pistol
- Iron halo
- Combi-weapon (bolter/meltagun)
- Artificer armour

Options

- None

Special Rules

- And They Shall Know No Fear
- Preferred Enemy: Orks
- Independent Character
- Rites of Battle



CHAPLAIN 100 POINTS

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

Unit Type

- Infantry

Special Rules

- Honour of the Chapter
- Independent Character
- Litanies of Hate

Wargear

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

Options

- Replace bolt pistol with a plasma pistol for +15 points.
- Take a storm bolter for +5 points, a combi-flamer, combi-plasma gun or combi-meltagun for +10 points, or power fist for +25 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points or Space Marine bike for +30 points.
- Replace all other wargear with Terminator armour, storm bolter, Rosarius, and Crozius Arcanum for +25 points.



LIBRARIAN 120 POINTS

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

Unit Type

- Infantry

Special Rules

- And They Shall Know No Fear
- Independent Character

Wargear

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

Options

- Replace bolt pistol with a plasma pistol for +15 points.
- Take a storm bolter for +5 points, or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a Space Marine bike for +30 points.
- Replace all other wargear with Terminator armour, storm bolter, force weapon, and psychic hood for +25 points.

Psychic Powers

- Wings of Sanguinius
- Might of Heroes



Blood Angels Organization

In all Space Marine Chapters, most non-combatant roles are performed by Servitors and human serfs, as Space Marines are too rare and too important a commodity to be used for such mundane tasks. However, there are Space Marines whose primary role is not necessarily a battlefield one, such as the Librarians and Techmarines. In addition, the Blood Angels headquarters staff

includes a number of ranks not found in other Space Marine Chapters, which reflect the unique nature and character of the Blood Angels army. These individuals include the Sanguinary Priests who perform the rituals when new recruits are drawn into the Chapter and the Curators or Guardians who protect the Chapter's holy relics such as the Shroud of Sanguinius.



HQ



COMPANY CAPTAIN

100 POINTS



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

Unit Type

- Infantry

Wargear

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

Options

- Replace bolt pistol with a plasma pistol for +15 points.
- Replace chainsword with a power weapon for +15 points, a power fist or single lightning claw for +25 points, a pair of lightning claws for +30 points, or a thunder hammer for +30 points.
- Take a storm bolter for +5 points, or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points.
- Replace all other wargear with Terminator armour, plus one of the following weapon options, for +25 points: storm bolter (or any combi-weapon) & power sword (or power fist), a pair of lightning claws, or a thunder hammer & storm shield.

Special Rules

- And They Shall Know No Fear
- Independent Character
- Rites of Battle

HONOUR GUARD

125 POINTS



A Blood Angels army may include one Honour Guard for each Independent Character that it includes. The Honour Guard does not use up any Force Organization Chart selections but is otherwise treated as a separate HQ unit.

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

Unit Composition

- 5 Veteran Space Marines

Unit Type

- Infantry

Wargear

- Frag grenades
- Krak grenades
- Bolt pistol
- Bolter or chainsword
- Power armour

Special Rules

- And They Shall Know No Fear

Transport

- An Honour Guard squad without jump packs may select a Drop Pod, Blood Angels Rhino, or Razorback as a dedicated transport vehicle (see p. 25 for points cost).

Options

- Entire squad may be given jump packs for +25 points.
- Up to two Veterans may replace their bolt pistol with a plasma pistol for +15 points each.
- Up to two Veterans may replace their bolter or chainsword with a power weapon for +15 points each, or with a power fist for +25 points each.
- Up to two Veterans may replace their bolter or chainsword with a flamer for +5 points each, meltagun for +10 points each, or plasma gun for +15 points each.
- One Veteran may be upgraded to a Sanguinary Priest with an Exsanguinator for +20 points.
- One Veteran may be upgraded to a Tech-Adept, replacing his power armour with artificer armour and his chainsword or bolter with a power weapon, for +30 points. Tech-Adepts have the *Blessing of the Omnissiah* special rule.
- One Veteran may be upgraded to a Standard Bearer carrying a Company Standard for +10 points.
- One Veteran may be upgraded to a Company Champion, replacing his chainsword or bolter with a power weapon and combat shield for +25 points.
- Any Veteran may have meltabombs for +5 points per model.



ELITES

DEATH COMPANY

0 POINTS

A Blood Angels army may include up to one Death Company unit. The Death Company does not use up any Force Organization Chart selections but is otherwise treated as a separate Elites unit. Note that the number of models in the unit is determined by the number of squads in the army, as described in the Unit Composition entry below. It does not matter how many models are in these squads; each allows you to take one Death Company Marine. You don't have to take all (indeed any) of the Death Company you are entitled to if you don't want to. Ten-man squads that split into Combat Squads entitle you to one Death Company model, not two.

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

Unit Composition

- 1 Death Company model for each of the following units included in the army:
 - Honour Guard
 - Terminator Squad
 - Veteran Assault Squad
 - Assault Squad
 - Tactical Squad
 - Devastator Squad

Unit Type

- Infantry

Wargear

- Frag grenades
- Krak grenades
- Bolt pistol
- Bolter or chainsword
- Power armour

Options

- You may take additional Death Company models if you wish, as long as the total number of models in the unit doesn't exceed 10. Each additional model that you take costs +30 points.
- The entire squad may be given jump packs for +5 points per model.

Transport

A Death Company with 10 or fewer models that does not have jump packs may select a Blood Angels Rhino or a Drop Pod as a dedicated transport vehicle (see p. 25 for points cost).

Special Rules

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



Design Note

Players who have Death Company models equipped with power fists or power weapons should count them as normal close combat weapons instead. The fact that all Death Company now have Rending attacks more than makes up for this loss!

TERMINATOR SQUAD

200 POINTS

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

Unit Composition

- 1 Terminator Sergeant
- 4 Terminators

Wargear

- Storm bolter
- Power fist (Sergeant has power sword)
- Terminator Armour

Unit Type

- Infantry

Transport

- Terminators may select a Drop Pod as a dedicated transport vehicle (see p. 88 for points cost).

Options

- Any Terminator model may replace its power fist with a chainfist for +5 points per model.

In addition, you can choose to have **either**:

- All models replace their usual weapons with either a pair of lightning claws or a thunder hammer and storm shield, for no additional points cost;
- One Terminator take a cyclone missile launcher for +20 points or replace his storm bolter with a heavy flamer (+5 points) or an assault cannon (+30 points).

Special Rules

- And They Shall Know No Fear
- Deep Strike



The First Company

Of the 10 Companies making up the Chapter, the 1st Company is invariably the most powerful, consisting entirely of veteran troops. This company is the only one to use the treasured Tactical Dreadnought suits, fighting as Terminators on the field of battle. When not

equipped as Terminators, Blood Angels Veterans fight as Assault Squads, rather than Tactical Squads as is the case in other Chapters. However they are deployed, Blood Angels Veterans excel at close-quarter fighting and form units of hard-hitting shock troops.

ELITES

FURIOSO DREADNOUGHT

100 POINTS

	WS	BS	S	I	A	F	S	R
Furioso	4	4	6	4	2(3)	12	12	10

Unit Type

- Walker

Wargear

- Two Dreadnought close combat weapons, one with built-in storm bolter and one with built-in meltagun
- Smoke launchers
- Searchlight

Options

- Upgrade to a Venerable Furioso Dreadnought for +20 points.
- Upgrade to a Death Company Dreadnought for +25 points.
- Replace storm bolter with heavy flamer for +5 points.
- Take extra armour for +15 points.

Transport

- A Furioso Dreadnought may select a Drop Pod as a dedicated transport (see p. 25 for points costs).

DREADNOUGHT

125 POINTS

	WS	BS	S	I	A	F	S	R
Dreadnought	4	4	6	4	2	12	12	10

Unit Type

- Walker

Wargear

- Assault cannon
- Dreadnought close combat weapon (with built-in storm bolter)
- Smoke launchers
- Searchlight

Options

- Upgrade to a Venerable Dreadnought for +20 points.
- Replace Dreadnought close combat weapon with missile launcher for +10 points.
- Replace storm bolter with heavy flamer for +5 points.
- Replace assault cannon with a multi-melta, plasma cannon, or twin-linked autocannon at no additional cost, or with a twin-linked lascannon for +20 points.
- Take extra armour for +15 points.

Transport

- A Dreadnought may select a Drop Pod as a dedicated transport (see p. 25 for points costs).

TECHMARINES

75 POINTS

A Blood Angels army may include one Techmarine for each vehicle chosen from the Elites or Heavy Support sections of the army list (not counting dedicated transports). The Techmarine does not use up any Force Organization Chart selections but is otherwise treated as a separate Elites unit.

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	2	4	2	9	2+
Servitor	4	4	3	3	1	3	1	9	4+

Unit Type

- Infantry

Wargear

- Artificer armour
- Boltgun or bolt pistol
- Frag grenades
- Krak grenades
- Power weapon
- Servo-arm

Special Rules

- And They Shall Know No Fear
- Blessing of the Omnissiah

Options

- Replace bolt pistol with a plasma pistol for +15 points.
- Replace servo-arm with a servo-harness for +25 points.
- The Techmarine may be accompanied by up to four Servitors armed with a servo-arm and close combat weapon for +25 points per model. Any Servitor may replace its servo-arm with a heavy bolter or multi-melta for free, or a plasma cannon for +10 points per model.

Transport

- May select a Drop Pod, Blood Angels Rhino, or Razorback as a dedicated transport vehicle (see p. 25 for points cost).



ELITES

VETERAN ASSAULT SQUAD

150 POINTS

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

Unit Composition

- 5 Veteran Space Marines

Unit Type

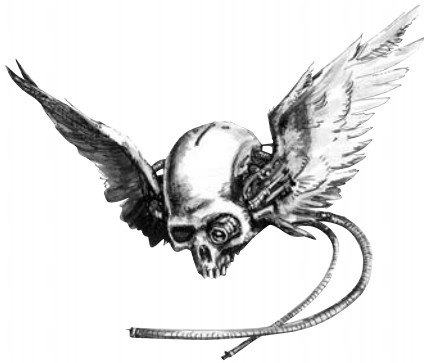
- Jump Infantry

Wargear

- Frag grenades
- Krak grenades
- Bolt pistol
- Bolter or chainsword
- Power armour
- Jump pack

Special Rules

- And They Shall Know No Fear
- Combat Squads



Options

- The squad may include up to five additional Veterans for +25 points each.
- Up to three Veterans may replace their bolter or chainsword with one weapon from the following list:
 - Storm bolter for +5 points each.
 - Combi-weapon for +10 points each.
 - Power weapon or plasma pistol for +15 points per model.
 - Power fist or single lightning claw for +25 points each.
 - Pair of lightning claws or a thunder hammer for +30 points each.
- Any Veteran may take a combat shield for +5 points per model or a storm shield for +10 points per model.
- Up to two Veterans may replace their bolter or chainsword with a flamer for +5 points each, a meltagun for +10 points each, or a plasma gun for +15 points per model.
- Any Veteran may have meltabombs for +5 points per model.

Transport

- The Squad may remove its jump packs to count as Infantry and may then have a Drop Pod or a Blood Angels Rhino as a dedicated transport vehicle at no additional cost (see p. 25 for the points cost of the Rhino's options).



SCOUT SQUAD

80 POINTS

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

Unit Composition

- 1 Veteran Sergeant
- 4 Scouts

Unit Type

- Infantry

Wargear

- Scout armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Bolter

Special Rules

- And They Shall Know No Fear
- Infiltrate
- Move Through Cover
- Combat Squads

Options

- The squad may include five additional Scouts for +65 points.
- Any model in the unit may replace its bolter with a shotgun, chainsword, or combat blade at no additional cost, or a sniper rifle at +5 points per model.
- One Scout may replace his bolter with a heavy bolter for +15 points or a missile launcher for +20 points.
- The Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Sergeant may replace his bolter with a power weapon for +15 points or a power fist for +25 points.
- The Sergeant may take meltabombs for +5 points.

Transport

- A Scout Squad may select a Drop Pod as a dedicated transport vehicle (see p. 25 for points costs).



All Blood Angels must prove themselves as Scouts before being inducted into one of the other Companies. Bound by their motto, "Be bloody, bold, and resolute," Blood Angels Scouts are trained to work deep in enemy territory and use their superior combat skills to eliminate important objectives.

▶ TROOPS ▶

ASSAULT SQUAD

140 POINTS



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

Unit Composition

- 1 Veteran Sergeant
- 4 Space Marines

Unit Type

- Jump Infantry

Wargear

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

Special Rules

- And They Shall Know No Fear
- Combat Squads
- Deep Strike



Options

- The squad may include five additional Space Marines for +110 points.
- Up to two Space Marines may replace their bolt pistol with a plasma pistol for +15 points per model.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his chainsword with a power weapon for +15 points or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- The Veteran Sergeant may take a combat shield for +10 points.

Transport

- The Squad may remove its jump packs to count as Infantry and may then have a Drop Pod or a Blood Angels Rhino as a dedicated transport vehicle at no additional cost (see p. 25 for the points cost of the Rhino's options).

TACTICAL SQUAD

115 POINTS



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

Unit Composition

- 1 Veteran Sergeant
- 4 Space Marines

Unit Type

- Infantry

Wargear

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

Special Rules

- And They Shall Know No Fear
- Combat Squads

Options

- The squad may include five additional Space Marines for +75 points.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his bolter with a chainsword for free, with a power weapon for +15 points, or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- One Space Marine may replace his bolter with a flamer for +5 points, a meltagun for +10 points, or a plasma gun for +15 points.
- If the squad numbers 10 models, one Space Marine may replace his bolter with a heavy bolter, multi-melta, or a missile launcher for +10 points; with a plasma cannon for +15 points; or with a lascannon for +20 points.

Transport

- Tactical Squads may select a Drop Pod, a Blood Angels Rhino, or a Razorback as a dedicated transport vehicle (see p. 25 for points costs).



FAST ATTACK

BIKE SQUADRON

110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4(5)	1	4	2	9	3+
Biker	4	4	4	4(5)	1	4	1	8	3+

Unit Composition

- 1 Veteran Sergeant
- 2 Space Marine Bikers

Wargear

- Frag grenades
- Krak grenades
- Bolt pistol or chainsword
- Space Marine bike with twin-linked bolters
- Power armour

Unit Type

- Bike

Special Rules

- And They Shall Know No Fear

Options

- The squadron may include up to two extra Space Marine Bikers for +30 points each.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may take a power sword for +15 points, a power fist at +25 points, and/or meltabombs for +5 points.
- Up to two Space Marine Bikers may take a flamer for +5 points each, a meltagun for +10 points each, or a plasma gun for +15 points each.

The Assault Squads of the four Blood Angels Battle Companies, as well as those from the 8th Assault Company, are trained to use bikes or Land Speeders in addition to their jump packs. Whether a fast strike force is required or bloody hand-to-hand fighting is the order of the day, the might of Blood Angels Assault Squads is unquestionable.

ATTACK BIKE SQUADRON

50 POINTS

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

Unit Composition

- 1 Attack Bike

Wargear

- Frag grenades
- Krak grenades
- Bolt pistol
- Space Marine attack bike with twin-linked bolters and heavy bolter or multi-melta
- Power armour

Unit Type

- Bike

Special Rules

- And They Shall Know No Fear

Options

- The squadron may include up to two extra Attack Bikes for +50 points each.



LAND SPEEDER SQUADRON

65 POINTS

	Type	BS	F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

Unit Composition

- 1 Land Speeder

Wargear

- Heavy Bolter or multi-melta

Unit Type

- Vehicle Squadron

Options

- May include up to two extra Land Speeders for +65 points each.
- One Land Speeder may add a Typhoon missile launcher for +10 points.
- Up to two Land Speeders may be given a heavy flamer for +10 points each or an assault cannon for +35 points each.

Successor Chapters

Collecting an army based on a Blood Angels Successor Chapter is just a matter of using the Blood Angels army list presented on these pages and painting your miniatures with the appropriate Successor color scheme (or make one up yourself). To represent the various Commanders of the Successors, you can use the named Blood Angels characters such as Dante and Mephigast and simply come up with new names.



Fleshtearers



Blood Drinkers



Angels Sanguine

HEAVY SUPPORT

DEVASTATOR SQUAD

115 POINTS



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

Unit Composition

- 1 Veteran Sergeant
- 4 Space Marines

Unit Type

- Infantry

Wargear

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

Special Rules

- And They Shall Know No Fear
- Combat Squads



Options

- The squad may include five additional Space Marines for +75 points.
- The Veteran Sergeant may replace his bolter or bolt pistol with a chainsword for free or his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his chainsword with a power weapon for +15 points or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- Up to four Space Marines may replace their bolter with a weapon chosen from the following list: heavy bolter or multi-melta for +15 points per model, missile launcher for +20 points per model, plasma cannon for +25 points per model, or lascannon for +35 points per model.

Transport

- Devastator squads may select a Drop Pod, a Blood Angels Rhino, or a Razorback as a dedicated transport vehicle (see p. 25 for points costs).

LAND RAIDER

250 POINTS

	Type	BS	F	S	R
Land Raider	Tank	4	14	14	14

Special Rules

- Power of the Machine Spirit
- Assault Vehicle

Wargear

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

Options

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take extra armour for +15 points.

Transport Capacity

- 10 models
- Space Marines in Terminator armour count as two models.

LAND RAIDER CRUSADER

250 POINTS

	Type	BS	F	S	R
Land Raider Crusader	Tank	4	14	14	14

Special Rules

- Power of the Machine Spirit
- Assault Vehicle

Wargear

- Twin-linked assault cannon
- Multi-melta
- Two hurricane bolters
- Frag assault launcher
- Smoke launchers
- Searchlight

Options

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take extra armour for +15 points.

Transport Capacity

- 16 models
- Space Marines in Terminator armour count as two models.

The Land Raider Crusader is the ultimate shock assault vehicle, based on a design pioneered by the Black Templars Chapter. Although not common in the Blood Angels Chapter, the Crusader variant is favored by some Company Captains, as it strengthens the Blood Angels' already fearsome assaults and makes it a superb line-breaker vehicle.

HEAVY SUPPORT

WHIRLWIND

85 POINTS

	Type	BS	F	S	R
Whirlwind	Tank	4	11	11	10

Wargear

- Whirlwind missile launcher
- Smoke launchers
- Searchlight

Options

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

PREDATOR

70 POINTS

	Type	BS	F	S	R
Predator	Tank	4	13	11	10

Wargear

- Autocannon
- Smoke launchers
- Searchlight

Options

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.
- Replace autocannon with twin-linked lascannon for +35 points.
- Take side sponsons with heavy bolters for +25 points or with lascannons for +60 points.

VINDICATOR

125 POINTS

	Type	BS	F	S	R
Vindicator	Tank	4	13	11	10

Wargear

- Demolisher cannon
- Storm bolter
- Smoke launchers
- Searchlight

Options

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

BAAL PREDATOR

100 POINTS

	Type	BS	F	S	R
Baal Predator	Tank	4	13	11	10

Wargear

- Twin linked assault cannons
- Smoke launchers
- Searchlight
- Over-charged Engines

Options

- Take pintle-mounted storm bolter for +10 points.
- Take a hunter-killer missile for +15 points.
- Take side sponsons with heavy bolters or heavy flamers for +25 points.
- Take extra armour for +15 points.

ARMY BADGES

An army badge is a device intended to be carried by all participants in a given campaign. The design of an army badge is straightforward: a geometric shape with a simple icon. Badges are normally painted onto the right greave (the part of the leg armour just below the knee pad) and on most of the supporting vehicles. Examples of typical army badges are shown below.



Though often thought of largely as an assault army, the Blood Angels' heavy fire support is just as effective as that of other Space Marine Chapters.



DEDICATED TRANSPORT VEHICLES

Certain Blood Angels units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organization Chart selections but otherwise function as separate units. See the Transport Vehicles section of the Warhammer 40,000 rulebook for details of how these vehicles operate.



BLOOD ANGELS RHINO

40 POINTS

	Type	BS	F	S	R
Rhino	Tank	4	11	11	10

Wargear

- Storm bolter
- Smoke launchers
- Searchlight

Special Rules

- Repair
- Over-charged Engines

Options

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

Transport Capacity

- 10 models
- May not carry models in Terminator armour.

The Blood Angels thirst for battle and are always eager to get to grips with the enemy as quickly as possible. They employ a large number of transport vehicles, which storm toward the enemy amidst heavy fire.

Almost all Blood Angels vehicles bear identifying markings. Usually they consist of a single blood drop icon in the Company color, along with a number signifying either the vehicle number (for a tank) or the Squad number (for a transport).



RAZORBACK

50 POINTS

	Type	BS	F	S	R
Razorback	Tank	4	11	11	10

Wargear

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Options

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.
- Replace twin-linked heavy bolters with twin-linked lascannon for +30 points.

Transport Capacity

- 6 models
- May not carry models in Terminator armour.

DROP POD

50 POINTS

	Type	BS	F	S	R
Drop Pod	Open-topped	2	12	12	12

Wargear

- Storm bolter

Transport Capacity

- 10 models
- Space Marines in Terminator

armour count as two models.
• May transport a Dreadnought, which counts as 10 models.

Special Rules

- Inertial Guidance System
- Immobile: A Drop Pod may not move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilised damage result (which cannot be repaired).
- After the Drop Pod lands, all passengers must immediately disembark (they may not assault that turn). No models can embark on it for the rest of the game.

SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Attack Bike	4	4	4	4(5)	2	4	2	8	3+	22
Biker	4	4	4	4(5)	1	4	1	8	3+	22
Chaplain	5	5	4	4	2	5	3	9	3+	16
Company Captain	5	5	4	4	3	5	3	10	3+	17
Corbulo	5	5	4	4	3	5	3	10	3+	15
Dante	6	5	4	4	3	5	4	10	2+	15
Death Company	4	4	4	4	1	4	2	9	3+	18
Lemartes	5	5	4	4	3	5	3	10	3+	15
Librarian	5	5	4	4	2	5	3	9	3+	16
Mephiston	6	5	5	5	3	6	4	10	2+	15
Scout	4	4	4	4	1	4	1	8	4+	20
Servitor	4	4	3	3	1	3	1	8	4+	19
Space Marine	4	4	4	4	1	4	1	8	3+	21
Tycho	5	5	4	4	3	5	3	10	3+	16
Techmarine	4	4	4	4	2	4	2	9	2+	19
Terminator	4	4	4	4	1	4	2	9	2+	18
Veteran	4	4	4	4	1	4	2	9	3+	20

VEHICLES

	Armour				Page
	BS	Front	Side	Rear	
Drop Pod	2	12	12	12	25
Land Raider	4	14	14	14	23
Land Raider Crusader	4	14	14	14	23
Land Speeder	4	10	10	10	22
Predator/Baal Predator	4	13	11	10	24
Razorback	4	11	11	10	25
Rhino	4	11	11	10	25
Vindicator	4	13	11	10	24
Whirlwind	4	11	11	10	24

	Armor						Page		
	WS	BS	S	Front	Side	Rear			
Dreadnought	4	4	6	12	12	10	4	2	19

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Flamer	Template	4	5	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy 1
M. launcher (Frag)	48"	4	6	Heavy 1, Blast*
M. launcher (Krak)	48"	8	3	Heavy 1*
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Shotgun	12"	4	-	Assault 2
Sniper rifle	36"	X	6	Heavy 1, Sniper, Pinning
Storm bolter	24"	4	5	Assault 2
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked

* A missile launcher can fire either frag or krak missiles.

See the Warhammer 40,000 rulebook for an explanation of weapon types.

ORDNANCE

Weapon	Range	Str.	AP	Type
Demolisher	24"	10	2	Ord. 1
Whirlwind				
Vengeance	12-48"	5	4	Ord. 1, Barrage*, Ignores Cover
Incendiary	12-48"	4	5	Ord. 1, Barrage*, Ignores Cover

* A whirlwind can fire either vengeance or incendiary castellan missiles.

You can download the complete Blood Angels Codex as a handy .pdf file. For a link, visit:

www.games-workshop.com/whitedwarf/wd330

Blood Angels Badges and Markings

Squad Badges. Each Blood Angels Company is divided into 10 squads. Each is identified by a badge worn on the right knee pad of the power armour.



Helmet Colors. Tactical, Assault, Devastator, and Honour Guard Space Marines are identified by their helmet colors.

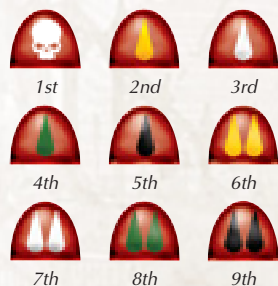


Chapter Badge.

Worn on the left shoulder pad.



Company Badges. Worn on the right shoulder pad.





BLOOD ANGELS FAQ

Q. How do you work out the victory points for a Death Company squad?

A. The victory points of a Death Company squad is equal to the total points value of any additional Death Company models and extra wargear purchased for the squad.

For example: a Blood Angels army contains six units that allow one Death Company model to be added to the initial unit composition of the Death Company squad.

This six-strong initial squad is a normal scoring unit worth 0 victory points. If the player decides to add two models to the squad (+60 pts) and to equip the entire squad with Jump Packs (8 x 5 pts, for a total of +40 pts), the squad is now worth 100 victory points.

Designer's Note

Instead of producing a separate FAQs file for the Blood Angels, we decided to attach this page to the PDF of their Codex.

This way, you only need to download one file to get all of the information you need to field a Blood Angels army in your games of Warhammer 40,000.

Note that all of the issues that were answered by the FAQs included in the first edition of this on-line Codex have been addressed directly in the text in this revised edition. We warmly recommend that you print out this file and replace the older one.