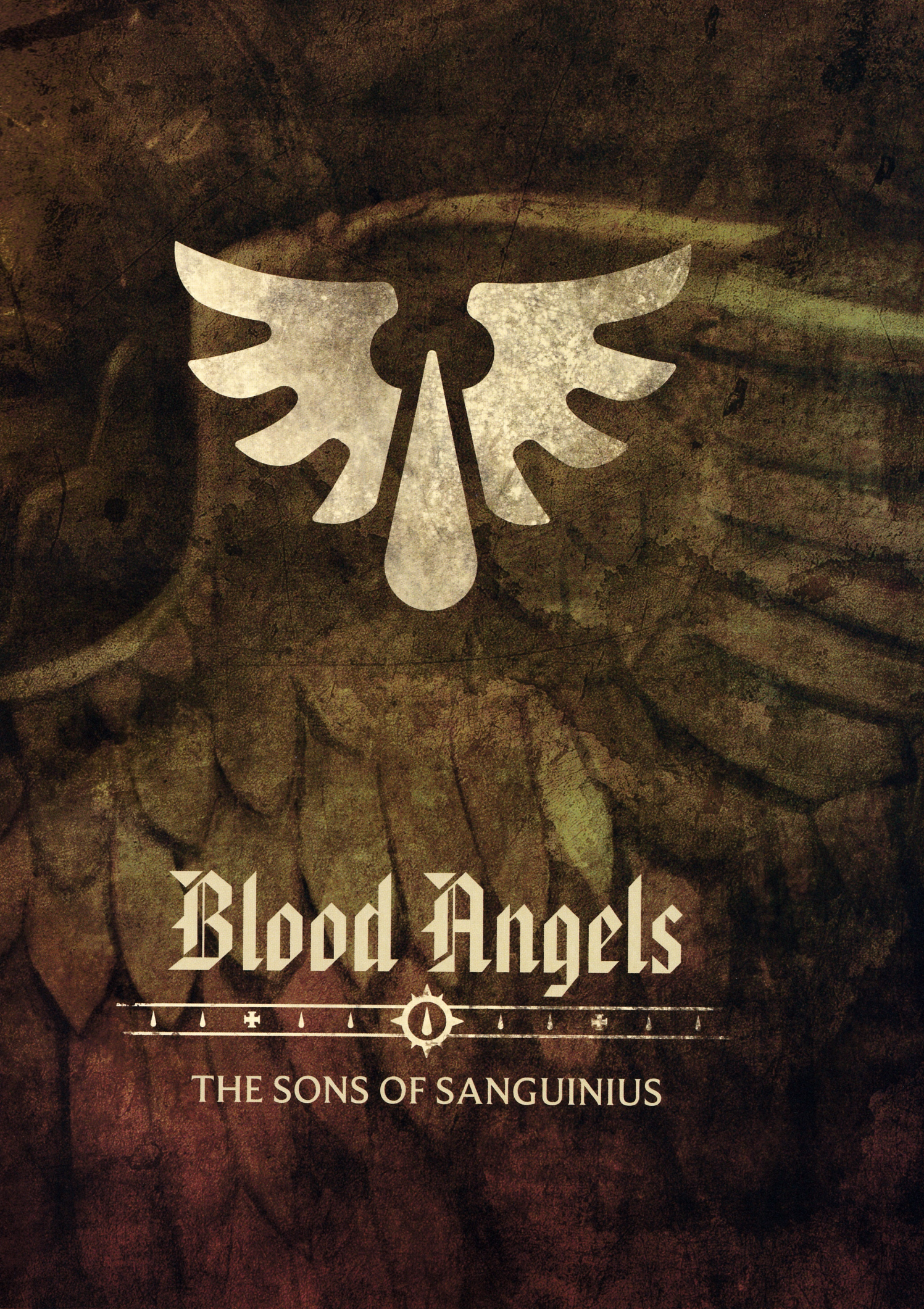







Blood Angels
THE SONS OF SANGUINIUS

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Sirens blared across Gharani's smog-thick skies, as a blazing trail of missiles rained down from orbit to detonate amidst manufactorums, refineries and fabrication facilities. Black Legion transports roared overhead, their dark masses casting long shadows. Flak fire tracked them as they descended towards the surface, sending several spiralling to a fiery demise. Others disappeared beyond the anti-aircraft missiles, into the cityscape to disgorge their troops.

Brother-Sergeant Cossima watched the dark vessels descend from his position on the roof of an abandoned factorum. A column of armoured vehicles painted in the crimson red of the Blood Angels drove along the wide boulevard below him, heading towards the fighting at the city's heart. Vox-messages blared across the cityscape, the panicked cries of planetary defence units intermingling with the binharic datastreams of Adeptus Mechanicus overseers and Skitarii Marshals. He adjusted his vox-receiver, filtering out static disruption and civilian calls for help until he could hear Lieutenant Volaris' booming voice.

'Squad Cossima, proceed to manufactorum Xero-Magnis immediately. Black Legion forces inbound.'

Coordinates flashed across Sergeant Cossima's vision, projected into his mind's eye by his helm's auto-senses. Turning towards the indicated position, which was no more than a few hundred yards from his current location, he broke into a run and activated his jump pack. Twin nacelles flared, propelling him into the air and carrying him over the column of vehicles to land atop the buildings on the far side of the thoroughfare. His squad followed, two brothers flanking him on either side. Smoke rose from the target location, and the sound of boltgun fire was audible above the scream of jet engines. He leapt again, crossing a narrow boulevard to land atop another of the uniform hab-structures clustered around the factorums and generatoria. A cloud of dust and splintered masonry rose from beneath him, loosed by the force of his landing.

Cossima crossed the rooftop in three long strides and took flight once more. From this vantage point, he could see three dropships descending to land before a towering manufactorum structure emblazoned with the opus machina of the Martian priesthood. The transports threw up clouds of ash as they landed, their bay doors yawning wide to disgorge black-armoured heretics. The Legionnaires moved with practised precision and discipline, establishing firing positions as the remainder of their allies emerged from the belly of their transport.

The red-robed soldiery of the Adeptus Mechanicus met the disembarking invaders with volleys of galvanic fire. Yet even as heretics fell, more vessels broke through the clouds to alight beside the first.

'On me, brothers. We must halt their advance,' bellowed Cossima over the squad's vox-channel. Leading his battle-brothers forward, he bounded over the wreckage of downed aircraft and ruined masonry, weaving through heavy boltgun fire before taking flight once more.

The ailerons upon Cossima's jump pack twitched in response to his movements, compensating for subtle changes in trajectory. He came plummeting down atop a trio of boltgun-wielding Black Legionnaires with bone-shattering force, scattering them aside and bringing his chainsword across his body to strike the nearest foe. Such was the power of his blow that the serrated adamantine teeth of his weapon sheared through the boltgun, breastplate, flesh and bone of the victim. Dark blood and shards of splintered armour sprayed from the wound.

Cossima kicked the stricken Legionnaire free, sending him toppling backwards to the ground. He turned his hand flamer upon another of the warriors and squeezed the trigger. A jet of promethium spewed from the nozzle of the weapon, passing through its igniter and bursting into flame. The heat of the burning fuel caused armour plates to warp, flaming fluid seeping into cracks and seams, and searing the Chaos Space Marine's body. The smell of cooking flesh burned away the lingering essence of freshly spilt blood.

Cossima's brothers swept past him, jet turbines propelling them into the Black Legionnaires, their chainswords and bolt pistols clashing with the stocks of boltguns and the glinting edges of accursed blades. The smell of blood heightened Cossima's senses, its coppery scent lingering in his sinuses, the metallic taste stirring something bestial within him. He swallowed hard, suppressing the rage that threatened to rise from within and overwhelm him.

Brother Demetros soared past him, crashing into a maul-wielding Legionnaire, bringing his chainsword down across his opponent's chest. Teeth chewed through ceramite, the roar of the chainsword's engine changing to an ear-piercing whine as it hewed apart armour and flesh.

As Demetros leapt backwards, withdrawing his sword from the stricken foe, Cossima raised his bolt pistol and shot the Legionnaire in the temple. Shards of bone and brain matter flew in all directions as the body fell to the ground.

Ahead of Cossima, a towering warrior clutching a curved sword pressed through the heretics' ranks. The pallid, scarred champion wore a blood-red topknot that whipped in the blazing winds of war. The Chaos champion struck a vicious blow that took the head from Brother Ossian's shoulders.

The warrior's severed head, encased within its crimson helm, rolled across the ground while arterial blood spurted from the toppling corpse. The heretic bellowed in triumph, his blood-drenched weapon raised high.

Cossima felt a pang of anguish at his brother's violent death. He let out a vengeful cry, triggering his jump pack's thrusters and propelling himself shoulder-first into the foe. The two warriors were thrust through the skirmish, scattering aside Blood Angels and Black Legionnaires alike. Together they smashed through a low metal barricade, weapons and limbs tangling as they tumbled down a sharp embankment and landed in a shallow stream of effluent and grime. The two warriors thrashed and struck at each other as they scrambled to their feet.

The Traitor's bolt pistol roared once again, shells slamming into Cossima's armour. He struck back with an elbow and was rewarded with a pained grunt as his opponent felt the force of the blow. The two combatants broke apart, circling one another and brandishing their weapons, waiting for an opportunity to strike.

'Corpse-worshipper,' the heretic champion spat in derision, blood and spittle flying from his mouth. 'Just as Sanguinius died for his arrogance, so shall you.'

'Traitorous wretch!' Cossima bellowed in reply, charging forwards. 'You are not fit to speak his name.'

The Sergeant struck, slashing from left to right with his chainsword, forcing the Black Legionnaire to parry with his corrupted blade. A second strike smashed the Traitor's weapon again, forcing the heretic to take a step backwards. The Traitor lashed out to block a third blow, knocking Cossima's weapon aside and smashing the grip of a bolt pistol into his head. Auto-senses flickered and died, the left lens of Cossima's helm sparking as the armaglass shattered under the force of the strike.

Cossima tasted his blood and felt the fury rise again, muscles twitching, teeth gritted as he attempted to stave off the Red Thirst. Stepping out of his opponent's reach, he holstered his pistol and reached for his helm, popping the seal and casting it aside.

A shock of sweat-drenched golden hair fell across his face. He gazed into the pitiless depths of the Black Legionnaire's jet-black eyes. Malice radiated from the ebon-clad warrior, millennia of bitterness and hatred etched upon his battle-scarred visage.

The Chaos champion came forward again, his axe a blur of motion, its accursed edge leaving behind a shimmering trail of infernal energy as it sliced through the air. Cossima parried the first strike, then another, and a third. His opponent's savagery forced him to be more defensive. An axe blow smashed into his chainsword again, followed by a firm kick that sent him sprawling onto his back. The blade descended again, biting into Cossima's left arm as he rolled aside. Agony flashed through him, only to be dulled as his nervous system flooded with pain suppressors. The arm had been severed below the elbow and now lay twitching at his side. He scrambled to his feet and bared his teeth, the bloodlust surging forth once more. The champion of Chaos stalked forward, a malicious smile on his face. On the ridge above, more ebon-clad Black Legionnaires appeared, weapons drawn, and descended towards the wounded Space Marine. His vox was a storm of static, the voices of his brothers no longer audible.

Sergeant Cossima swallowed hard. He knew he was outmatched. When grace and honour could not carry the day, what choice did he have but to embrace savagery? He took a ragged breath, savouring the stench of freshly spilt blood. No more did he try to suppress his bestial fury. Instead, he allowed it to flood his veins, embracing the curse of his lineage.

The Sergeant charged, bellowing in a blood-crazed fury. The Black Legionnaire's axe rose to meet his advance, only to be swatted aside by the wild swing of Cossima's chainsword. His taut muscles burned, the blood-hunger driving him forward with rabid urgency. His strikes landed with speed and rage. Adamantine teeth ground through gothic armour, splintering gilded trim and tearing loose ragged chunks of black ceramite.

Freed from restraint, the Red Thirst empowered his every strike. His opponent faltered, his cruel smile curdling into an expression of grim hatred, all trace of arrogance wiped from his features. An overhand strike ground through the haft of the Black Legionnaire's weapon and into his skull. Cossima watched the life drain from his victim's black eyes, savouring the warm blood as it splashed across his face and mouth. Again and again, he struck, satisfying his desire for blood with each frenzied strike.

With a final scream of unfettered rage, he kicked the corpse of his victim aside. Still in the grip of fury, Cossima cast his gaze around, looking for others upon whom to vent his fury. At the crest of the hill, the Black Legionnaires trained their boltguns towards him. Red-clad figures soared overhead, descending to land at his side, their weapons caked in gore.

His rage abated at the sight of his brothers, simmering beneath the surface, pleading to be called forth once more. He would need it if Gharani were to hold. The curse of their blood would be a gift this day, and if the cost of victory was honour, it was a price he would willingly pay.

Sons of Sanguinius

THE BLOOD ANGELS ARE THE NOBLE AND COURAGEOUS SCIONS OF THE PRIMARCH SANGUINIUS, WHO WAS KNOWN AS THE GREAT ANGEL, THE BRIGHTEST ONE, THE MASTER OF HOSTS AND MANY OTHER TITLES AND HONORIFICS. IN ARMOUR OF RICH GOLD, BOLD CRIMSON AND MOURNFUL BLACK DO THEY DESCEND FROM ON HIGH INTO GLORIOUS BATTLE. THERE DO THEY SMITE THE FOES OF THE IMPERIUM, PURGING THE UNCLEAN, SCOURING THE HERETIC AND LIBERATING THE FAITHFUL.

IN SANGUINIUS' PERFECT IMAGE, THE MALNOURISHED SONS OF A RUINED SYSTEM ARE SCULPTED AS AN ARTIST MOULDS THE GREAT HEROES OF MYTH. THEY EMERGE FROM THEIR APOTHEOSIS AS MIGHTY WARRIORS, BEAUTIFUL IN FORM, ELEGANCE AND BEARING. THE STUNTED GROW TALL. THE FEEBLE GROW STRONG. THE SICKLY GROW HALE. THUS IS THE GREAT ANGEL'S VISION FOR THE IMPERIUM EMBODIED IN HIS SONS – NO MATTER THE WRETCHEDNESS OF HUMANITY'S EXISTENCE, IT HAS THE POTENTIAL TO RISE ANEW MORE WONDERFUL THAN MANKIND ITSELF COULD EVER IMAGINE.

FOR TEN THOUSAND YEARS HAS IT BEEN SO, BUT THE PRICE THE BLOOD ANGELS HAVE PAID FOR THEIR LOYALTY IS HIDEOUS. SANGUINIUS WAS SLAIN BY THE ARCH-TRAITOR HORUS, AND THE SPIRITUAL SHOCK OF HIS DEATH WOULD BEDEVIL HIS GENE-SONS FOR EVERMORE. FEW KNOW THE TRUE COST OF THE GREAT ANGEL'S DEMISE, THOUGH IT IS ONE THE BLOOD ANGELS PAY TO THIS DAY, THE TOLL OF WHAT IS KNOWN AS THE FLAW GROWING GREATER WITH EACH PASSING YEAR.



THE DEFENCE OF ARMAGEDDON

Many times has hive world Armageddon been the site of devastating wars. The Blood Angels' long association with the planet began soon after the invasion of the world by a huge Ork Waaagh! led by the brutal Warlord Ghazghkull Thraka. The overall defence of the planet was entrusted to Commander Dante, who led a combined force of Blood Angels, Salamanders, Ultramarines and Astra Militarum to victory, forcing the Orks to retreat.

Ghazghkull would not relinquish his claim upon Armageddon so easily, however. Decades later, as Hive Fleet Leviathan swept towards Baal, Commander Dante's Librarians received an astropathic plea for assistance. Waaagh! Ghazghkull had returned. Despite the Tyranid threat advancing upon Baal, Dante dispatched his 3rd Company to Armageddon, so important was Armageddon's industry - and its position upon a stable warp route to Terra - to the Imperium.

The fighting has continued ever since, with more Orks constantly flooding into the system. To make matters worse, the daemons of Khorne and their mortal allies continue to pour onto the surface of the planet through a warp rift located at the planet's northern pole. The bloodshed upon the beleaguered hive world continues to escalate.

HERITAGE OF SANGUINIUS

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

It was upon Baal Secundus, the second moon of the planet Baal, that Sanguinius was discovered during the Great Crusade. It is believed that Baal Secundus was once a verdant paradise, its peoples highly advanced, but by the time of Sanguinius' discovery it was an irradiated hellscape and has remained that way into the 41st Millennium. The people of Baal were badly affected by their harsh environment, universally malnourished, sickly, feeble and afflicted by lesions, blemishes and carcinomas. They remain so to this day, scratching a living from the husks of their once-great civilisation and only braving the elements in patched rad-suits.

Sanguinius, immune to the ravages of his adoptive world, was a vision of impeccable beauty who united his people, bringing a hope they had never had before. Once rediscovered by the Imperium and united with his Legion, his burning desire to improve the lot of those around him extended not only to the Space Marines he inherited, but also to Humanity itself, and he imbued his sons with his vision for the betterment of Mankind.

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

Soon after, the Sanguinary Priests provide the aspirants who remain with the Sanguinary Chalice, from which they sup a small amount of blood drawn from the Priests' veins, which themselves carry the blood of their Primarch. This process, called Insanguination, leads them to fall into a deep slumber. Hooded blood-servitors chant the Credo Vitae as they carry the aspirants to the Hall of Sarcophagi, an immense gilded cathedral, where they are enclosed for a year in huge golden caskets. In this time they are intravenously fed with nutrients and more of Sanguinius' blood and receive the first of the implants they need to become Space Marines. Many die in this process or wake up too soon and never complete the transition. Throughout their sleep, the aspirants have dreams of moments from their Primarch's life, the details of which are permanently etched into their souls.

Their year complete, they emerge strong and tall, with a natural grace, bravery, puissant skill and nobility akin to that of Sanguinius himself. Further surgical implantation and punishing training regimens must be undertaken before a neophyte can complete their transition to fully-fledged Space Marine. These newly forged battle-brothers become long-lived, and with such time do they set their minds to varied pursuits and disciplines, many training to become blademasters or sublimely skilled artisans.

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

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



THE FLAW

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



THE RED THIRST

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

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

THE BLACK RAGE

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

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

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

ORIGINS

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

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

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

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

It is possible that all of these factors play a role, their impact varying on an individual basis, thus explaining why there is no way of predicting when a battle-brother of the Blood Angels or one of their successor Chapters might succumb to either of the Flaw's terrible aspects.

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

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

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

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

DANTE AND THE LION

Though the circumstances of their initial meeting are known to few, the once-lost Primarch of the Dark Angels and the Warden of the Imperium Nihilus fought alongside one another prior to and during the Battle of Idolatros. Just as Roboute Guilliman found himself impressed by the capabilities of Commander Dante, so too did Lion El'Jonson. The two have since formed a close understanding, and whilst the Lion departed in the wake of the battle in order to reorganise his badly mauled Chapter and pursue his own hidden agendas, the Dark Angels and their successor Chapters have agreed to contribute a sizeable number of warriors and vessels to Dante's fledgling Fleet Nihilus. Captain Lytheus of the Penitent Blades has remained upon Baal to oversee the Unforgiven attached to Dante's battlefleet; his Chapter's expertise in void and aerial combat will surely prove invaluable in the fighting to come.





THE DEVASTATION OF BAAL

Several years prior to the emergence of the Cicatrix Maledictum, the first tendrils of Hive Fleet Leviathan plunged into the galaxy, invading dozens of systems. One such tendril overran the Cryptus System, also known as the Cryptan Shield due to its strategic role of protecting Baal from invasion. The Lord of the Blood Angels, Commander Dante, led a strike force composed of the Blood Angels 1st and 2nd Companies, alongside elements of the Flesh Tearers, to meet the emerging Tyranid menace head-on.

The war that followed was relentless in its savagery, with both Imperial and xenos forces suffering terrible losses. Yet, with each world the Cryptoid tendril – named for the Cryptus System – overran, it replaced its losses swiftly. The Imperial defenders were not so fortunate. Leviathan's swarming bio-vessels ground on relentlessly, sweeping across several systems, leaving dead worlds in their wake. The Blood Angels were eventually forced to annihilate one of the Cryptus System's primary planets, using the expanding debris cloud of the destroyed world to scatter and slow the remaining Tyranid fleet. Yet this pyrrhic victory was but the beginning of Leviathan's onslaught into the region. Dante accepted that the tendril was far from defeated and ordered his forces to retreat to the Baal System, where they would make their stand.

Hive Fleet Leviathan's all-consuming advance soon reached the outskirts of the Baal System. A tide of the rapacious Tyranids fell upon their home world of Baal and its twin moons of Baal Prime and Baal Secundus. The xenos swarm's warrior organisms numbered in the hundreds of billions. Its alien hunger was insatiable.

Reinforced by many successor Chapters, the Sons of Sanguinius were determined to fight to the last in defence of the Baal System. The battle that ensued was immense and horrific in its violence. A furious void conflict inflicted terrible casualties upon the Tyranid invasion fleet but was unable to prevent the xenos from making landfall upon the system's habitable bodies. On the irradiated deserts of Baal itself, the Blood Angels fortress monastery, the Arx Angelicum, was besieged, its walls beset by wave upon wave of slavering foes. Meanwhile upon Baal Primus, the bloodshed summoned forth a tide of daemons of Khorne. The daemonic hordes slaughtered Tyranids and Space Marines with equal fervour, forming the profane icon of the Bloodthirster Ka'Bandha from the piled skulls of the dead. The Blood Angels responded to this insult by obliterating the malefic mark with an orbital bombardment. Hundreds of Sanguinius' sons fell in battle.

Just as defeat seemed inevitable, however, the Great Rift split open, tearing realspace in two. When the roiling warp storms that blasted across Baal and its neighbouring systems dissipated, the Tyranid fleet had disappeared. In its place were Imperial warships of the Indomitus Crusade. Led by Roboute Guilliman himself, the armies of the Lord Commander had come to the aid of the beleaguered Blood Angels. Those Tyranid organisms remaining on Baal and its moons were now trapped. The majority were hunted down in the following weeks, yet some remained hidden and would present a constant threat in the years to come. In the wake of the fighting, a time of rebuilding began. Guilliman's fleet brought with it Primaris reinforcements, and the technologies required to forge these new Space Marines. With this influx of new technology, Commander Dante hoped the Blood Angels and their varied successors could rearm and rebuild.

WARDENS OF THE IMPERIUM NIHILUS

The events of the Devastation of Baal resulted in the near destruction of the Blood Angels and many of their successor Chapters. The Arx Angelicum had been heavily damaged, and hundreds of voidships destroyed. Thankfully for the Sons of Sanguinius, Guilliman's timely arrival and the defeat of Hive Fleet Leviathan's tendril provided the weakened Chapter and its successors with an opportunity to rearm, rebuild and reinforce. Teams of artisans and Chapter serfs laboured tirelessly to restore the heavily damaged remains of the Arx Angelicum to its former glory. Meanwhile, the Chapter's Apothecarion mastered the Primaris technologies provided to them by Guilliman's fleet, beginning the painstaking process of forging a new generation of warriors from their remaining stocks of gene-seed. In Baal's orbit, the Skyfall stardock prepared the battered remnants of the Blood Angels' fleet for action once more.

Despite the rebuilding, there was little time for respite. The opening of the Great Rift had shrouded fully half of the Imperium in psychic darkness, cutting it off from the light of Terra and the Emperor himself. With the lack of the Astronomican preventing safe travel and empyric upheaval disrupting psychic communication between systems, the Imperium Nihilus – the section of the galaxy in which the Baal System lay – soon found itself riven by fresh conflicts. Roboute Guilliman, having recognised Commander Dante's natural gift for command, named him Warden of the Imperium Nihilus. It would be left to Dante and the Sons of Sanguinius to provide a beacon of hope to those cut adrift in this benighted region of realspace.

THE BAAL SYSTEM

The Baal System lies within a region of space known as the Red Scar. Baal and its moons are some of the few celestial bodies capable of supporting any form of Human life. The majority of other settlements within the Red Scar are forced to rely upon various technological means to protect themselves from the damaging effects of their red stars. The system itself contains several worlds, but the capital is Baal, upon the surface of which is located the Arx Angelicum. Baal is orbited by the twin moons, Baal Primus and Baal Secundus, both of which were reduced to ruin long ago, perhaps as far back as the Age of Strife. Baal Secundus is a large moon – roughly a third of the size of Terra. It is here that the majority of the system's population resides. Whilst the moon can support Human life, large regions are heavily irradiated and plagued by deadly, mutated fauna. The primary city, Angel's Fall, is famed as the place where Sanguinius first fell. Baal Primus is far smaller and colder, with a weaker atmosphere. Even at its zenith, the moon was lightly populated and, since the Devastation of Baal, has been completely abandoned.



THE BAAL PREDATOR

The Blood Angels Chapter has a fractious relationship with the Adeptus Mechanicus. This is due to the Blood Angels' possession of the Standard Template Construct data required to assemble the Baal-pattern Predator, a fast-moving anti-infantry tank bristling with weapons. The Blood Angels view the template as a Chapter relic, to be guarded closely and never to be shared with others. Tech-Priests, meanwhile, claim that this pattern of vehicle has never been sanctified and that its STC template should be turned over to them for evaluation - an action the Chapter is unlikely to ever perform.

The magnitude of the task would soon become abundantly apparent. Prior to Guilliman's departure from Baal, as the warp storms created by the Great Rift began to retreat, countless astropathic cries for aid began to echo from the void. Even before the rebuilding upon Baal had been completed and the Chapter's strength restored, the Blood Angels had dispatched dozens of strike forces out into the stars. Strike Force Aphorael led the relief of Lastransa, annihilating traitorous Imperial Guard elements and clashing with rampaging daemons of Khorne. The Blood Angels and Carmine Blades combined to wrest the Dhormet System from the hands of the Black Legion, though the liberated planet's populace had been all but annihilated by the time the conflict drew to a close. Captain Karlaen of the 1st Company, working in concert with Inquisitor Daedalis of the Ordo Hereticus and Gabriel Seth's Flesh Tearers, led a punitive campaign against the rebellious worlds of the Corinth Belt, slaughtering the ringleaders of the heretical uprising and overseeing the ensuing purge. The Blood Angels' vanguard, under Lieutenant Perdaelus, struck at the Tyranid forces on the planet Kheru, drawing them into a successful assault led by Dante himself.

CONTINUING CONFLICT

The onslaught of Abaddon the Despoiler's Arks of Omen and their attendant Balefleets further tested the resolve and resources of Dante and his brothers and forced the Chapter Master to commit his elite to war. The Battle of Wyrmwood saw Dante lead the Sanguinary Guard and many of the 1st Company to battle against the arrayed forces of Abaddon, Vashtorr the Arkifane and the Daemon Primarch Angron. Fighting alongside the Dark Angels and their newly returned Primarch, Lion El'Jonson, Dante's forces cut down hundreds of Abaddon's Black Legionnaires and Angron's battle-hungry World Eaters. However, such was the ferocity of the fighting that the Blood Angels Sanguinary Guard were almost annihilated, the majority of them slain by Angron as they attempted to defend their Chapter Master from the Daemon Primarch's murderous wrath.



Though Dante's forces won many great victories over their foes, the sheer number of desperate pleas for aid soon became overwhelming. Rampaging Heretic Astartes warbands emerged from warp storms to raid at will. Opportunistic Drukhari raiders and Aeldari Corsairs plundered Imperial ships. Heretic cultists inspired violent uprisings on once-loyal worlds. As if these myriad threats were not enough, the spectre of Hive Fleet Leviathan still loomed. Blood Angels reconnaissance units continued to report sightings of Leviathan's bio-vessels throughout the Red Scar. Commander Dante was only too aware that the hive fleet's withdrawal had been temporary. In the void, Leviathan was mustering its strength once more, biding its time until its shoals of bio-ships could once more thrust themselves deep into the Imperium Nihilus.

The powers vested in Dante by Roboute Guilliman bestow ultimate authority over all Imperial forces within the Imperium Nihilus to the Lord of the Blood Angels. Such an appointment fills many within the Inquisition with fear, for the misuse of such immense power would threaten the very integrity of an already divided Imperium. However, even those who secretly question the wisdom of such an appointment agree that if any can be trusted to wield such might responsibly, then it is Commander Dante.

At Dante's behest, the Blood Angels have continued to issue astropathic rallying cries to those Imperial forces still active within the Imperium Nihilus, and those who have managed to receive the summons through the churning warp have begun to arrive in the Baal System. The fractured remnants of Navis Imperialis sector battlefleets, Space Marine Chapters and others still loyal to the Imperium continue to arrive with every passing cycle, bolstering Dante's forces to ever greater strengths. From these disparate remnants of the broken and defeated Dante attempts to forge a force capable of restoring Imperial rule to the worlds and systems placed under his charge. These vessels and military regiments have also been accompanied by shiploads of desperate refugees who must be resettled, another burden upon the Chapter Master's shoulders.

The Lord of the Blood Angels labours under no illusions, however. The role bestowed upon him, whilst a great honour, requires the undertaking of the impossible. Nevertheless, the Blood Angels and their successors commit to their duties with dedication and loyalty, for they know no other way. Just as their Primarch sacrificed his own life for the Emperor, so will they gladly lay down their own in defence of Humanity's realm.









The Angelic Host

ORDERING THE HOST

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

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

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

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

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

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

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

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

CHAPTER COMMAND
Commander Dante
Master of the Blood Angels,
Lord of the Angelic Host

RECLUSIAM
High Chaplain
Astorath the Grim
Redeemer of the Lost
Chaplains

SANGUINARY PRIESTHOOD
Brother Corbulo
Sanguinary High Priest
Sanguinary Priests

LIBRARIUS
Chief Librarian Mephiston
Epistolaries, Codiciers, Lexicanium, Acolytum, Serfs and Servitors, Furioso Librarian Dreadnoughts

ARMOURY
Brother Incarael
Techmarines, Servitors, Battle Tanks, Light Attack Vehicles, Land Raiders, Transport Vehicles, Gunships, Warsuits

SANGUINARY GUARD
Brother Daeanatos
Exalted Herald of Sanguinius
Sanguinary Guards

1ST COMPANY
ARCHANGELS
Veteran Company

2ND COMPANY
THE BLOODED
Battle Company

3RD COMPANY
IRONHELMS
Battle Company

4TH COMPANY
KNIGHTS OF BAAL
Battle Company

5TH COMPANY
DAEMONBANES
Battle Company

6TH COMPANY
ETERNALS
Reserve Battleline Company

7TH COMPANY
UNCONQUERABLES
Reserve Battleline Company

8TH COMPANY
BLOODBLADES
Reserve Close Support Company

9TH COMPANY
SUNDERERS
Reserve Fire Support Company

10TH COMPANY
REDEEMERS
Scout Company





THE DEATH COMPANY

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

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

In their minds, members of the Death Company have lost all knowledge of who they are, where they are, and even the time in which they are living. Their consciousnesses are thrust millennia into the past where they believe they are fighting in Sanguinius' final battles of the Horus Heresy. They believe they are Sanguinius himself, engaged in combat with the Arch-traitor. Though in reality they may be fighting monstrous Tyranid horrors, battling piratical Drukhari raiders or repelling hulking Ork brutes, in their minds they are striking down Heretic Astartes. Regardless, they are lost to their brothers and Chapter forever, swept up by an unbreakable madness.

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

The Blood Angels believe that giving the warriors of the Death Company the most glorious possible death in battle is a responsibility of paramount importance. If they are to spend the lives of their battle-brothers, it must come at the greatest cost to the enemy. In their view, the Death Company were once heroic defenders of Humanity, and thus have earned a noble end.

With great sadness, the Death Company's armour is painted in the black of mourning and is adorned with crimson saltires to represent



Sanguinius' sacrifice. Parchments are hung from their plate, detailing the warriors' myriad battles and victories. Thus are their great deeds in life commemorated and celebrated, and their worth affirmed.

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

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

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

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

GABRIEL SETH

As Chapter Master of the Flesh Tearers, Gabriel Seth knows that he cannot realistically curtail his battle-brothers' bloodlust. He is as prone to rage-soaked savagery as any of his brethren. Yet by striking first, and in isolation from other forces, the worst excesses that were once the hallmark of the Chapter's assaults can be concealed. Despite Seth's best efforts, however, the reputation of the Flesh Tearers precedes them, and many Imperial allies fear that the Space Marines may be as deadly to friend as they are to foe.





Brother-Sergeant Cossima entered the Sanguine Grace*'s starboard ventral docking bay at the head of his squad.* Beyond him, the glowing sphere of Gharani was visible through the shimmering energy shield that held the cold vacuum of the void at bay. Much of the besieged forge world's surface was obscured by smoke and ash, thrown up, he knew, by immense explosions.

At the centre of the bay, Captain Raphaen stood over a long table, his palms resting upon its surface. Atop the surface, a holographic unit projected an image of the planet, replete with approximate enemy positions and flashing objective indicators. Two-score Blood Angels clad in the crimson power armour of their ancient Chapter stood in ranks in front of the display, their armour bearing the emerald blood drop of the 4th Company. They held bolt rifles clasped to their chests as they listened intently to their commander's pre-battle briefing.

Three Thunderhawk Gunships stood ready, towering over the assembled Space Marines. Servitors and Chapter serfs bustled around the vessels, tending to the machine spirits of the eager vessels and loading heavy weapons and machinery into their storage bays. Techmarines oversaw the operations, issuing binharic instructions to their underlings, their mechadendrites and servo-arms twitching.

Cossima marched across the deck to join his assembled battle-brothers, passing beneath the shadow of a Thunderhawk's wing. The smell of perfumed oil and incense permeated the recycled air, a scent reminiscent of the grand halls of the Arx Angelicum. Even here, within the belly of a strike cruiser, the artistry of Baal was prominent. Statues of long-dead heroes of the Chapter rose in each corner of the vast chamber, reaching up to support the deck above with marble hands. Winged armorium cherubs flittered above, parchment seals trailing from their rosy flesh, bearing belts and magazines of ammunition to waiting warriors.

Cossima caught the Captain's eye, raising a fist over his breastplate by way of a salute. Raphaen acknowledged him with a nod, before continuing.

'Void superiority has been established,' the Captain said, his baritone voice drowning out the background thrum of the vessel's engines. 'We have retreated from this world once. We shall not flee again. We strike in six hours. Drop assaults to be preceded by precision bombardment.'

Glancing down at his new bionic, Brother-Sergeant Cossima flexed the servo-motors within. The memories of defeat flooded his mind, the snarling faces of Black Legionnaires and the mutilated corpses of his dead battle-brothers, his severed arm twitching on the ground. He had given way to his fury upon that polluted orb and dishonoured himself. Perhaps victory on this day would go some way towards washing away the stain.

'Black Legion positions have been located around the prime manufactora. Adeptus Mechanicus maniples have proven unable to dislodge the invaders. Squads Cossima and Veneris are to insert behind the Black Legion fortifications.'

Cossima shifted uncomfortably. A strange feeling of otherness began to distract him, a fog of confusion clouding his thoughts and eroding his focus. The Captain's words barely registered. A dissonance overcame him, and he felt as if he were standing above himself, observing the briefing from without. Disordered memories flickered across his mind's eye, yet contained in their midst were visions of events he could not recall – the experiences of another.

Cutting through the confusion, a deep voice resonated through the recesses of his mind. *Steel thyself! The Traitors come!*

He turned his head swiftly, seeking the source of the voice, only to see his squad arrayed around him in silence. The dissociative episode ebbed away as swiftly as it had arrived, the Captain's voice audible once more.

'…armoured units will exploit the breach. The forge-mechanisms must be captured intact. Techmarines will accompany the armoured assault and secure the indicated positions.'

Cossima struggled to regain his concentration, shaking his head and staring up at Raphaen, but to no avail. He slowly squeezed his eyes closed and grimaced, a dull pain throbbing in the recesses of his mind. When he opened them once more, he was no longer standing upon the deck of the *Sanguine Grace*. Instead, his feet were planted upon solid ground. No longer was he clad in crimson, but instead in armour of burnished gold. He held in his right hand an elegant blade, its shimmering surface crackling with power. Instinctively, he flexed a pair of angelic wings.

Before him rose the stark stone walls of a colossal fortress, lined with gold-domed gun batteries. The sky blazed with gunfire, indistinct vessels wheeling through the clouds above, tracer fire and artillery crashing against void shields, following strikes ploughing through to impact upon the outer wall and rain down into the heart of the fortress itself.

A towering gate was embedded in the fortress wall, its surface embossed with images of heroes from myths. Beyond the immense walls, the clangour of battle could be heard. The death screams of combatants and the percussive thud of heavy weapons rippled through the air and shook the very ground beneath his feet. The gate moved, swinging open to reveal the violence beyond.

Then he was back on the deck of the strike cruiser again. He took a sharp intake of breath, turning his head from side to side. He felt his hearts racing, adrenaline flowing through his body. He had felt the ashen breeze upon his face, the stench of burning flesh. It had been so real.

'…manufactorum district Argos. Thunderhawk assault wings will secure Drop Zone Cruor.' The Captain's voice broke Cossima free from his vision. He shook his head, muscles tensing. At his side, his brothers stirred in reaction to his movement.

His vision flickered yet again. He watched crimson-armoured battle-brothers advance into a storm of fire. The Captain's voice faded, replaced by a vox-transmission, a bellowing voice that he did not recognise screaming orders.

'Through the gate! Into the breach! Drive the Traitors back! For the Emperor!'

The Blood Angels strode forward, firing from the hip. Their fusillades slammed into the mass of Traitors surging through the narrow approach to the gate. Their pale armour was thick with rust and filth. To Cossima, the scene before him was as real as any battle in which he had partaken.

'With me! For Baal and the Emperor!' Cossima found himself bellowing, though the voice was not his own.

He felt the urge to join the fight, the urge to aid the Blood Angels around him in their struggle, and yet his body would not respond. He felt the impact of a bolt round against a gilded pauldron. He started forward again, snarling loudly and raising his sword high, thunderous wingbeats propelling him at an incredible speed.

Abruptly, the visions faded. Once more he found himself standing on the deck of a voidship, his chainsword drawn and raised. Swiftly, the Blood Angels warriors around him parted, bringing their bolt rifles into a ready position and training them upon him. Through the crowd, the black-robed form of Chaplain Giorgion strode, his skull-mask focused upon Cossima. The Chaplain pressed his way towards the Sergeant.

As his eyes met the gaze of the Chaplain, the Sergeant lost his tenuous grip upon the real once more. His head pounded, more half-formed yet intense memories flashing through his mind. He felt himself stumble forward to one knee. Fire and smoke. Blood and battle cries. He and his sons pressed through the gate and surged out into a storm of fire. He gazed around again. His sons were no longer with him, replaced by a score or more of Horus' sons, the eye of their traitorous Primarch embossed upon the teal plate of their power armour. They raised their bolters in unison, bellowing the name of their traitorous lord, his brother. Rage began to boil within his veins, muscles tightening and cramping. Only the paralysing confusion prevented him from rising to open fire and rain justice down upon them.

A strong grip took hold of Cossima's augmetic arm and wrenched the chainsword from his grasp. Clarity suddenly returned to the Sergeant. He saw the Chaplain's skull-mask – inches from his face – the glowing red lenses of his superior's helm peering intently into his eyes. He tried to move but found his body would not respond.

The Chaplain held aloft an ornate censer, scented smoke emanating from its perforated shell. He waved it before Cossima's face. The pungent incense burned his lungs as he breathed it in deeply.

'*Brother-Sergeant Cossima. Breathe deeply. Do you hear my words?*' the Chaplain said, the pity evident in his voice.

The Sergeant could barely move and struggled to recall his name or place his location. The faces around him were like those of strangers. Confused and disoriented, he couldn't muster a response. All he could feel was anger and sorrow.

'*Come, Brother-Sergeant Cossima,*' Chaplain Giorgion spoke once more, with pity in his voice still.

The sound of his name awoke within the Sergeant a moment of lucidity; he recognised the fate that had befallen him. The Flaw had come for him at last. He knew the signs all too well. Already he could feel his muscles beginning to spasm, the taint that marred the blood of all Blood Angels flooding through his system.

'*Your final battle is nigh,*' the Chaplain continued. '*The Death Company beckons, brother.*'

Cossima wanted to respond, to deny the truth, and yet he could manage no words. He simply nodded, as the Chaplain extended a gloved hand and rested it gently upon his forearm.

'*It is time. Be not sorrowful, for in battle shall this stain be washed from your soul,*' the Chaplain said, his voice a soothing whisper.

The Chaplain's hand tightened upon his arm and he felt a gentle pull as he was guided through his assembled battle-brothers, the arrayed warriors looking upon him with sombre and knowing expressions. A single tear ran from the Sergeant's bloodshot eyes as he left them behind and allowed himself to be led out of the docking bay. Soon he would wear the black, the Flaw would fully claim his battle-damaged soul. His last hope, as he was led away into the depths of the *Sanguine Grace*, was that, when the final battle came to pass, death would find him, and he would be cleansed.

BLOOD FLOWS ON CARADIS

The Khornate Blood Crusade that swept through the Tregethi System saw three inhabitable worlds drawn into a bloody conflict. The Blood Angels Strike Force Piridon was dispatched in response, landing upon the system's primary planet, Caradis. There its warriors found themselves engaged in vicious hand-to-hand combat with World Eaters warbands. The savagery that ensued saw many of Sanguinius' sons succumb to the Red Thirst, matching the brutality of the World Eaters with their manic bloodlust. The unbound slaughter soon drew Khornate daemons through the veil and into reality.

EXEMPLARS OF THE HOST

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

SANGUINARY GUARD

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

As the Sanguinary Guard are ancient, so to is much of their wargear. The origins of their golden armour and wrist-mounted Angelus boltguns can be traced to the Horus Heresy. The arrival of the Indomitus Crusade fleets to Baal saw Cawl's Gifts bestowed upon the Sons of Sanguinius, amongst them Mk X Tacticus armour. With the Chapter's supply of intact relic armour ever dwindling, the forges of the Blood Angels and their successors were put to work subtly altering the Sanguinary Guard's relic death masks and Angelus boltguns to interface with freshly gilded Tacticus power armour. Those chosen to wear this armour bear encarmine power blades. Made of angelsteel, the secrets of the forging of these beautiful and deadly weapons are known only to the Blood Angels artificers.

It is only during times of greatest need that the Chapter's most sacred banners are released from the Arx Angelicum. These magnificently crafted relics are links to the Chapter's oldest days, and the origins of some can be traced as far back as the Great Crusade itself. Chosen before the commencement of the conflict by a council of peers, one amongst a unit of Sanguinary Guard may be given the great honour of bearing such a standard to battle. The vision of these golden angels soaring into battle can inspire fervour beyond words in the warriors of the Imperium, and transform even the direst rout into glorious victory against the odds.



A Sanguinary Guard's most iconic item of wargear is their death mask. The stern-faced visages of these golden war helms crackle with haloes of light, lending the masks a terrifying aspect that unsettles any foe who meets a Sanguinary Guard in battle. The machine spirit within each mask forms a bond of unbreakable loyalty with the wearer, and should the Sanguinary Guard fall in battle, his mask is placed in the Sarcophagus of Sorrows on Baal for seven days and nights, in which time the mask takes on the stylised features of its former wearer. Together, the Sanguinary Guard's wargear is a reminder of the history of the Chapter and the Imperium.

Many amongst the Blood Angels Chapter Command regularly enter battle equipped with jump packs. It is not uncommon for these commanders to be accompanied by a bodyguard unit of Sanguinary Guard, who undertake the same duties they once provided to Sanguinius himself. When Commander Dante takes to the field, he is often flanked by a shining host of Sanguinary Guard who soar through the skies at his side and will gladly trade their own lives for his.

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

SANGUINARY PRIESTS

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

Sanguinary Priests begin their training serving as Sanguinary Novitiates, mastering the use of the narthecium and reductor to heal their brothers' injuries. Only once they excel in these skills are they fully inducted into the Sanguinary Priesthood. To join his order, the Novitiate must drink the blood of the assembled Sanguinary Priests from the Red Grail.

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

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

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

BROTHER CORBULO

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

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

THE SANGUINOR

Such is the nature of the battles in which the Sanguinor partakes that few ever survive to recount having beheld his glory. A haloed warrior clad in wondrous golden armour, he arrives on battlefields only when the Blood Angels need him most, before vanishing again as swiftly as he came.

Only a small number of the most enlightened individuals know much of the Sanguinor's history and can be sure he is not a mere hallucination recounted by survivors of the most horrendous battles. Within the Diurnal Vault of the Blood Angels Reclusiam there lies the Carta Sanguinorum, an iron-clasped volume in which is recorded every known occurrence of the Sanguinor's intervention. Those who have studied this have observed that there is a surprising number of events involving the Sanguinor and Commander Dante. What this says about the Blood Angels Chapter Master none have been able to successfully divine, and neither can they agree on whether this should be treated as a sign of hope or a bad omen.

To some on the Chapter Council, the Sanguinor is a coalescence of the nobler qualities of Sanguinius that kept the Primarch's darkness in check, but was lost upon the Great Angel's death. The Sanguinary Guard believe that he is the spirit of Azkaellon, their order's former leader, preserved by the Emperor's grace. To the Inquisition, it is possible that he is either some dark manifestation of the empyrean or a psychic composition, both suggesting that the Blood Angels could well be spiritually flawed. However, to most Blood Angels the Sanguinor is simply a part of their vast and glorious heritage.



DANTE

LORD OF THE HOST, WARDEN OF THE IMPERIUM NIHILUS

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

Lord Dante has fought in battles uncounted, orchestrated innumerable campaigns and seized bloody victories on worlds as far-flung as Ork-riven Vordrast and the rebellious Formund. It is said that no man has visited as many of the Imperium's million worlds as he has.

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

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

Dante has been made Warden of the Imperium Nihilus by Roboute Guilliman himself. The scale of such a responsibility is impossible to fathom. This half of the Imperium drowns in darkness. Communications are nigh impossible and travel is extremely hazardous. Each passing day the exhausted Astropaths of the Red Scar are battered with hundreds of harrowing pleas for aid from worlds in the grip of terrifying Drukhari raids, invaded by Heretic Astartes warbands or on the edge of consumption by the warp itself. All the while, much of the Red Scar is plagued by the surviving tendrils of Hive Fleet Leviathan, which ravaged the region prior to the Great Rift's emergence. Being named protector of half the galaxy by a figure as eminent as Guilliman should be a great gift but, in reality, it is a terrible burden. Each day billions die and worlds are lost – Dante and his Blood Angels unable to help.

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

Though beset on all sides by traitors, aliens and heretics, Baal is becoming a beacon for refugees and a mustering point for scattered Imperial forces. Dante has ordered the massive expansion of Skyfall – the Blood Angels' enormous space dock – to enable it to serve as a support base for a vast armada of warships, formed of those vessels Dante has been able to summon to Baal and those that have fled there. Dante believes that this Fleet Nihilus can be the start of a reclamation force that restores Imperial rule to the domain placed in his charge.

WEAPONS OF THE WARDEN

In addition to his artificer armour, replete with jump pack and iron halo, Commander Dante wields two ancient and deadly weapons. The Axe Mortalis is a power weapon forged by the Chapter Armourer Metriculus soon after the tragic events of the Horus Heresy and is said to carry the death-blessing of Sanguinius. The Perdition Pistol, Dante's sidearm, is a master-crafted relic from the Dark Age of Technology. Utilising an advanced form of melta technology, the superheated gases projected by this weapon can reduce an enemy warrior to a pool of molten fluid or punch a hole through the hardened ceramite hull of a Land Raider.

MEPHISTON

LORD OF DEATH

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



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

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

Mephiston rose rapidly through the Librarius' ranks to become Chief Librarian. In battle, he bears the force sword Vitarus, an ancient weapon said to have been blessed with a drop of the Primarch's blood. His expertly crafted and highly ornate artificer armour contains a psychic hood that further enhances his already formidable powers. Mephiston is now an icon of hope to his brothers, for if he can defeat the Black Rage, perhaps others can too. Some Blood Angels are less convinced, wondering whether Mephiston's miraculous victory over the Flaw is all it seems and whether it carried a hidden price that has yet to be revealed.

After the Great Rift tore the galaxy in two, Mephiston only grew more powerful. Those who fought alongside him reported the Chief Librarian's ability to halt the passage of time, project his mind into the bodies of others and exsanguinate an opponent with but a thought. To those suspicious of him, this only made him more dangerous. His detractors' concerns appeared to be validated when, while fighting aboard the battleship *Dominance* against Slaaneshi daemons, Mephiston's powers overwhelmed him. For this, he was locked within the Chemic Spheres – a prison deep within the Arx Angelicum. It was during this incarceration that Librarian Gaius Rhacelus suggested Mephiston cross the Rubicon Primaris, to help him contain his powers. It was a risk. Many feared it might make Mephiston even more dangerous, but he underwent the days-long and agonising operation and survived, emerging not only more powerful but also more stable. No Blood Angels, however, know what Mephiston truly went through, or what terrible truths he learned in the horrifying visions he experienced – all of which he has vowed to never reveal…

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

- Mephiston, Lord of Death

THE LIBRARIUS

The psyker gene is far more commonplace within the ranks of the Blood Angels than it is in many other Chapters, yet still few possess the temperament and discipline to become Librarians. Those who do pass the rigorous physical and spiritual tests required to join the ranks of the Librarius are considered amongst the most potent psychic warriors amongst the Adeptus Astartes.

The powers they learn to manifest can cause the blood of their foes to boil and burst from their veins, project waves of darkness and fear and help their brothers focus the innate fury that haunts their souls. So prized are the Blood Angels psykers that some have been interred within Dreadnought sarcophagi so that they may continue to serve the Chapter.



ASTORATH THE GRIM

REDEEMER OF THE LOST

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

Astorath the Grim seeks out those souls so gripped by the Black Rage that not even death in battle is possible for them. To those individuals he brings swift mercy, beheading them with a single stroke of the weapon of his office – the Executioner's Axe. Any scion of Sanguinius feels deeply unsettled around Astorath, knowing that all of Sanguinius' sons are susceptible to the Black Rage and that one day it may be their neck on the receiving end of the High Chaplain's blade. His artificer armour resembles the flayed musculature of an Adeptus Astartes warrior, whilst his black-winged jump pack and long black hair lend him a sinister aspect that contrasts sharply with the angelic visage of his Primarch and the noble Sanguinary Guard. The weight of his terrible burden and the ceaseless grief he endures have given him a humourless, dour manner, and every battle-brother knows that one day it might be them who is brought to an end by the lethal weapon he carries.

The Redeemer of the Lost must bear his duty alone, for only one of his iron will can bear the trauma and sorrow that his role inevitably entails. Since his ascension to the post, Astorath alone has been equal to this task, though in recent years it has grown ever more arduous and all-consuming. With the Indomitus Crusade fleets now deployed across the vastness of the Imperium and beyond, elements of the Blood Angels Chapter and its many successors find themselves embroiled in ceaseless bloody conflicts throughout the Imperium's war-riven segmentums. The number of new inductees into the Death Companies has continued to swell as a result of this endless warfare. Astorath the Grim must now spend longer and longer away from Baal, crossing the stars in pursuit of the soul call of the Black Rage wherever he hears it, journeying far and wide amongst the Blood Angels' successors aboard his ship, the *Eminence Sanguis*, which has been used by his predecessors for millennia.

Such is the unerring accuracy with which Astorath pinpoints the emergence of the Black Rage amongst his brothers that to many it appears that his very presence encourages the Flaw within them. This belief is false. Only he can hear the doom-laden chords of the Black Rage's call, the forlorn symphony of which cannot be silenced or even dulled, even with great distance. It is Astorath's gift and curse that only he can detect the emergent flaw in a soul before any other, and the Redeemer of the Lost will do all in his power to reach such afflicted battle-brothers before their madness takes hold.

And so Astorath is as true an angel of death as any, both to his rivals and battle-brothers. Wherever he fights, the black-clad warriors of the Death Company are by his side, their combined power a terrible onslaught that devastates any enemy they reach. Despite his reputation amongst his brothers, it is Astorath's primary desire to see those afflicted with the Black Rage find release from their torment in an honourable death upon the battlefield. The use of the Executioner's Axe upon a Son of Sanguinius is only ever a last resort – a final mercy to those unfortunate enough to survive their final battle.

Through the sweltering jungles of Cyranis, the Redeemer led the Lamenters' Death Company in a blood-soaked yet glorious assault upon the Orks of Waaagh! Zignatt, allowing their Chapter to emerge victorious thanks to their sacrifice. In the generatoriums of Mytosia II he fought side-by-side with Captain Lysis Valanir of the Angels of Excelsis – deep in the grip of the Black Rage – and witnessed his final stand against the Patriarch of the Gilded Claw. In each such conflict, Astorath channels his deep sorrow into a ferocious battle fury. He hews apart foe after foe in his savage determination to give his doomed brothers the glorious end in battle each deserves after their years in service.

FALSE HOPE

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

Even as the possibility was discussed, Astorath sharpened the Executioner's Axe, knowing that sooner or later his battle-brothers would need its services. Sure enough, his soul senses drew him to the planet Dulcis, where he saw with his own eyes the Black Rage claim Primaris battle-brothers of the Red Wings Chapter. Since that day, the curse of the Flaw has reared its head amongst the recruits of almost every successor of the Blood Angels. That Astorath's prediction was proven correct gives him no joy, for dozens more must now feel the kiss of his blade's razor edge upon their necks.

LEMARTES

GUARDIAN OF THE LOST

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

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

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

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

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

Lemartes is rarely in stasis for long. Charged with rallying the beleaguered defenders of the Imperium Nihilus, the Blood Angels find themselves stretched thin across the vastness of the Red Scar and beyond. With each bloody battle do more of the Sons of Sanguinius succumb to the Black Rage. The inspirational leadership and direction provided to these lost souls by Chaplain Lemartes renders him invaluable to his Chapter. The purgation of Khornate heretics on Venerax, the liberation of Hive Drale from the clutches of the Kabal of the Jade Spider – these victories and more were earned in the blood of the Death Company, with Lemartes at their head.

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

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

- Brother Corbulo



THE BLOOD CROZIUS

The ancient crozius arcanum borne by Lemartes has served the Chapter for many millennia. It is believed to have been wielded by the first of the Blood Angels Reclusiarchs and was wielded by those who held this position for many generations. Eventually, it was passed to Brother-Chaplain Raneil, whose death in a warp-fuelled assault saw the weapon declared cursed and tainted. For many years it remained sealed within the Blood Angels Reclusiam, shunned by all Chaplains. Only when Lemartes fell to the Black Rage was the weapon finally taken from its place of storage and placed into his hands. If the weapon is indeed cursed, it seems Lemartes' rage shields him from its effects, for with it he has slain countless enemies.

BLOOD ANGELS ICONOGRAPHY

The Blood Angels broadly follow the organisational tenets set down by Roboute Guilliman in his Codex Astartes. Despite this, however, the Sons of Sanguinius go to war bearing a set of unique squad markings and heraldry. The majority of these symbols and icons date back to the time of Sanguinius. Thanks to their culture of artistry and craftsmanship, many Blood Angels – particularly officers – adorn their armour with further elaborate decorations.



1st Company



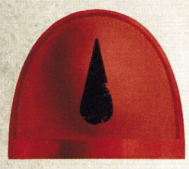
2nd Company



3rd Company



4th Company



5th Company



6th Company



7th Company



8th Company



9th Company



10th Company

The Company badge is worn upon the right pauldron. The 1st Company can be instantly recognised by their skull icon. Other companies use variations of the blood drop.



Brother Gylliad, an Intercessor of the 1st Squad of the 2nd Company of the Blood Angels Chapter.



The Blood Angels' Chapter badge is worn upon a battle-brother's left pauldron.





Sergeants of Blood Angels squads have black pauldrons with red guard, rather than the blood-red colouration of their squad mates.



Squad Icons
The squad number within a company is indicated by a coloured icon typically displayed on the battle-brother's right knee.



Battleline



Close Support



Fire Support



Veteran



Command

Battlefield role is denoted by helmet colour.



Space Marine equipped for Assault Intercessor role: 3rd Company, 8th Squad



Veteran Space Marine equipped for Bladeguard role: 1st Company, 4th Squad



Space Marine equipped for Eradicator role: 5th Company, 9th Squad









DEATH COMPANY

When a battle-brother joins the Death Company, his armour is painted black and the company and squad markings upon his right pauldron and knee are replaced with the red saltire of that doomed brotherhood. The Chapter icon remains emblazoned upon the left pauldron, albeit in white so that it stands out against the black of his armour. The majority of the Blood Angels' successors use the same heraldry and colour schemes to denote their own Death Companies.

SUCCESSOR CHAPTERS

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

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



FLESH TEARERS

The Flesh Tearers are violence made manifest. To fight them in battle is to face a storm of whirling chainblades wielded by howling warriors bent on slaughter. The Flesh Tearers' bloodthirst has defined them, and few of the scions of Sanguinius are as afflicted by the Flaw as they. Only the stern and effective leadership of their Chapter Master – Gabriel Seth – has thus far kept their fury from consuming them.



KNIGHTS OF THE CHALICE

The Knights of the Chalice are a purely Primaris Chapter, first deployed during the opening battles of the Indomitus Crusade. They are renowned for their aggressive orbital strikes, fielding large numbers of Inceptor Squads who drop from on high to scour beachheads clear of the foe. Coupled with destabilising strikes by Reiver Squads, the Chapter plunges the enemy into confusion, allowing for swift planetary conquest.



FLESH EATERS

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



CRUOR BLADES

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



BLOOD DRAGONS

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



The Flesh Tearers' Chapter badge is as brutal as it is simple, clearly reflecting their preferred strategies.



Space Marine equipped for Intercessor role: 3rd Company, 3rd Squad



Battleline



Close Support



Fire Support



Veteran



Command



Space Marine equipped for Aggressor role: 5th Company, 9th Squad

ANGELS SANGUINE

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



The Chapter's symbol is a winged skull. This icon is displayed upon the left pauldron. Squad and company markings are displayed on the right pauldron and right knee.



The black and red armour of the Angels Sanguine serves as a reminder to each and every battle-brother of the looming presence of the Black Rage.



Brother Ollivan fell into the grip of the Black Rage during the Liberation of Ngombe. Here his armour bears the skulls and saltires of the Brotherhood of the Lost.



CARMINE BLADES

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



LAMENTERS

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



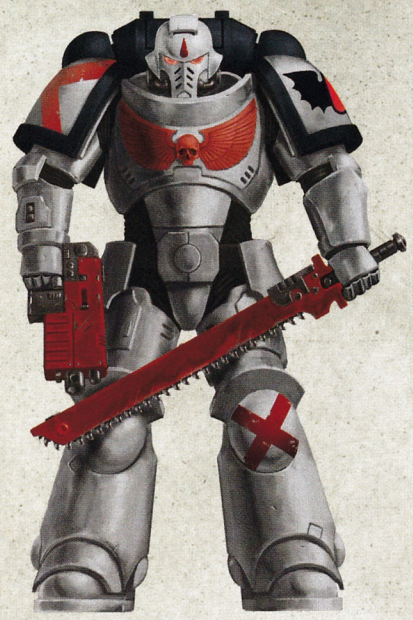
ANGELS VERMILLION

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



BLOOD DRINKERS

Rather than deny the bloodlust that echoes through their souls, the Blood Drinkers embrace it, harnessing the Red Thirst in combat and practising blood rituals both on and off the battlefield. This acceptance of their nature seems to have given the Blood Drinkers a unique level of control over the Flaw, and a reduction in incidences of the Black Rage. It remains to be seen if this achievement comes without a greater cost.



The appearance of the Sanguinor during the Varix Campaign saw the Angels Encarmine deploy their Death Company in alabaster white as tribute.



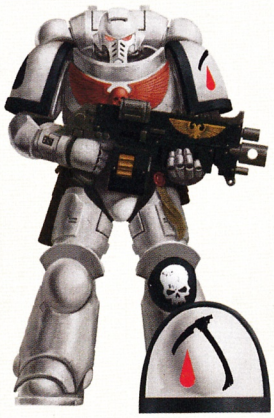
Brother Vilos – 2nd Company, 14th Squad – is depicted equipped and armed as an Intercessor prior to the Battle of Gethadse XI.

ANGELS ENCARMINE

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



The blood drop and wings are ubiquitous motifs amongst the Blood Angels' successors and are combined to form the Chapter icon of the Angels Encarmine.



BLOOD SCYTHES

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



SABLE KNIGHTS

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



ATLANTIAN SPEARS

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



ANGELS PENITENT

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

The growl of engines, the grinding of steel tracks over loose rubble, the faint sound of battle cries and a constant stream of gunfire rattling against the transport's hull.

These sounds were barely audible above the thunderous pounding of the Blood Angel's twin hearts. A maddening fury maintained a vice grip upon his tortured soul. He knew not where he was, nor even his own name. He ground his teeth together, muscles taut with rage. One moment he saw the faces of black-clad Death Company twisted into expressions of savage anger, the next the expressionless helms of red-armoured Blood Angels. A flood of memories washed over him – the intermingling smells of incense, blood, hot promethium and acrid smoke dredged from a mind that was not his own. He felt the vehicle grind to a halt and tightened his grip upon his blade, eager to enter the fray. His muscles tensed as harness restraints fell away. The hatch of the Land Raider slammed down to reveal the raging battle beyond.

The Blood Angel's gaze settled upon a dozen or more Chaos Space Marines, their black armour stained with blood and grime. A few raised profane banners high above their heads as they advanced through industrial ruins over the broken bodies of Skitarii soldiers. Released, the Blood Angel let out a bellow of unadulterated fury, thumbing the activation rune of his chainsword as he thundered down the ramp at the head of his squad. The booming litanies of a Chaplain accompanied him as he sprinted from the transport.

The Blood Angel charged towards the heretics, vision blurring, the battlefield rearranging itself. Gone were the squat manufactora, smoke-belching chimneys and howling Black Legionnaires. In their place were the golden walls of the Imperial Palace, rising from their mountainous foundations to loom over Terra's endless sprawl. Space Marines clad in sea-green armour marched steadily forwards, boltguns spitting death.

Traitors! he thought to himself, snarling. *Sons of Horus.*

The Blood Angel raised an encarmine blade in a gilded fist, the crackling power running across its surface illuminating his resplendent golden form. Gouges, scorch marks and craters pockmarked the plate of his armour, the result of days of continuous warfare. Bolt shells whistled past him, striking his sons and knocking several from their feet. Some of them were dead before they hit the ground. Others struggled painfully, attempting to rise to their feet, desperate to continue the fight despite the mortal wounds that had laid them low.

On the Blood Angel charged, focused only upon his own thirst for violence.

Closing in on the Traitors, he swept the Blade Encarmine through their ranks, splitting ceramite plate and spilling gore across the marbled stairs. He struck again, moving with preternatural speed, piercing the breast of a foe with the tip of his sword before ripping it free. The dying warrior toppled into his brothers, preventing them from bringing their weapons to bear for a precious second. The Blood Angel plunged into them, a golden titan, feathered wings propelling him ever onward. He slashed right and left, shearing through ceramite with each elegant swing.

Beyond the surging Traitors, dark shapes descended, grime-encrusted green and white transports settling upon the ground to disgorge Mortarion's treacherous sons. The Angel felt his rage intensify, tears of bitter fury running across his face.

'Only death awaits the Traitor,' the Blood Angel heard himself cry, burying his weapon into the neck of a Traitor Space Marine before wrenching it free.

Return strikes from the heaving mass of enemies rained down, biting into his armour and piercing flesh. He snarled, shrugging off the pain and lashing out with the pommel of his crackling weapon to strike the exposed face of another enemy. Suddenly, his sons were at his side, thundering past his winged form to crash into the Traitors. They roared like untethered beasts as they rained blows down with reckless abandon, driving the enemy back with the sheer savagery of their advance.

The Traitors quailed before the ferocious assault, retreating inch by inch. The enraged Blood Angels pursued them, driving them back from the Palace's walls and into a killing zone from which there would be no escape. The Angel's rage consumed him as he flexed his wings, propelling himself into his victims, a blur of murderous violence rushing up to consume all trace of conscious thought. All was fury. All was violence. All was death.

When conscious thought returned it did so with a suddenness that caused the Blood Angel to halt in his tracks. He could not tell for how long he had been lost in the slaughter, but no more did he stand before the Emperor's shining bastion. He now found himself in a wide corridor, thick bulkheads rising from dark metal decking on either side. The strewn corpses of Blood Angels and Horus' treacherous sons surrounded him, lying upon the blood-slick deck plates, vacant eyes staring blankly at the ceiling.

The Blood Angel's breathing became shallow and ragged. A dull pain emanated from his chest. He brushed a gauntleted hand across a gaping rent in his breastplate, hands closing around the hilt of a Traitor's blade and wrenching the weapon free. Another bout of confusion descended as he cast the bloodied dagger aside. His vision was fluid, continuing to shift and falter, shapes and surroundings melting away, clear memories thrusting themselves

to the fore before receding as swiftly as they had appeared. One moment he was hurtling across an ashen industrial wasteland into the midst of a group of cowled blasphemers, the next he was soaring above Traitor Space Marines clad in filth-encrusted white armour flecked with blood. His movements were a blur as if he were trapped in the recesses of his mind, watching the actions of another. The only sensation he could trust was his rage, his desire to kill. He focused upon this raw anger, channelling it into his burning muscles and using it to empower each thrust of his blade.

The Blood Angel saw black-clad battle-brothers charging through a wide trench, hurtling towards a trio of grotesque and mutated heretics. The monstrosities bore the remnants of power armour, split open to reveal heaving masses of daemonic flesh. Their arms terminated in chitinous blades and grasping pincers.

A bolt round crashed into his right arm, causing a flash of pain. The Blood Angel gritted his teeth as he looked down to assess the damage. The sight of the metallic limb gripping the glowing weapon sent a ripple of shock coursing through him. Another burst of fragmented recollections invaded his mind: black armour; the taste of blood; a twitching limb encased in blood-red armour. Rage began to boil once more within him.

At the Blood Angel's side, a skull-helmed Chaplain raised his crozius arcanum, a booming litany emitting from his vox-grille.

'*…we are vengeance made manifest. We are fury unbound. None shall stay our wrath!*' The Chaplain's skeletal visage turned upon the Blood Angel, its judgemental glare piercing his soul. '*Forward, Cossima. Visit vengeance upon them. Earn your place at Sanguinius' side. Let no heretic flee this place,*' the Chaplain growled.

The name meant nothing. Sergeant Cossima was no more.

The Blood Angel broke the Chaplain's gaze and turned to face the enemy, roaring a challenge to all that could hear. He broke into a run, the trench around him reforming into the blood-slick corridor of a voidship. The possessed filth were gone, in their place were a trio of warriors clad in Terminator armour, leather pteruges trailing from their black plate, the energy fields of their lightning claws shimmering and crackling.

The Angel swatted a crackling claw aside with his encarmine weapon, dodged another blow, kicked out with his right foot and slammed a fist into the helm of his foe. The Terminator stepped back, fending off his furious blows and striking back, knocking the Angel's sword arm aside with the claws upon its right gauntlet and driving those on its left into his shoulder. Blood ran free, yet he felt no pain.

Raw aggression kept the Angel moving despite his wounds. He lunged to strike again, encarmine blade biting into his opponent's right forearm. He struck again, thrusting the weapon through the gut of the foe. The crackling blade drove through ceramite plate, sizzling as it parted flesh and organs. He drew the weapon back. A torrent of viscera erupted from the rent in the Traitor's armour as he fell.

Surviving sons rallied to the Angel's side, pouring down the corridor to fall upon the two remaining Terminators. Some were cast aside, their ceramite armour pierced and shredded by claws wreathed in glowing energy. Others rained blows down upon the Traitors, bearing them to the ground and tearing at them with chainswords and gleaming power swords. Stepping over the body of the dying Traitor, the Angel advanced upon the last of the hulking trio, who was already engaged in combat with two of his sons.

As the Angel gazed upon the towering foe, a wave of revulsion washed over him: Terminator armour, blazing eyes affixed to its colossal bulk; cruel talons raised high, dripping with the blood of his sons. The walls closed in around him, the hum of void engines vibrating the ground beneath his feet. With a wordless cry of vengeful fury, he propelled himself forward, wings splayed wide, blade raised for the kill. The Traitor met his charge, freeing a clawed gauntlet and plunging it deep into the Angel's breastplate.

As the weapon ripped through flesh and vital organs, the Blood Angel's perception of reality warped once more. He looked down upon his armour to see a serrated clawed limb buried deep within his black armour. His own blade was buried hilt-deep in the breast of his foe. Where seconds before he had seen a towering Terminator, now he was face to mandible with a mutant monstrosity, its hate-filled eyes glassing over as its daemonic possessor abandoned the mortal host to its fate.

The foe toppled backwards, serrated chitinous claws sliding free from the Blood Angel's armour. He stumbled to his knees, internal organs damaged beyond the ability of even his physiology to repair. The piled corpses of Black Legionnaires littered the ground, the warriors of the Death Company overrunning the Traitor's positions. He slumped sideways, falling to the floor. As the lifeblood drained from his shattered body, he observed his brothers thunder forwards into the Traitors' lines, bellowing the battle cry of their forefather.

As the cold embrace of oblivion closed around him, Brother Cossima heard once more the Chaplain's cries, bellowed above the furious din of the ongoing slaughter.

'*By the blood of Sanguinius! Victory shall be ours this day!*'







Showcase

THE SANGUINARY BROTHERHOOD

THE BLOOD ANGELS ARE NOBLE AND HEROIC OF ASPECT AND DEED, YET HARBOUR WITHIN THEIR BLOOD A TERRIBLE FLAW. THOUGH THEIR HERALDRY LARGELY ADHERES TO THE TENETS OF THE CODEX ASTARTES, THEY POSSESS WITHIN THEIR ARMIES TWO UNIQUE FORMATIONS. THE WINGED ANGELS OF THE SANGUINARY GUARD EXEMPLIFY THE NOBILITY OF THE FALLEN PRIMARCH SANGUINIUS, WHILST THE BLACK-CLAD BROTHERS OF THE CURSED DEATH COMPANY ARE GRIPPED BY A MADNESS THAT DRIVES THEM TO SLAUGHTER ALL IN THEIR PATH.









1



2





The Blood Angels utilise speed, shock and awe to overwhelm and overrun their foes. Drop Pods thunder down from the heavens to discharge squads of Assault Intercessors. Tanks and transports slam into the enemy line, disgorging elite troops as they open fire with their array of heavy weapons. In moments the enemy lines are broken by the sheer intensity and ferocity of the assault.

1 On Phraeges III – located at the outer edges of the Red Scar – a Blood Angels strike force launches an all-out assault against Ork invaders. Under the watchful eye of their Captain, the Blood Angels advance into the fray, supported by heavy fire from battle tanks, armoured transports and a Dreadnought.

2 The swarms of Hive Fleet Leviathan surge towards the Blood Angels landing zone. Under the command of their Lieutenant, Reivers and Terminators attempt to stem the tide, allowing their allies to disembark from their Stormraven transport and bring additional firepower to bear on the ravening xenos horde.



Intercessor Sergeant



Intercessor



Assault Intercessor Sergeant with jump pack



Assault Intercessor



Eradicator Sergeant



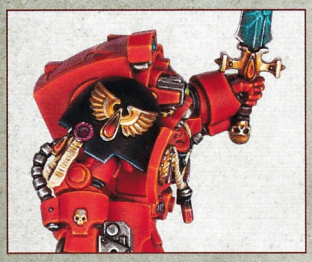


Sanguinary Priest



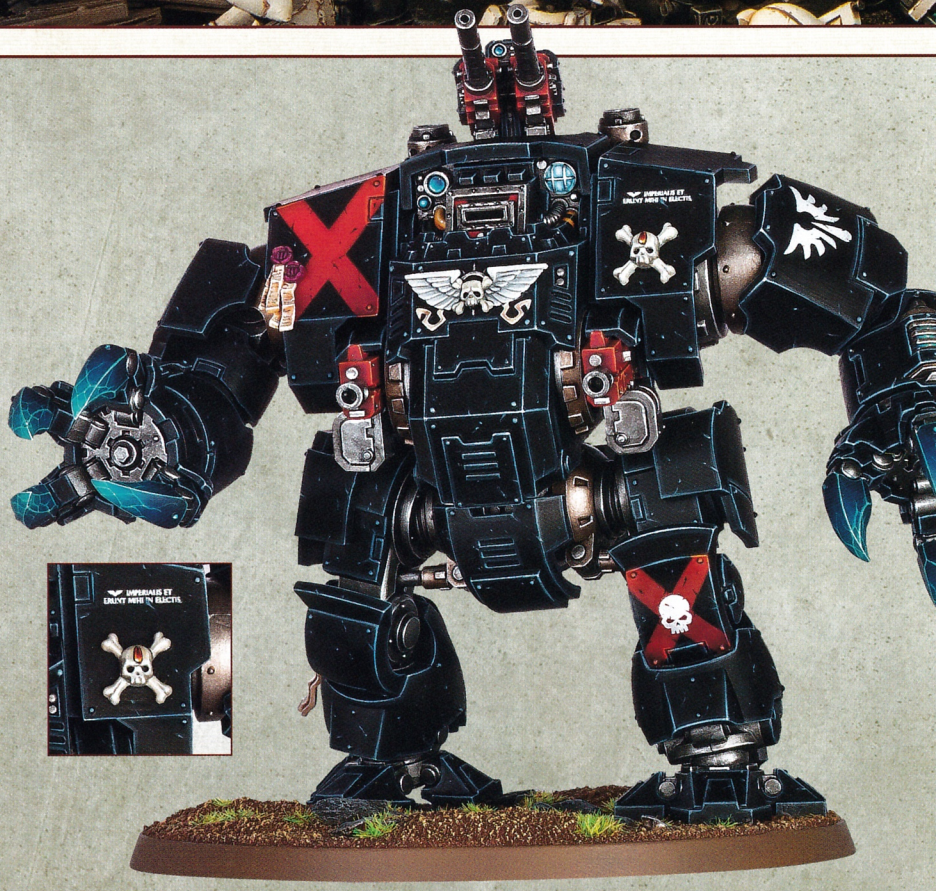
Captain







Terminator Sergeant



Death Company Dreadnought



The Sons of Sanguinius pride themselves upon their skill at arms. They bring to bear their artificer weapons with a preternatural grace and strength reminiscent of their fallen Primarch.

3 The Blood Angels thunder towards the T'au lines, seeking to negate the xenos' powerful ranged weapons by rushing into combat. A column of armoured vehicles lays down covering fire to suppress the aliens whilst a hulking Brutalis Dreadnought charges headlong into the enemy warriors. Meanwhile, Assault Intercessors and Veteran Terminators of the Chapter's 1st Company weather pulse rifle fire to join the fray. Confronted with a wall of ceramite armour, power fists and roaring chainswords, the xenos are surely doomed.

'If I have learned anything from a lifetime of war, Karlaen, it is that a successful commander must act swiftly and without doubt. When the time comes for decisive action, force must be applied precisely and with speed. Anything less invites defeat.'

- Commander Dante











Mephiston

Commander Dante

4



5





In the most crucial battles, the Blood Angels commanders' may be accompanied to war by the angelic Sanguinary Guard. These graceful winged warriors soar across the battlefield, bringing the Emperor's justice to the Imperium's foes.

4 Commander Dante leads an assault against an advancing force of Iron Warriors. With the Sanguinary Guard fighting at his side, the Chapter Master of the Blood Angels soars into battle, intending to smash through the Heretic Astartes' prepared positions, slaughter their warriors and lead his golden host to a crushing victory.

5 The Sanguinor appears only at times of great portent. Here, this legendary warrior leads the Sanguinary Guard in relief of a beleaguered Captain. With the Sanguinary Guard in his wake, the Sanguinor descends from the heavens to strike down the Necrons. The tide of the battle is turned upon the arrival of this storied hero.





Sanguinary Guard with Angelus boltgun and encarmine spear



Sanguinary Guard with Angelus boltgun and encarmine blade



Sanguinary Guard with inferno pistol and encarmine blade

'The Sanguinor is our salvation in the hour of need, our beacon amidst the darkness. He is the greatest of us, the exemplar of our noble breed. Where he rises, the foe cowers beneath his radiance.'

- Lieutenant Giuliano, Blood Angels 4th Company



The Sanguinor

When unleashed upon the foe, the Death Company strike with savage fury. Urged forward by the litanies of skull-helmed Chaplains, these warriors believe they are fighting the last moments of Sanguinius' life, seeing each and every foe as a traitor to be destroyed.



6 On the Ork-infested fortress world of Sterrin, Lemartes – the Guardian of the Lost – leads a Death Company strike against the xenos positions. With a bodyguard of Death Company Marines at his side, Lemartes engages the Ork leader in single combat, the Black Rage empowering each crushing blow from the Blood Crozius. Beyond the fortress' walls, more Death Company battle-brothers emerge from their Drop Pods to engage the Orks in bloody combat.

7 Drawn by the sorrowful aura of the Black Rage, Astorath the Grim finds himself caught in the midst of a Genestealer Cult uprising. In the bowels of a mining facility, he fights alongside the Lost, ensuring that each and every one of their number meets an honourable death in battle. Those brothers unfortunate enough to survive the conflict will surely feel the blade of the Executioner's Axe upon their necks.



Death Company Marine with eviscerator



Death Company Marines

'It is not death we fear, but madness. Within the embrace of the Black Rage we lose our nobility and only in death may we expunge our failings.'

- Astorath the Grim





Lemartes









Astorath the Grim



6



7







Combat Patrol

In this section you will find all the essentials for using the Sanguinary Spearhead in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



THE SANGUINARY SPEARHEAD

CAPTAIN RALDEO (1 MODEL)

- **This model is equipped with:** inferno pistol; master-crafted chainsword.

Captain Raldeo comes equipped with a devastating but short-ranged collection of wargear. He can lead the Assault Intercessor Squad who can be used to help keep him safe from enemy attacks, but you may find yourself with few units to control objectives with as a result.

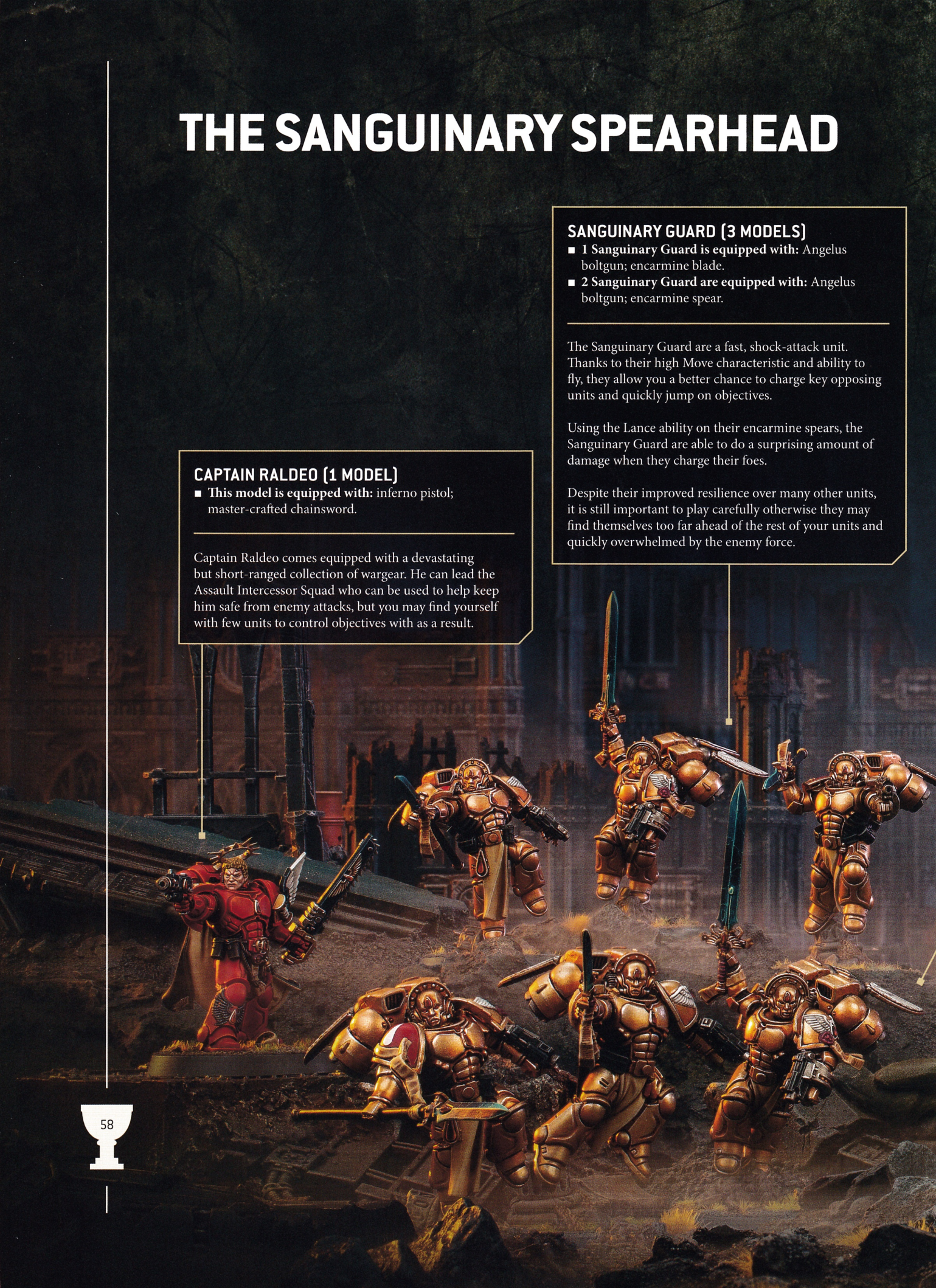
SANGUINARY GUARD (3 MODELS)

- **1 Sanguinary Guard is equipped with:** Angelus boltgun; encarmine blade.
- **2 Sanguinary Guard are equipped with:** Angelus boltgun; encarmine spear.

The Sanguinary Guard are a fast, shock-attack unit. Thanks to their high Move characteristic and ability to fly, they allow you a better chance to charge key opposing units and quickly jump on objectives.

Using the Lance ability on their encarmine spears, the Sanguinary Guard are able to do a surprising amount of damage when they charge their foes.

Despite their improved resilience over many other units, it is still important to play carefully otherwise they may find themselves too far ahead of the rest of your units and quickly overwhelmed by the enemy force.



SANGUINARY GUARD (3 MODELS)

- **1 Sanguinary Guard is equipped with:** Angelus boltgun; encarmine blade.
- **2 Sanguinary Guard are equipped with:** Angelus boltgun; encarmine spear.

This Combat Patrol features two separate units of Sanguinary Guard. This allows you to be present in multiple parts of the battlefield while also being able to utilise their high mobility to counterattack larger threats together.

Another useful tool in your arsenal is the Feint and Strike Stratagem, which allows your units to Fall Back and still declare a charge that turn. This can be used to redirect your most powerful units towards new enemy challenges or, in the case of your Sanguinary Guard units, let them charge back into the unit they started the turn within Engagement Range of – letting their Lance ability take effect.

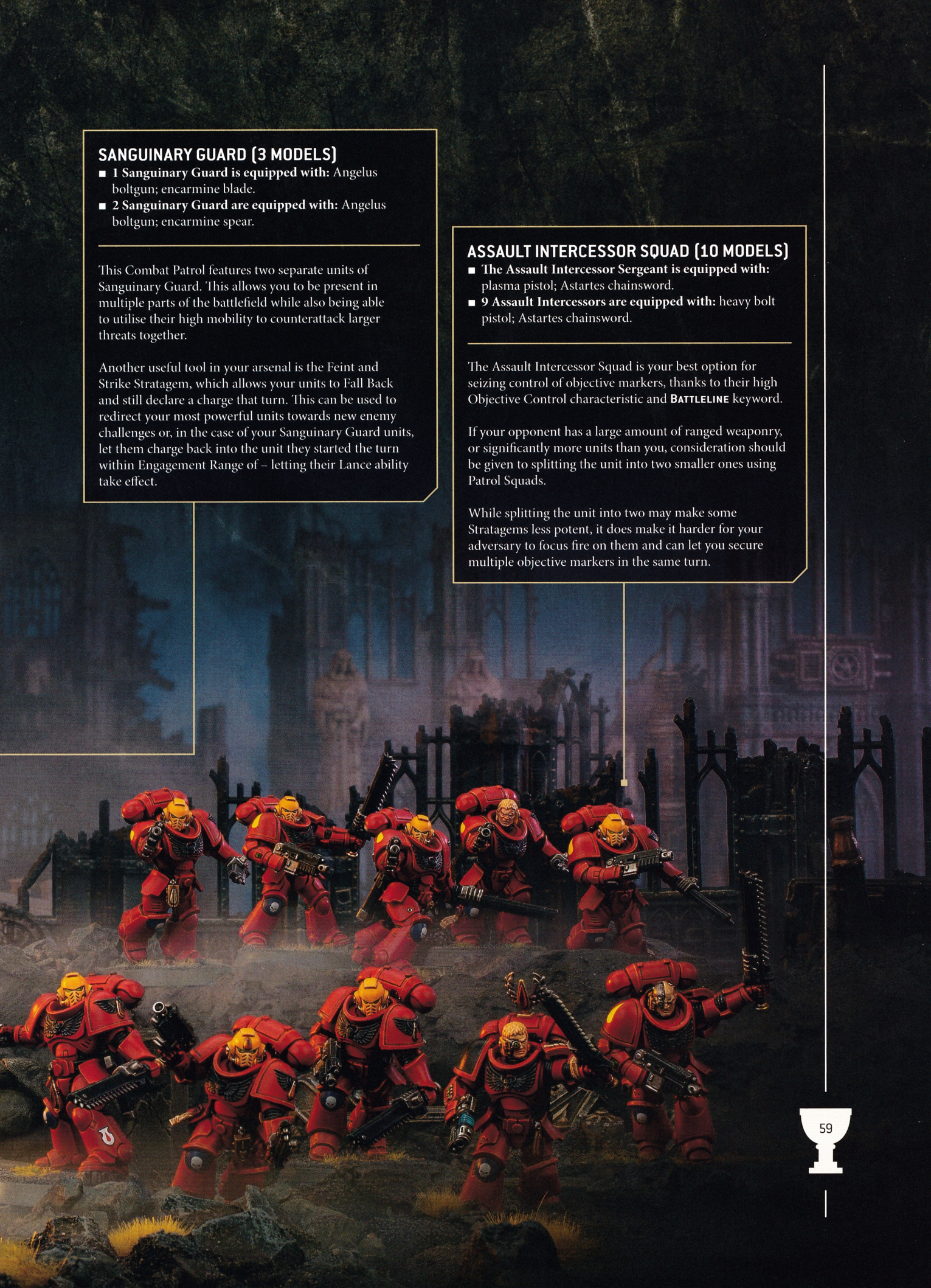
ASSAULT INTERCESSOR SQUAD (10 MODELS)

- **The Assault Intercessor Sergeant is equipped with:** plasma pistol; Astartes chainsword.
- **9 Assault Intercessors are equipped with:** heavy bolt pistol; Astartes chainsword.

The Assault Intercessor Squad is your best option for seizing control of objective markers, thanks to their high Objective Control characteristic and **BATTLELINE** keyword.

If your opponent has a large amount of ranged weaponry, or significantly more units than you, consideration should be given to splitting the unit into two smaller ones using Patrol Squads.

While splitting the unit into two may make some Stratagems less potent, it does make it harder for your adversary to focus fire on them and can let you secure multiple objective markers in the same turn.



PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide intended to help you to bring your Blood Angels Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Blood Angels Chapter to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- MEPHISTON RED
- AVERLAND SUNSET
- CORAX WHITE
- ABADDON BLACK
- EVIL SUNZ SCARLET
- RETRIBUTOR ARMOUR
- LEADBELCHER
- STORMHOST SILVER
- GUILLIMAN FLESH
- NULN OIL
- ASTROGRANITE
- WARPSTONE GLOW



Top Tip

Before you follow any other steps, we suggest priming the Captain and Assault Intercessors with Mephiston Red Spray paint and the Sanguinary Guard with Retributor Armour Spray paint. You can use multiple thin coats of Mephiston Red Base paint or Retributor Armour Base paint instead.

Gold Armour and Details



1 If you sprayed your models with Retributor Armour, apply an even coat of Retributor Armour Base paint to the Sanguinary Guards' armour, and any details you want to be gold. You do not need to do this if you prepared your models with Retributor Armour Base paint. 2 Apply an all-over shade of Guilliman Flesh, being careful not to let it pool. 3 Drybrush the armour with Stormhost Silver.

Capes and White Details



1 Paint all white areas – the Captain's head, parchment, robes, ropes, wings and the rubble on the Sanguinary Guards' bases – with multiple coats of thinned Corax White. 2 Shade the rope, wings and rubble with a coat of Nuln Oil. 3 Shade all parchment with a coat of Guilliman Flesh.

Black Details



1 Using multiple thinned coats of Abaddon Black, paint the right knee pad of each Assault Intercessor, the ribbing between plates of power armour, all cables, the wings of the imperialis, all pouches, gun casings and gems.

Unhelmeted Heads



1 Paint the hair with Averland Sunset. If you get any on the face, tidy up with thin Corax White. 2 Apply a shade of Guilliman Flesh to the hair and face. 3 If you feel confident, use the tip of a small brush to paint the eyes with Corax White, then dot each of them with a small dot of Abaddon Black. Steady your hands when doing this by resting your elbows on a table.

Red Armour and Robes



1 Basecoat the armour of the Captain and Assault Intercessors, and the field of the pauldrons and robes of the Sanguinary Guard with multiple thinned coats of Mephiston Red. 2 Using the tip of your brush, apply Nuln Oil to the recesses of the armour to add a recess shade. 3 Using the tip and side of your brush, edge highlight the armour and paint a highlight on the gems using Evil Sunz Scarlet. 4 If you feel confident, you can add another very fine line of Averland Sunset at the end of the gems, and a dot of Corax White on the opposite side.

Assault Intercessor Helmets



1 Basecoat the helmets with multiple thinned coats of Averland Sunset, until you have a smooth, even finish. 2 Add a recess shade to the helmets with Guilliman Flesh, using the tip of your brush. 3 Finally, highlight the helmets with thinned Corax White.

Helmet Lenses



1 Carefully paint the Assault Intercessor helmet lenses with a small amount of thinned Warpstone Glow.

Silver Details



1 Basecoat the silver details on the model with multiple coats of thinned Leadbelcher. 2 Shade these areas with Nuln Oil and allow them to dry. 3 Finally, highlight all the silver details using the edge of a small brush and thinned Stormhost Silver.



Basing



1 Apply a thin layer of Astrogranite to each of the bases and set aside to dry overnight. 2 Apply an all-over shade of Nuln Oil to the bases. 3 When the Nuln Oil has dried, carefully drybrush the bases with Corax White, avoiding the miniatures. Finally apply multiple thin coats of Abaddon Black to the base edge to finish.



COMBAT PATROL
SANGUINARY SPEARHEAD

ABILITIES

The datasheets required to use the Sanguinary Spearhead can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet and is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your **CAPTAIN** model is your **WARLORD** and has the Masterful Parry Enhancement. You can replace this with Red Thirst.

DEFAULT ENHANCEMENT

MASTERFUL PARRY

This warrior lord is a master swordsman whose deft skill with the blade allows them to turn aside the lethal strikes of their foe with but a flick of a wrist.

Once per turn, when a melee attack is allocated to the bearer, you can change the Damage characteristic of that attack to 0.

OR

OPTIONAL ENHANCEMENT

RED THIRST

In times of desperate need, when only base savagery can turn the tide of battle, this warrior may embrace their Chapter's genetic flaw.

In your opponent's Shooting phase, each time an enemy unit has shot, if the bearer's unit was hit by one or more of those attacks, it can make a Red Thirst move. If it does, the bearer's unit can be moved up to 6", but must finish that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Red Thirst move while it is Battle-shocked or within Engagement Range of one or more enemy units and can only make one Red Thirst move per phase.



SECONDARY OBJECTIVES

You will use the Tip of the Spear secondary objective. You can replace this with Angel's Judgement.

DEFAULT SECONDARY OBJECTIVE

TIP OF THE SPEAR

The Blood Angels epitomise strategic precision, striking fast and hard at key points upon the battlefield and securing territory before the enemy can muster a response.

At the end of your turn, you score 4VP if you control the objective marker closest to your opponent's battlefield edge.

OR

OPTIONAL SECONDARY OBJECTIVE

ANGEL'S JUDGEMENT

To ensure victory, the Blood Angels strike at the enemy command structure, selecting officers and champions as the targets of their wrath and thereby depriving the enemy of leadership.

Each time a **SANGUINARY GUARD** unit from your army destroys an enemy **CHARACTER** model, you score 5VP.

At the end of the battle, if all enemy **CHARACTER** models are destroyed, you score 5VP.

STRATAGEMS

You can use the following Stratagems:

REFUSE TO BEND

SANGUINARY SPEARHEAD – BATTLE TACTIC STRATAGEM

Such is their determination to honour Primarch and Chapter that the Blood Angels refuse to yield, shrugging off seemingly mortal wounds.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, models in your unit have the Feel No Pain 6+ ability against that attack. If the attacking model is not within 12" of your unit, models in your unit have the Feel No Pain 5+ ability against that attack instead.

FEINT AND STRIKE

SANGUINARY SPEARHEAD – STRATEGIC PLOY STRATAGEM

Swift and mobile, the Blood Angels feign withdrawal, drawing their opponents onto their waiting blades.

1CP

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES** unit from your army makes a Fall Back move.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back.

PRECISION FIRE

SANGUINARY SPEARHEAD – BATTLE TACTIC STRATAGEM

Armed with expertly crafted artificer weapons and possessed of exceptional skill as marksmen, the Blood Angels unleash devastatingly accurate volleys of fire.

1CP

WHEN: Start of your Shooting phase.

TARGET: One or more **ADEPTUS ASTARTES** units from your army and one enemy unit.

EFFECT: Until the end of the phase, ranged weapons equipped by models in those **ADEPTUS ASTARTES** units have the **[LETHAL HITS]** ability while targeting that enemy unit.

CAPTAIN RALDEO

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Captain Raldeo is an experienced warrior possessed of tactical and strategic genius. In keeping with his Chapter's culture, he goes to war clad in finely wrought artificer armour of ancient vintage and wielding lethal close-combat weapons drawn from the Chapter Armoury.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted chainsword	Melee	7	2+	4	-1	2

LEADER

This model can be attached to the following unit: **Assault Intercessor Squad**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the **[DEVASTATING WOUNDS]** ability.

KEYWORDS: **Infantry, Character, Imperium, Tacticus, Captain, Raldeo**

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

ASSAULT INTERCESSOR SQUAD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Assault Intercessors are amongst the most widespread close-support units in a Chapter's arsenal. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, where they make short work of their enemies with brutal swings of their chainswords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Oath of Moment**

KEYWORDS: **Infantry, Battleline, Imperium, Tacticus, Assault Intercessor Squad**

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

SANGUINARY GUARD



Combat Patrol Datasheet

M	T	SV	W	LD	OC
12"	4	2+	3	6+	1

Sanguinary Guard are proven in mind, body and spirit in a way few others can match. Clad in masterwork golden armour and armed with relic weapons, the origins of which can be traced back as far as the Horus Heresy, few living warriors embody the ideal of the wrathful angel more.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Angelus boltgun [PISTOL]	12"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Encarmine blade	Melee	4	3+	5	-3	2
Encarmine spear [LANCE]	Melee	3	3+	5	-2	2

ABILITIES

CORE: **Deep Strike**

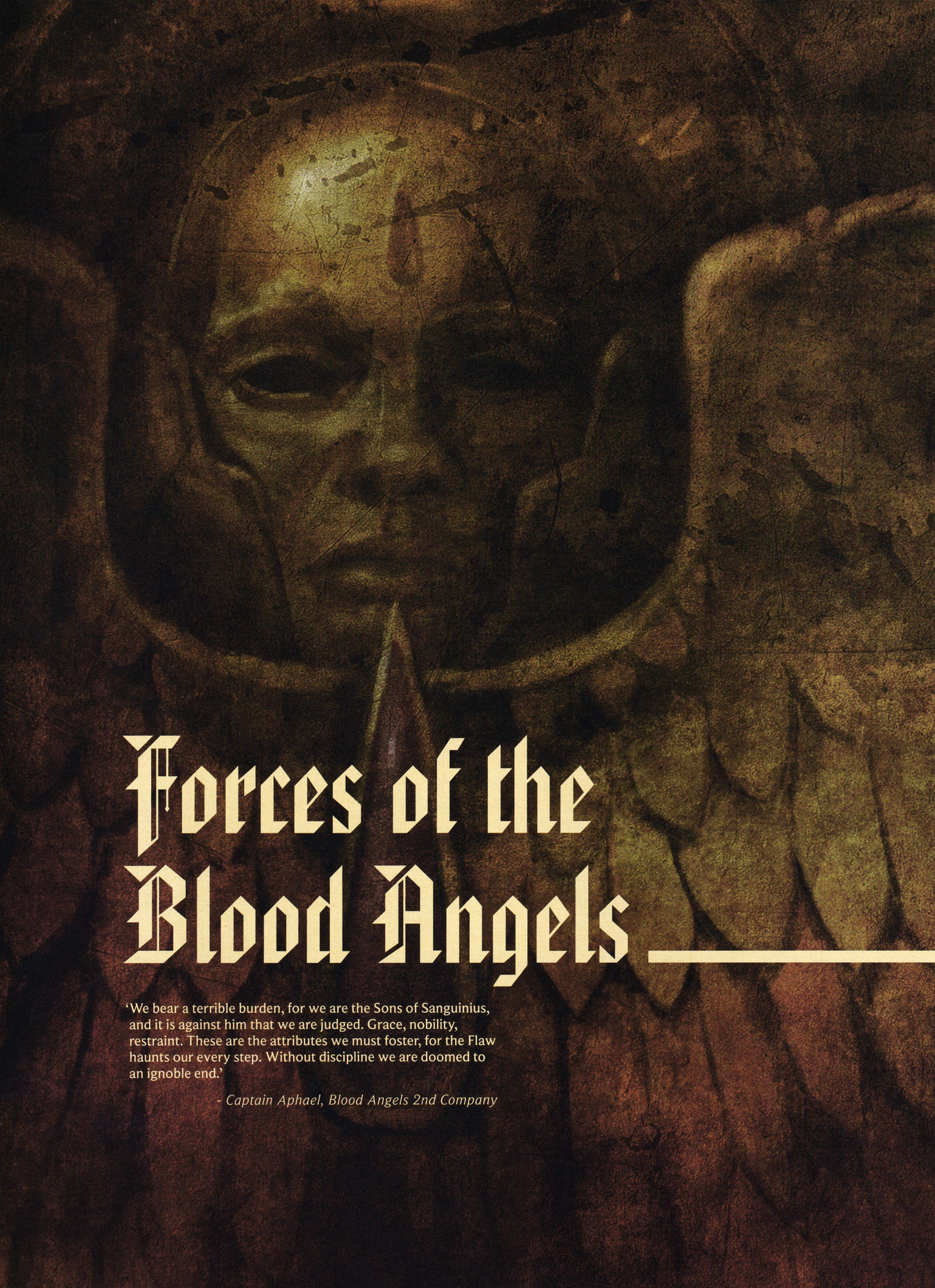
FACTION: **Oath of Moment**

Angelic Visage: Each time a melee attack targets this unit, subtract 1 from the Hit roll.

KEYWORDS: **Infantry, Fly, Jump Pack, Imperium, Tacticus, Sanguinary Guard**

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





Forces of the Blood Angels

'We bear a terrible burden, for we are the Sons of Sanguinius, and it is against him that we are judged. Grace, nobility, restraint. These are the attributes we must foster, for the Flaw haunts our every step. Without discipline we are doomed to an ignoble end.'

- Captain Aphael, Blood Angels 2nd Company



INTRODUCTION

Welcome to the rules section of *Codex Supplement: Blood Angels*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Blood Angels collection to life on the tabletop.

These include Detachment rules that Space Marines and Blood Angels armies can use, along with instructions on how to field ADEPTUS ASTARTES units drawn from the Blood Angels Chapter. This section also includes datasheets for Blood Angels units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several Blood Angels Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Blood Angels – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct.

This ability is described in full on the Army Rules page of *Codex: Space Marines*.



THE SONS OF SANGUINIUS

The noble Blood Angels favour swift, mobile warfare. Clad in crimson, the Sons of Sanguinius close in on their foes with lightning speed. Above, angels clad in burnished gold soar from the heavens to crash into their foes. The Death Company, afflicted by a terrible genetic curse, thunder into the foe with inhuman savagery, their black plate flecked with the blood of their victims.

- If an **ADEPTUS ASTARTES** unit has a second Faction keyword on its datasheet, that Faction keyword is the name of that unit's Chapter. For example, Lemartes has both the **ADEPTUS ASTARTES** and **BLOOD ANGELS** Faction keywords, and is therefore from the Blood Angels Chapter.
- You cannot include units from more than one Chapter in your army.

Designer's Note: *The rules presented in this section assume that the* **ADEPTUS ASTARTES** *units in your army are from the Blood Angels Chapter, but they can also be used to represent any Blood Angels successor Chapter, such as one described in the background section of this book, or even one of your own invention. However, players who wish to faithfully recreate the Blood Angels Chapter on the tabletop should only include* **BLOOD ANGELS EPIC HEROES** *if their collection is intended to represent the First Founding Chapter itself; Mephiston is the Chief Librarian of the Blood Angels, for example, and not of any of their successors.*



LIBERATOR ASSAULT GROUP

DETACHMENT RULE

RED THIRST

Though they strive to restrain it, the murderous ferocity of the Blood Angels simmers beneath the surface of their thoughts. In battle, this rage drives them towards the foe and lends great strength to their blows.

Each time an **ADEPTUS ASTARTES** unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Attacks characteristic and add 2 to the Strength characteristic of melee weapons equipped by models in that unit.

ENHANCEMENTS

SPEED OF THE PRIMARCH

Such is this warrior's rage-fuelled speed, it is as if the Primarch himself fights alongside his sons.

ADEPTUS ASTARTES model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

RAGE-FUELLED WARRIOR

Fury burns in this warrior's soul. A single moment of savage brutality stands between them and the maddening embrace of the Black Rage.

ADEPTUS ASTARTES model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's melee weapons have the **[SUSTAINED HITS 3]** ability.

ICON OF THE ANGEL

The Icon of the Angel reminds the Blood Angels of the heretics who fled after laying low Sanguinius, exhorting them to let no enemy escape their grasp again.

ADEPTUS ASTARTES model only. Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of the bearer's unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

GIFT OF FORESIGHT

This heroic warrior bears a glimmering of Sanguinius' prophetic gifts. Flashes of foresight allow him to weave around his enemy's blows with supernatural skill.

ADEPTUS ASTARTES model only. Once per battle round, just after making a Hit roll, a Wound roll or a saving throw for the bearer, you can treat the result as an unmodified roll of 6 instead.

When the Blood Angels are roused to war, their enemies are destroyed with ruthless aggression. Prioritising speed and mobility, they advance upon their foes in disciplined order, Intercessors pouring accurate fire into enemy formations whilst armoured vehicles and airborne transports deploy waves of jump-pack-equipped warriors to strike the foe from above. Veterans clad in relic armour engage champions and leaders, their artificer-crafted blades humming with crackling energy as they cleave through steel, flesh and bone. Exploiting the shock and awe of their initial assault, Liberator Assault Groups proceed towards their objectives with relentless determination, utilising a combination of discipline and savagery to destroy any enemies foolish enough to stand before them.

ANGELIC GRACE

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY STRATAGEM

1CP

Sanguinius' sons are blessed with the spiritual fortitude of their Primarch.

WHEN: Any phase, just after an **ADEPTUS ASTARTES** unit from your army has a mortal wound allocated to it.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.

ARMOUR OF CONTEMPT

LIBERATOR ASSAULT GROUP – BATTLE TACTIC STRATAGEM

1CP

The belligerence of the Adeptus Astartes combined with their enhanced physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

SAVAGE ECHOES

LIBERATOR ASSAULT GROUP – BATTLE TACTIC STRATAGEM

1CP

The Sons of Sanguinius may embrace the Red Thirst but for a moment, if the need arises.

WHEN: Your opponent's Charge phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was just charged by an enemy unit.

EFFECT: Select either the Strength or Attacks characteristic of melee weapons equipped by models in your unit. Until the end of the turn, add 1 to the selected characteristic. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in your unit.

RED RAMPAGE

LIBERATOR ASSAULT GROUP – BATTLE TACTIC STRATAGEM

1CP

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

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to fight this phase.

EFFECT: Select either the **[LANCE]** or **[LETHAL HITS]** abilities. Until the end of the phase, melee weapons equipped by models in your unit have the selected ability. You can instead choose for your unit to give in to the Red Thirst; if it does, then it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the phase, melee weapons equipped by models in your unit have the **[LANCE]** and **[LETHAL HITS]** abilities.

AGGRESSIVE ONSLAUGHT

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY STRATAGEM

1CP

The Blood Angels enact a sweeping advance.

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES** unit from your army has Advanced.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to either shoot or declare a charge, even though it Advanced. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, your unit is eligible to both shoot and declare a charge, even though it Advanced.

RELENTLESS ASSAULT

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY STRATAGEM

1CP

When Blood Angels execute a tactical withdrawal it is but a prelude to a renewed assault.

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES** unit from your army Falls Back.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to either shoot or declare a charge even though it Fell Back. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, your unit is eligible to both shoot and declare a charge, even though it Fell Back.



THE LOST BRETHREN

DETACHMENT RULE

A NOBLE DEATH IN COMBAT

For the lost brothers of the Death Company one final battle remains. The sacrifice of each fallen warrior inspires his surviving brothers to ever greater acts of savage violence.

Each time a **DEATH COMPANY** model from your army makes a melee attack, re-roll a Wound roll of 1 if that model's unit is below its Starting Strength; if that model's unit is Below Half-strength, you can re-roll the Wound roll instead.

KEYWORDS

If you select this Detachment, **DEATH COMPANY MARINES** and **DEATH COMPANY MARINES WITH BOLT RIFLES** units from your army have the **BATTLELINE** keyword.

ENHANCEMENTS

SANGUINIUS' GRACE

As maddening hallucinatory memories of long-forgotten battles flash across this warrior's mind, he is granted a sliver of the Primarch's combat prowess.

DEATH COMPANY model only. Once per battle, at the end of the Fight phase, if the bearer is within Engagement Range of three or more enemy models, the bearer can fight one additional time.

BLOOD SHARD

Spiritual energy flows from this crimson gem, filling its bearer with a ferocious desire to tear their foes limb from limb. Those infused with its energies may fight on despite suffering seemingly mortal wounds.

DEATH COMPANY model only. The first time the bearer is destroyed, at the end of the phase, roll one D6: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining.

TO SLAY THE WARMASTER

Overcome by maddening hallucinations, this warrior sees in all enemy champions glimmers of Horus' dark majesty and thus strives to destroy them.

DEATH COMPANY model only. Once per battle, at the start of the Fight phase, if the bearer is within Engagement Range of one or more enemy **CHARACTER** units, you can select one of those **CHARACTER** units and roll six D6: for each 4+, one **CHARACTER** model in that unit suffers 1 mortal wound.

VENGEFUL ONSLAUGHT

This Son of Sanguinius appears to the brothers of the Death Company as a paragon of their Primarch's martial prowess. Should he fall in battle, the vengeful fury of the Lost will be inflamed.

DEATH COMPANY model only. If the bearer is destroyed, until the end of your next turn, each time a friendly **DEATH COMPANY** model makes an attack, add 1 to the Hit roll.

Those battle-brothers who fall into the embrace of the Black Rage are inducted into the ranks of the Death Company. Garbed in black, these Lost Brethren are deployed as shock troops, their hatred and delusion driving them relentlessly forwards and inspiring them to acts of savage violence. Death Company formations are typically focused upon close-range combat. Squads of Death Company Marines advance into hails of enemy fire, shrugging off seemingly mortal wounds in their burning need to reach and slaughter their foes. Towering Dreadnoughts stride across the battlefield, their clawed appendages carving a bloody swathe through cowering foes. Skull-helmed Chaplains marshal the Lost, their bellowed litanies stoking the fires of hatred within the hearts of their charges and ensuring that every last battle-brother meets the honourable death in combat that their heritage demands.

GLORIOUS SACRIFICE

THE LOST BRETHREN – EPIC DEED STRATAGEM

Even in death, the Lost bring victory to their Chapter.

1CP

WHEN: Any phase.

TARGET: One **DEATH COMPANY** unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

ARMOUR OF CONTEMPT

THE LOST BRETHREN – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their enhanced physiology makes them unyielding foes to face.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

FINAL RETRIBUTION

THE LOST BRETHREN – EPIC DEED STRATAGEM

These battle-brothers have already accepted their deaths. They now seek to strike one last, telling blow against the enemy.

1CP

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DEATH COMPANY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if your unit is within 12" of one or more friendly **CHAPLAIN** models; on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

FURIOUS ONSLAUGHT

THE LOST BRETHREN – BATTLE TACTIC STRATAGEM

The Lost push towards new foes, the bloodlust in their veins enhancing their preternatural speed.

1CP

WHEN: Fight phase.

TARGET: One **DEATH COMPANY** unit from your army, just before that unit Piles-in.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in move, it can move up to D3+3" instead of up to 3". If your unit is within 12" of one or more friendly **CHAPLAIN** models, or if it is below Starting Strength, it can move up to 6" instead. In either case, it can only do so provided your unit ends that Pile-in move in Unit Coherency and within Engagement Range of one or more enemy units.

LOST TO RAGE

THE LOST BRETHREN – BATTLE TACTIC STRATAGEM

The Lost are consumed utterly by rage.

1CP

WHEN: Fight phase.

TARGET: One **DEATH COMPANY** unit from your army that is below Starting Strength and has not been selected to fight this phase.

EFFECT: Until the end of the phase, improve the Attacks, Stength and Armour Penetration characteristics of melee weapons equipped by models in your unit by 1 and, unless your unit is within 12" of one or more friendly **CHAPLAIN** models, until the end of the phase, those weapons have the **[HAZARDOUS]** ability.

WRATHFUL RAMPAGE

THE LOST BRETHREN – STRATEGIC PLOY STRATAGEM

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

1CP

WHEN: Your Movement phase, just after a **DEATH COMPANY** unit from your army Advances.

TARGET: That **DEATH COMPANY** unit.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced. If your unit is within 12" of one or more friendly **CHAPLAIN** models, or it is below its Starting Strength, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.



THE ANGELIC HOST

DETACHMENT RULE

UPON WINGS OF FIRE

The Blood Angels soar high above the battlefield before plummeting to strike their foes with bone-shattering force. They are true masters of the war-torn skies.

At the end of your opponent's turn, you can select a number of **ADEPTUS ASTARTES JUMP PACK** units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

BATTLE SIZE	UNITS
Incursion	Up to 1 unit
Strike Force	Up to 2 units
Onslaught	Up to 3 units

Once you have made your selections, remove those units from the battlefield and place them into Strategic Reserves. In the Reinforcements step of your next Movement phase, set each of those units up using their Deep Strike ability.

ENHANCEMENTS

ARTISAN OF WAR

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

ADEPTUS ASTARTES JUMP PACK model only. Improve the Armour Penetration characteristic of the bearer's weapons by 1, and the bearer has a Save characteristic of 2+.

VISAGE OF DEATH

This exquisitely crafted death mask is a thing of dark beauty to the Blood Angels, and a sign of impending doom to their enemies. A neural amplifier embedded within the expressionless face of this macabre item serves to magnify the aura of fear it projects.

ADEPTUS ASTARTES JUMP PACK model only. In the Battle-shock step of your opponent's Command phase, each enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of the bearer must take a Battle-shock test.

ARCHANGEL'S SHARD

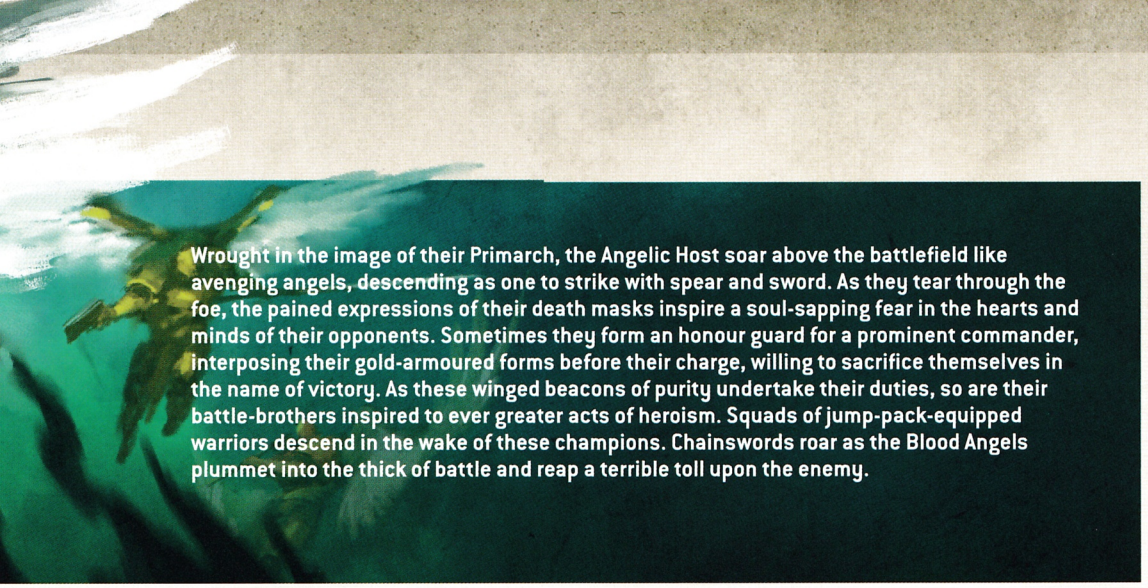
When Sanguinius battled Horus, his magnificent blade was tragically shattered against the Warmaster's profane battle plate. The shards were gathered up and new swords forged to incorporate them, each one gifted to a different successor Chapter.

ADEPTUS ASTARTES JUMP PACK model only. The bearer's melee weapons have the **[ANTI-CHAOS 5+]** and **[LANCE]** abilities.

GLEAMING PINIONS

The elaborately crafted ailerons of this jump pack allow the wearer to manoeuvre, twist and bank at incredible speeds.

ADEPTUS ASTARTES JUMP PACK model only. Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer, if this bearer's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".



Wrought in the image of their Primarch, the Angelic Host soar above the battlefield like avenging angels, descending as one to strike with spear and sword. As they tear through the foe, the pained expressions of their death masks inspire a soul-sapping fear in the hearts and minds of their opponents. Sometimes they form an honour guard for a prominent commander, interposing their gold-armoured forms before their charge, willing to sacrifice themselves in the name of victory. As these winged beacons of purity undertake their duties, so are their battle-brothers inspired to ever greater acts of heroism. Squads of jump-pack-equipped warriors descend in the wake of these champions. Chainswords roar as the Blood Angels plummet into the thick of battle and reap a terrible toll upon the enemy.

UNBRIDLED ARDOUR

1CP

THE ANGELIC HOST – EPIC DEED STRATAGEM

The Sanguinary Guard exemplify the noble heritage of Sanguinius, leaping to avenge their battle-brothers without hesitation.

WHEN: Any phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Until the end of the battle, each time a friendly **SANGUINARY GUARD** unit makes an attack that targets the enemy unit that just destroyed your unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

ARMOUR OF CONTEMPT

1CP

THE ANGELIC HOST – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their enhanced physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

ANGEL'S SACRIFICE

1CP

THE ANGELIC HOST – BATTLE TACTIC STRATAGEM

The Blood Angels would gladly put themselves in harm's way to protect others, just as Sanguinius sacrificed his own life.

WHEN: Start of the Fight phase.

TARGET: One **ADEPTUS ASTARTES JUMP PACK** unit from your army.

EFFECT: Until the end of the phase, each time an enemy model within Engagement Range of your unit selects its targets, it must select your unit as the target of all of its attacks.

MARTIAL EXEMPLARS

1CP

THE ANGELIC HOST – BATTLE TACTIC STRATAGEM

The Blood Angels are mighty warriors indeed, and wield their gilded and shimmering blades with consummate skill.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES JUMP PACK** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[LETHAL HITS]** and **[PRECISION]** abilities.

DESCENT OF ANGELS

1CP

THE ANGELIC HOST – EPIC DEED STRATAGEM

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

WHEN: Your Movement phase.

TARGET: One **ADEPTUS ASTARTES JUMP PACK** unit from your army that is arriving using the Deep Strike ability this phase.

EFFECT: Your unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units.

RESTRICTIONS: A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

DEATH FROM THE SKIES

1CP

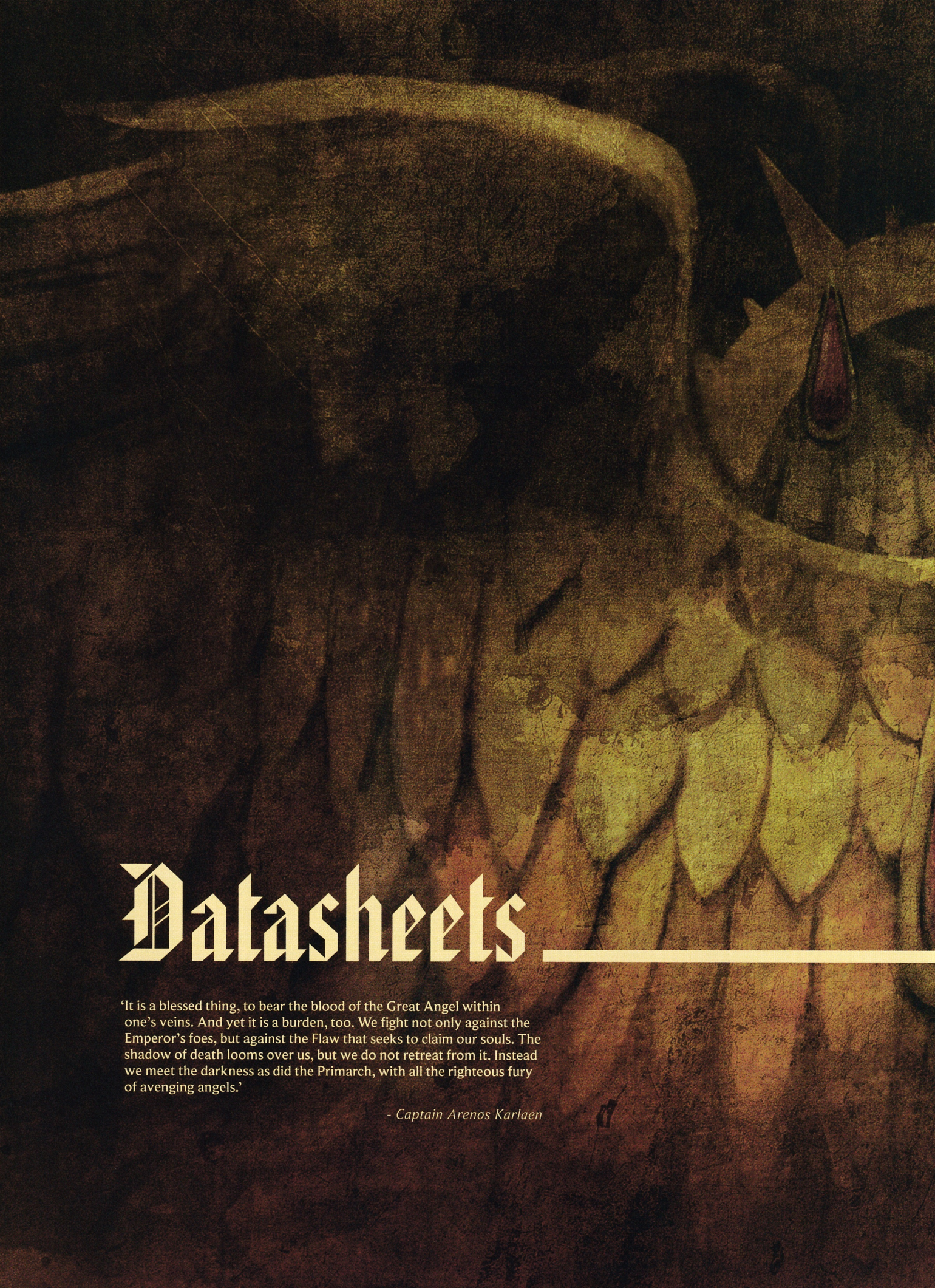
THE ANGELIC HOST – EPIC DEED STRATAGEM

The roar of the Blood Angels jump packs is as a funeral dirge to their foes.

WHEN: Your Charge phase.

TARGET: One **ADEPTUS ASTARTES JUMP PACK** unit from your army that Advanced or Fell Back this turn.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.



Datasheets

‘It is a blessed thing, to bear the blood of the Great Angel within one’s veins. And yet it is a burden, too. We fight not only against the Emperor’s foes, but against the Flaw that seeks to claim our souls. The shadow of death looms over us, but we do not retreat from it. Instead we meet the darkness as did the Primarch, with all the righteous fury of avenging angels.’

- Captain Arenos Karlaen





COMMANDER DANTE

M	T	SV	W	LD	OC
12"	4	2+	6	6+	1

4+ INVULNERABLE SAVE

Dante soars over the battlefield, gleaming in his golden armour, before roaring into bloody battle on trails of fire. Once in the fray, the piercing gaze of his death mask freezes enemies in fright, while his perfectly placed strikes with the Axe Mortalis cut down foe after foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Perdition Pistol [MELTA 2, PISTOL, SUSTAINED HITS D3]	6"	1	2+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Axe Mortalis [LETHAL HITS]	Melee	8	2+	8	-3	2

LEADER

This model can be attached to the following units: **Assault Intercessors with Jump Packs, Sanguinary Guard, Vanguard Veteran Squad**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Warden of the Imperium Nihilus: While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and each time a model in that unit makes an attack, add 1 to the Hit roll.

Death Mask of Sanguinius: At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test when they do.

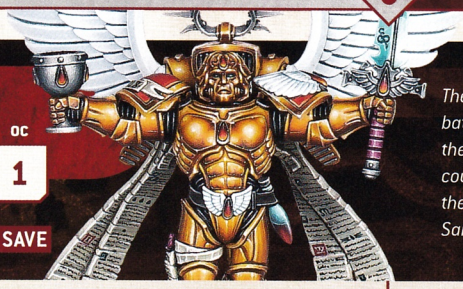
UNIT COMPOSITION

- **1 Commander Dante – Epic Hero**

This model is equipped with: Perdition Pistol; the Axe Mortalis.

KEYWORDS: **Infantry, Character, Epic Hero, Fly, Jump Pack, Grenades, Imperium, Tacticus, Chapter Master, Commander Dante**

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



THE SANGUINOR

M	T	SV	W	LD	OC
12"	4	2+	7	6+	1

4+ INVULNERABLE SAVE

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Encarmine broadsword [DEVASTATING WOUNDS]	Melee	8	2+	6	-3	2

ABILITIES

CORE: **Deep Strike, Fights First, Lone Operative**

FACTION: **Oath of Moment**

Aura of Fervour (Aura): While a friendly **Adeptus Astartes** unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.

Miraculous Saviour: Once per battle, at the end of your opponent's Charge phase, if this model is still in Reserves, you can select one enemy unit that made a Charge move this phase. Set this model up on the battlefield within Engagement Range of that enemy unit.

UNIT COMPOSITION

- **1 The Sanguinor – Epic Hero**

This model is equipped with: encarmine broadsword.

KEYWORDS: **Infantry, Character, Epic Hero, Fly, Jump Pack, Imperium, Tacticus, The Sanguinor**

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

CHIEF LIBRARIAN MEPHISTON

M	T	SV	W	LD	OC
7"	5	2+	6	6+	1

5+ INVULNERABLE SAVE



Mephiston is an enormously powerful warrior and psyker. He is the only Blood Angel known to have suppressed the Black Rage, resurrecting from near death with exceptional strength, vigour and speed. Many whisper behind his back, asking what price he paid for such a transformation.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fury of the Ancients – witchfire [PISTOL, PSYCHIC, SUSTAINED HITS 1]	18"	3	2+	4	-1	D3
Fury of the Ancients – focused witchfire [HAZARDOUS, PISTOL, PSYCHIC, SUSTAINED HITS 3]	18"	3	2+	5	-2	D3
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Vitarus [LETHAL HITS, PSYCHIC]	Melee	6	2+	9	-3	D3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Feel No Pain 4+, Fights First, Lone Operative**

FACTION: **Oath of Moment**

The Quickening (Psychic): This model is eligible to declare a charge in a turn in which it Advanced.

Transfixing Gaze (Aura, Psychic): While an enemy unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

UNIT COMPOSITION

- **1 Chief Librarian Mephiston – Epic Hero**

This model is equipped with: plasma pistol; Fury of the Ancients; Vitarus.

KEYWORDS: **Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Tacticus, Chief Librarian Mephiston**

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

'To witness Mephiston at war is to be struck with awe by his might. I have seen him wrest control of others as if they were puppets and drain their blood from their bodies with but a gesture. He is stronger, faster and more terrible than any battle-brother I have ever seen. It is well that he fights at our side, for to face him is to face death itself.'

- Brother-Sergeant Callis





ASTORATH

M	T	SV	W	LD	OC
12"	4	2+	5	5+	1

4+ INVULNERABLE SAVE

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Executioner's Axe [DEVASTATING WOUNDS, PRECISION]	Melee	6	2+	7	-3	2

LEADER

This model can be attached to the following unit: **Death Company Marines with Jump Packs**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Redeemer of the Lost: While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Mass of Doom: Each time this model's unit makes a Charge move, until the end of the turn, melee weapons equipped by models in that unit have the **[DEVASTATING WOUNDS]** ability.

UNIT COMPOSITION

- **1 Astorath – Epic Hero**

This model is equipped with: the Executioner's Axe.

KEYWORDS: **Infantry, Character, Epic Hero, Fly, Jump Pack, Imperium, Tacticus, Chaplain, Astorath**

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



LEMARTES

M	T	SV	W	LD	OC
12"	4	3+	4	5+	1

4+ INVULNERABLE SAVE

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [PISTOL]	18"	1	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Blood Crozius [LETHAL HITS]	Melee	5	2+	6	-2	2

LEADER

This model can be attached to the following unit: **Death Company Marines with Jump Packs**

ABILITIES

CORE: **Deep Strike, Feel No Pain 6+, Leader**

FACTION: **Oath of Moment**

Guardian of the Lost: While this model is leading a unit, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack.

Fury Unbound: While this model is leading a unit, melee weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

UNIT COMPOSITION

- **1 Lemartes – Epic Hero**

This model is equipped with: absolvor bolt pistol; the Blood Crozius.

KEYWORDS: **Infantry, Character, Epic Hero, Fly, Jump Pack, Grenades, Imperium, Tacticus, Chaplain, Lemartes**

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

BLOOD ANGELS CAPTAIN

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



The Captains of the Blood Angels Chapter are mighty warriors possessed of tactical and strategic genius. In keeping with their Chapter's culture, they go to war clad in finely wrought artificer armour and wielding an array of deadly relic weapons drawn from the Chapter's Armoury.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted chainsword	Melee	7	2+	4	-1	2
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2

WARGEAR OPTIONS

- This model's heavy bolt pistol can be replaced with 1 inferno pistol.
- This model's master-crafted chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 relic weapon

LEADER

This model can be attached to the following units: **Assault Intercessor Squad, Company Heroes, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the **[DEVASTATING WOUNDS]** ability.

UNIT COMPOSITION

- **1 Blood Angels Captain**

This model is equipped with: heavy bolt pistol; master-crafted chainsword.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Tacticus, Captain**

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



DEATH COMPANY CAPTAIN

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



None of Sanguinius' sons are immune to the effects of the Black Rage. Should a Captain succumb to the Flaw, he will don the black and be outfitted with relic weapons for one final battle. Empowered by the depths of their madness, Death Company Captains slaughter their foes with violent fury as they seek absolution in death.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted chainsword	Melee	7	2+	4	-1	2
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2

WARGEAR OPTIONS

- This model's heavy bolt pistol can be replaced with 1 inferno pistol.
- This model's master-crafted chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 relic weapon

LEADER

This model can be attached to the following units: **Death Company Marines, Death Company Marines with Bolt Rifles**

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Oath of Moment**

Forlorn Hero: While this model is leading a unit, unless that unit starts the battle embarked within a **Transport**, models in that unit have the Scouts 6" ability.

Black Rage: Each time this model makes a melee attack, you can re-roll the Hit roll. While this model's unit is not within 12" of one or more friendly **Chaplain** models, it cannot be selected to Fall Back and its Objective Control characteristic is 0.

Death Vision of Sanguinius: If this model is destroyed by a melee attack, after the attacking unit has finished making its attacks, you can roll one D6, adding 2 to the result if the attacking unit contains the enemy **Warlord**: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

UNIT COMPOSITION

- **1 Death Company Captain**

This model is equipped with: heavy bolt pistol; master-crafted chainsword.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Tacticus, Death Company, Captain**

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



DEATH COMPANY CAPTAIN *WITH JUMP PACK*

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



The inductees of the Death Company seek only to sate their burning desire for vengeance. When equipped with jump packs, Death Company Captains hurl themselves into the enemy ranks with reckless abandon, slashing and bludgeoning a bloody path through all who stand before them.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2

WARGEAR OPTIONS

- This model's heavy bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 hand flamer
- This model's Astartes chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 relic weapon

LEADER

This model can be attached to the following unit: **Death Company Marines with Jump Packs**

ABILITIES

CORE: **Deep Strike, Feel No Pain 6+, Leader**

FACTION: **Oath of Moment**

Lost to Fury: While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Black Rage: Each time this model makes a melee attack, you can re-roll the Hit roll. While this model's unit is not within 12" of one or more friendly **Chaplain** models, it cannot be selected to Fall Back and its Objective Control characteristic is 0.

Death Vision of Sanguinius: If this model is destroyed by a melee attack, after the attacking unit has finished making its attacks, you can roll one D6, adding 2 to the result if the attacking unit contains the enemy **Warlord**: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

UNIT COMPOSITION

- **1 Death Company Captain with Jump Pack**

This model is equipped with: heavy bolt pistol; Astartes chainsword.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

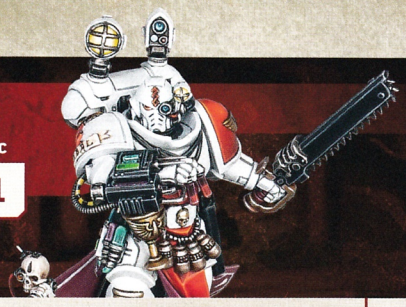
KEYWORDS: **Infantry, Character, Jump Pack, Fly, Grenades, Imperium, Tacticus, Death Company, Captain**

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



SANGUINARY PRIEST

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



The Sanguinary Priests are the Blood Angels' Apothecaries, and hold responsibility for the Chapter's soul as well as its body. Through their ministrations and ceremonies do they call upon the Blood Angels to embrace the Red Thirst, control it and unleash their rage upon the enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1

LEADER

This model can be attached to the following units: **Assault Intercessor Squad, Desolation Squad, Devastator Squad, Hellblaster Squad, Infernus Squad, Intercessor Squad, Tactical Squad, Sternguard Veteran Squad**

You can attach this model to one of the above units, even if one **Captain, Chapter Master** *or* **Lieutenant** *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Sanguinary Priest: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Blood Chalice: While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

UNIT COMPOSITION

- **1 Sanguinary Priest**

This model is equipped with: absolvor bolt pistol; Astartes chainsword.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Tacticus, Sanguinary Priest**

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

SANGUINARY GUARD

M	T	SV	W	LD	OC
12"	4	2+	3	6+	1

4+ INVULNERABLE SAVE



Sanguinary Guard are proven in mind, body and spirit in a way few others can match. Clad in masterwork golden armour and armed with relic weapons, the origins of which can be traced back as far as the Horus Heresy, few living warriors embody the ideal of the wrathful angel more.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Angelus boltgun [PISTOL]	12"	2	3+	4	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Encarmine blade	Melee	4	3+	6	-3	2
Encarmine spear [LANCE]	Melee	3	3+	6	-2	2

WARGEAR OPTIONS

- All models in this unit can each have their encarmine blade replaced with 1 encarmine spear.
- One model's Angelus boltgun can be replaced with 1 inferno pistol.
- One model can be equipped with 1 Sanguinary banner.

ATTACHED UNIT

If a **Captain** model from your army with the Leader ability can be attached to an **Assault Intercessors with Jump Packs** unit, it can be attached to this unit instead.

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Angelic Visage: Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Heirs of Azkaellon: While a **Character** model is leading this unit, each time a melee attack targets this unit, subtract 1 from the Wound roll.

WARGEAR ABILITIES

Sanguinary Banner: Add 1 to the Objective Control characteristic of models in the bearer's unit.

UNIT COMPOSITION

- **3-6 Sanguinary Guard**

Every model is equipped with: Angelus boltgun; encarmine blade.

KEYWORDS: **Infantry, Fly, Jump Pack, Grenades, Imperium, Tacticus, Sanguinary Guard**

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

DEATH COMPANY MARINES *WITH BOLT RIFLES*

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Astartes grenade launcher – krak	24"	1	3+	9	-1	D3
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [PISTOL, MELTA 2]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Eviscerator [SUSTAINED HITS 1]	Melee	3	4+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

WARGEAR OPTIONS

- 1 model's bolt rifle can be replaced with one of the following:
  - 1 Astartes chainsword
  - 1 hand flamer
  - 1 inferno pistol
  - 1 plasma pistol
- For every 5 models in this unit, 1 model's bolt rifle and close combat weapon can be replaced with 1 eviscerator.
- For every 5 models in this unit, 1 model equipped with a bolt rifle can be equipped with 1 Astartes grenade launcher.
- 1 model's close combat weapon can be replaced with one of the following:
  - 1 Astartes chainsword
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Oath of Moment**

Black Rage: Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. While this unit is not within 12" of one or more friendly **CHAPLAIN** models, it cannot be selected to Fall Back and the Objective Control characteristic of models in this unit is 0.

Visions of Heresy: Once per turn, you can target this unit with the Fire Overwatch or the Heroic Intervention Stratagem for 0CP. While resolving that Stratagem, each time a model in this unit makes a ranged attack you can re-roll the Hit roll, or you can re-roll the Charge roll made for this unit (whichever applies).

UNIT COMPOSITION

- **5-10 Death Company Marines with Bolt Rifles**

Every model is equipped with: bolt pistol; bolt rifle; close combat weapon.

ATTACHED UNIT

If a **CHAPLAIN** model from your army with the Leader ability can be attached to an **INTERCESSOR SQUAD** unit, it can be attached to this unit instead.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, TACTICUS, DEATH COMPANY, DEATH COMPANY MARINES WITH BOLT RIFLES**

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

'You are armoured by the Emperor himself. Righteousness is your shield, faith your armour, hatred your weapon. So fear not and be proud, for we are the Sons of Sanguinius, the Protectors of Mankind.'

- Commander Dante



DEATH COMPANY MARINES

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Members of the Death Company are possessed of a berserk fury, driven insane by terrible visions and hallucinations. They seek nothing but death in battle, and such is their ferocity that they barely flinch at even the most grievous of injuries, thinking of nothing but the destruction of their enemies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Inferno pistol [PISTOL, MELTA 2]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Eviscerator [SUSTAINED HITS 1]	Melee	3	4+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

WARGEAR OPTIONS

- 1 model's heavy bolt pistol can be replaced with one of the following:
  - 1 hand flamer
  - 1 inferno pistol
  - 1 plasma pistol
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with equipped with 1 eviscerator.
- 1 model's Astartes chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Oath of Moment**

Black Rage: Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. While this unit is not within 12" of one or more friendly **CHAPLAIN** models, it cannot be selected to Fall Back and the Objective Control characteristic of models in this unit is 0.

An Honourable Death in Combat: Each time a model in this unit makes an attack, that attack has the **[SUSTAINED HITS 1]** ability if this unit is below its Starting Strength, or the **[SUSTAINED HITS 2]** ability if this unit is Below Half-strength.

UNIT COMPOSITION

- **5-10 Death Company Marines**

Every model is equipped with: heavy bolt pistol; Astartes chainsword.

ATTACHED UNIT

If a **CHAPLAIN** model from your army with the Leader ability can be attached to an **ASSAULT INTERCESSOR SQUAD** unit, it can be attached to this unit instead.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, TACTICUS, DEATH COMPANY, DEATH COMPANY MARINES**

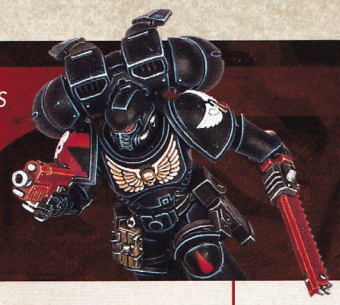
FACTION KEYWORDS: **ADEPTUS ASTARTES, BLOOD ANGELS**



Death Company Marines with heavy bolt pistols and Astartes chainswords

DEATH COMPANY MARINES *WITH JUMP PACKS*

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



The savagery induced by the Black Rage cannot be cured and so must be utilised to its fullest extent. When equipped with jump packs, Death Company Marines are lent great speed and mobility that, when allied to their vengeful rage, renders them lethal shock troops.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Inferno pistol [PISTOL, MELTA 2]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Eviscerator [SUSTAINED HITS 1]	Melee	3	4+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- For every 5 models in this unit, 1 model's heavy bolt pistol can be replaced with 1 plasma pistol.
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with 1 eviscerator.
- 1 model's Astartes chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon
- For every 5 models in this unit, 1 model's heavy bolt pistol and Astartes chainsword can be replaced with one of the following:
  - 1 hand flamer and 1 Astartes chainsword
  - 1 hand flamer and 1 power fist
  - 1 hand flamer and 1 power weapon
  - 1 heavy bolt pistol and 1 power fist
  - 1 heavy bolt pistol and 1 power weapon
  - 1 inferno pistol and 1 Astartes chainsword
  - 1 inferno pistol and 1 power fist
  - 1 inferno pistol and 1 power weapon
  - 1 plasma pistol and 1 Astartes chainsword
  - 1 plasma pistol and 1 power fist
  - 1 plasma pistol and 1 power weapon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike, Feel No Pain 6+**

FACTION: **Oath of Moment**

Black Rage: Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. While this unit is not within 12" of one or more friendly **CHAPLAIN** models, it cannot be selected to Fall Back and the Objective Control characteristic of models in this unit is 0.

Savage Fury: You can re-roll Charge rolls made for this unit.

UNIT COMPOSITION

- **5-10 Death Company Marines with Jump Packs**

Every model is equipped with: heavy bolt pistol; Astartes chainsword.

ATTACHED UNIT

If a **CHAPLAIN** model from your army with the Leader ability can be attached to an **ASSAULT INTERCESSORS WITH JUMP PACKS** unit, it can be attached to this unit instead.

KEYWORDS: **INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, TACTICUS, DEATH COMPANY, DEATH COMPANY MARINES WITH JUMP PACKS**

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

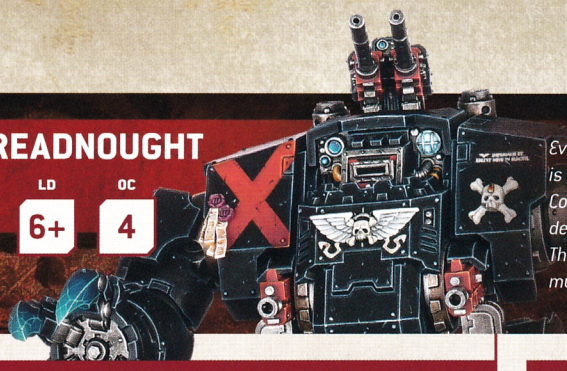


Death Company Marines with jump packs, heavy bolt pistols and Astartes chainswords

Death Company Marine with jump pack and power fist

DEATH COMPANY DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blood fist bolt rifles [TWIN-LINKED]	24"	4	3+	4	-1	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blood fists [TWIN-LINKED]	Melee	6	3+	12	-2	3
Blood talons – strike [TWIN-LINKED]	Melee	6	3+	12	-2	3
Blood talons – sweep [TWIN-LINKED]	Melee	10	3+	7	-2	1

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin multi-melta.
- This model's blood fists and blood fist bolt rifles can be replaced with 1 blood talons.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3, Feel No Pain 6+**

FACTION: **Oath of Moment**

Black Rage: Each time this model makes a melee attack, you can re-roll the Hit roll. While this model is not within 12" of one or more friendly **CHAPLAIN** models, it cannot be selected to Fall Back and its Objective Control characteristic is 0.

Driven by Fury: In your opponent's Shooting phase, each time an enemy unit has shot, if this model was hit by one or more of those attacks, it can make a Driven by Fury move. To do so, roll one D6 and add 2 to the roll: this model moves a number of inches up to the result, but must finish as close as possible to the closest enemy unit (excluding **AIRCRAFT**). A model cannot make a Driven by Fury move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Driven by Fury move per phase.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

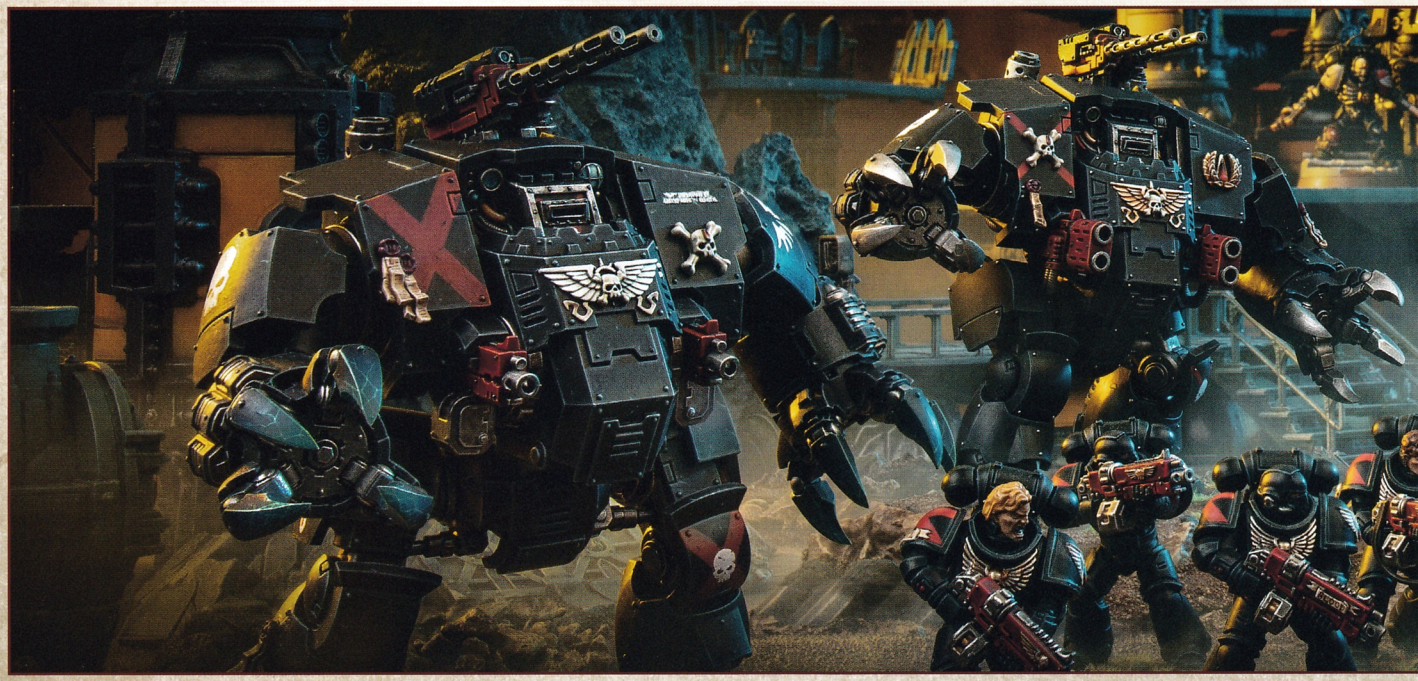
UNIT COMPOSITION

- **1 Death Company Dreadnought**

This model is equipped with: twin Icarus ironhail heavy stubber; twin heavy bolter; blood fist bolt rifles; blood fists.

KEYWORDS: **VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, DEATH COMPANY, DEATH COMPANY DREADNOUGHT**

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



BAAL PREDATOR

M	T	SV	W	LD	OC
12"	10	3+	11	6+	3



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Baal flamestorm cannon [ASSAULT, IGNORES COVER, TORRENT]	18"	D6+3	N/A	6	-2	2
Heavy bolter [ASSAULT, SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [ASSAULT, IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [ASSAULT, DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Overcharged Engines: You can re-roll Advance rolls made for this model.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

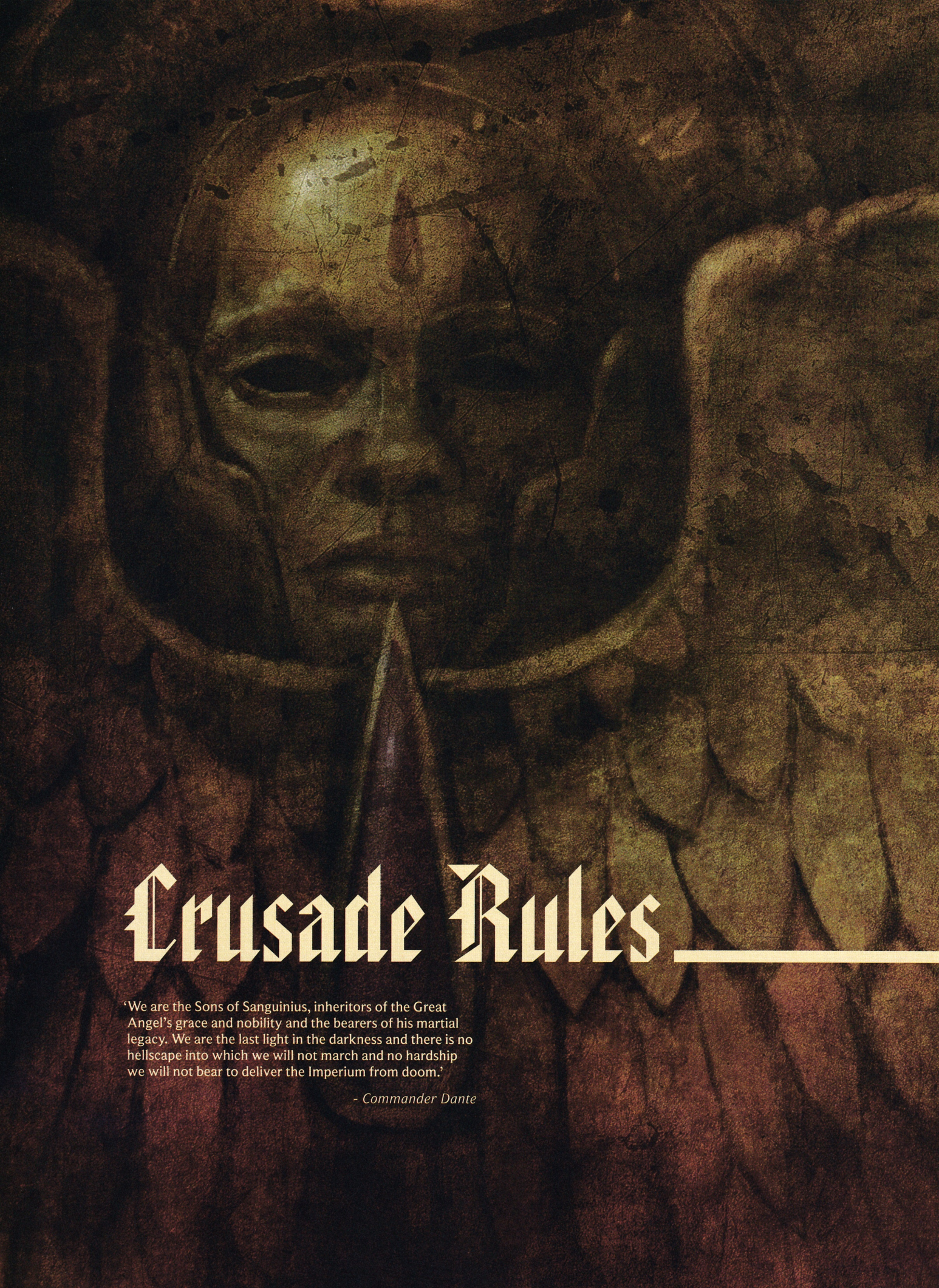
- **1 Baal Predator**

This model is equipped with: twin assault cannon; armoured tracks.

KEYWORDS: **Vehicle, Smoke, Imperium, Baal Predator**

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





Crusade Rules

'We are the Sons of Sanguinius, inheritors of the Great Angel's grace and nobility and the bearers of his martial legacy. We are the last light in the darkness and there is no hellscape into which we will not march and no hardship we will not bear to deliver the Imperium from doom.'

- Commander Dante



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to BLOOD ANGELS units. If your Crusade army includes any ADEPTUS ASTARTES units from the Blood Angels Chapter (or one of its successors), you can use any of the following Crusade rules.

If you are using an **ADEPTUS ASTARTES** Crusade force, you may choose for it to represent the Blood Angels or one of their successor Chapters. If you do, you cannot use any other Chapter's Crusade rules, but you can use the **ADEPTUS ASTARTES** Crusade rules found in *Codex: Space Marines* and any other publications to embark on campaigns and gain XP and Honour points. In addition, you'll have access to a series of unique campaigns for Blood Angels Crusade forces, as well as unique ranks and honorifics you can bestow upon your mightiest warriors. You can also use Blood Angels Battle Traits and Crusade Relics to customise your units, in addition to those presented in *Codex: Space Marines*.

OATHSWORN CAMPAIGNS

Building on the Crusade rules found in *Codex: Space Marines*, these unique Oathsworn Campaigns allow your Blood Angels to slay enemy tyrants and liberate the fallen worlds of the Imperium Nihilus.

ANGELS ASCENDANT

Rules allowing promotion into the ranks of the Sanguinary Guard are found here, representing units in your army proving their worthiness to ascend.

THE FLAW

When a Blood Angels battle-brother succumbs to the Black Rage they are inducted into the ranks of the Death Company. The rules in this section describe how these fallen heroes progress in your Crusade force before meeting an honourable death on the battlefield.

AGENDAS

Blood Angels armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

Blood Angels armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **ADEPTUS ASTARTES** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



OATHSWORN CAMPAIGNS

Your Crusade force can use the Oathsworn Campaigns rules featured in Codex: Space Marines to embark on Oathsworn Campaigns unique to the Blood Angels and their successors. Each Oathsworn Campaign offers Bonus Agendas to gain Honour points, allowing your units to become members of the Sanguinary Guard or join the ranks of the Death Company to fight their final battles.

OATHSWORN CAMPAIGN

LEGACY OF THE BLACK RAGE

Just as the Great Angel's blood ennobles his scions, so do its flaws damn them. Each and every one of the Primarch's sons must labour under the creeping shadow of his own doom, cognisant that at any moment the inescapable madness of the Black Rage may claim him. Once a battle-brother is caught in its embrace, the only path to redemption is a glorious death in battle.

REQUISITION

DESCENT INTO MADNESS — 1RP

It is a tragedy when one of the Chapter's noblest stars falls to the Black Rage. Such a hero's travails will soon come to an end, their destiny either to meet death in battle or to be granted the Emperor's mercy.

Purchase this Requisition after a battle. Select one **DEATH COMPANY** unit from your Crusade army that has no Battle Scars; that unit automatically fails its Out of Action test and it gains two Battle Scars, instead of one. You can only purchase this Requisition once per Oathsworn Campaign.



'To sup from the chalice is to ascend to glory, yet it is also to seal one's fate. The Red Thirst lingers in the recesses of our minds and the Black Rage looms above our heads like the Sword of Artenius, ready to drop without warning.'

- Amaris Curvela, Sanguinary Priest

BONUS AGENDAS — D6

FALLEN HEROES

The Death Company is comprised of warriors with countless years of battle experience, making the Chapter's loss even more sorrowful. Such combatants fight their final battle in the name of Sanguinius, and their martyrdom in combat marks them as heroes of the Chapter.

At the end of the battle, for each **DEATH COMPANY** unit from your Crusade army that is destroyed, your Crusade force gains 1 Honour point.

FURY OF THE LOST

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

During the Declare Battle Formations step, your opponent must select five units from their Crusade army. At the end of the battle, if **DEATH COMPANY** units from your Crusade army have destroyed two or more of the selected units, your Crusade force gains 3 Honour points.

OF WRATH AND RAGE

The most skilled Chaplains of the Blood Angels can harness and channel the anger that resides within the souls of the Lost without allowing it to boil over and consume their own psyches.

Each time a **DEATH COMPANY** unit from your army destroys an enemy unit with a melee attack, if that **DEATH COMPANY** unit is being led by a **CHAPLAIN**, that **CHAPLAIN** model gains 2XP.



OATHSWORN CAMPAIGN

ANGELS OF DELIVERANCE

The Blood Angels and many of their successors still possess the compassion and nobility exemplified by their Primarch. The Sons of Sanguinius will gladly sacrifice their lives to defend the Imperium's citizens from encroaching darkness. As wardens of the Imperium Nihilus, these traits are tested as never before.

REQUISITION

PROTECTORS OF THE IMPERIUM NIHILUS — 1RP

The Blood Angels stand as the protectors of the Imperium Nihilus, beacons of hope in a hateful galaxy. While even one of Sanguinius' sons still stands, they will not yield in their duty to reclaim those worlds lost to the darkness.

Purchase this Requisition before a battle. At the start of the Deploy Crusade Armies step, select one objective marker on the battlefield. This is your Protector objective marker. Until the end of the battle, if you control an objective marker at the end of your Command phase and an **ADEPTUS ASTARTES** unit from your Crusade army is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn. At the end of the battle, if you control your Protector objective marker, your Crusade force gains 2 Honour points.

'For millennia we have stood as a bulwark between the Imperium and its merciless foes. We have bled, suffered and died on behalf of the helpless. We ask not to be remembered nor venerated for our sacrifice, for this is the eternal and sacred role bestowed upon us by the Emperor of Mankind. So long as a single Son of Sanguinius remains, no enemy of Humanity shall be safe. We shall burn the traitors from their holdfasts, scour the xenos taint wherever we find it and purge the heretics wherever they rise.'

- Chaplain Gilgamor of the Angels Encarmine

BONUS AGENDAS D6

PURITY THROUGH BLOODSHED

By holding tight to the Chapter's noble ideals, warriors with sufficient force of will can harness the fury and blood-hunger of the Red Thirst without succumbing to its darkest excesses.

Each time an **ADEPTUS ASTARTES** unit from your Crusade army destroys an enemy unit with a melee attack, that **ADEPTUS ASTARTES** unit gains 1XP (each unit can only gain 1XP per battle via this Agenda). At the end of the battle, if five or more units from your Crusade army gained XP via this Agenda, your Crusade force gains 3 Honour points.

NOBLE BEARING

There are few as noble as the Sons of Sanguinius.

At the end of the battle, you can select up to three **ADEPTUS ASTARTES CHARACTER** models from your Crusade army. Each **CHARACTER** gains 1XP for each of the following conditions they satisfy:

- That model destroyed one or more enemy **CHARACTER** models during the battle.
- That model is within range of an objective marker that you control.
- That model's unit was the target of one or more Epic Deed Stratagems during the battle.

For each of your **CHARACTER** models that satisfy all three of these conditions, your Crusade force gains 1 Honour point.

DECISIVE ASSAULT

The Blood Angels are loath to resort to the defensive strategies favoured by other Chapters, preferring to take the fight to the foe by way of decisive strikes.

At the end of the battle, if there are more **ADEPTUS ASTARTES** units from your army wholly within your opponent's deployment zone than there are units from their army wholly within it, select up to three of those units from your army. Each of those units gains 2XP. At the end of the battle, if your **WARLORD** is also wholly within your opponent's deployment zone, your Crusade force gains 1 Honour point.

BLADE OF SANGUINIUS

The Blood Angels strive to emulate their fallen Primarch in every aspect, from his nobility and artifice to his martial prowess. Speed, grace and awe are the hallmarks of a Blood Angels' assault. Borne upon wings of fire they descend upon their foe from the heavens, striking with chainsword and power weapon to decimate the enemy before they can offer any response.

REQUISITION

IN THE ANGEL'S NAME — 1RP

To be a champion of the Imperium is to walk a path towards a martyr's death; the only question is how dearly you will sell your life.

Purchase this Requisition before a battle. When you select Agendas for the upcoming battle, select one additional Agenda from those on the right; this Bonus Agenda can only be accomplished by an **ADEPTUS ASTARTES WARLORD** during the battle. If achieved, you gain 3 Honour points in addition to rewards (such as XP) listed in the Bonus Agenda itself, but if that Agenda has not been achieved, you lose D3 Honour points (to a minimum of 0). You can only purchase this Requisition once per Oathsworn Campaign.

'Ascending to the Sanguinary Guard is an honour beyond compare. Those granted this honour become more than simple warriors. They are shining exemplars of Sanguinius' values and instruments of his undying vengeance.'

- Captain Antargo, Blood Angels 3rd Company



BONUS AGENDAS — D6

DEATH FROM ABOVE

The Blood Angels descend from on high like the angels of myth, landing in the midst of the foe and laying waste to enemy armies with bolter and blade.

At the end of your turn, if an **ADEPTUS ASTARTES JUMP PACK** unit from your Crusade army that arrived using the Deep Strike ability this turn destroyed one or more enemy units this turn, that unit gains 2XP.

DECAPITATING STRIKE

Sanguinius always taught that, to slay the beast, one needs only to remove the head. So it is when the Blood Angels strike; their deadly interventions ensure not even the opposition's commanders can find safe haven from their wrath.

At the end of the battle, if one or more enemy **CHARACTER** models are destroyed, your Crusade force gains 1 Honour point. At the end of the battle, if the enemy **WARLORD** is destroyed, your Crusade force gains 3 Honour points instead.

SHOCK TACTICS

The Blood Angels are amongst the Emperor's finest shock troops, striking at the foe before they can react or even know they are under threat. In their lightning assaults, the Sons of Sanguinius smash aside the enemy, slaughtering them without mercy to achieve their goals.

At the end of your turn, if you control one or more objective markers that were controlled by your opponent at the start of your turn, select one of those objective markers, then select one **ADEPTUS ASTARTES** unit from your Crusade army that is within range of that objective marker. That unit gains 1XP and, if that objective marker is wholly within your opponent's deployment zone, your Crusade force gains 1 Honour point.





ANGELS ASCENDANT

After an Oathsworn Campaign ends, if you have enough Honour points to do so, you can promote one or more units to the ranks of the Sanguinary Guard, or one or more of your **CHARACTERS**. To do so, select an **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES CHARACTER** unit you wish to promote, then subtract that promotion's Honour points cost from your total and select one of that promotion's Battle Honours for that unit to gain. Each unit can only have one of these Battle Honours, even if you gain enough Honour points to promote them again. Each of these Battle Honours is unique – you can only have one instance of each in your Order of Battle. When gaining one of these Battle Honours, if that unit already has the maximum number of Battle Honours, you can choose to replace one with a Chapter Command Battle Honour (see *Codex: Space Marines*).

EXEMPLARS OF THE HOST

5

The Sanguinary Guard are shining exemplars of the Great Angel's nobility and martial prowess. To be inducted into their ranks is an honour without compare.

Select one **ADEPTUS ASTARTES JUMP PACK** unit with the Battle-hardened rank of higher (excluding **CHARACTER** and **DEATH COMPANY** units). You can spend 5 Honour points to replace the selected unit with a **SANGUINARY GUARD** unit. When a unit is replaced in this way, the new unit starts with the same XP, Battle Honours and Battle Scars as the one it replaced.

SHIELD OF BAAL

20

He who is honoured with the Shield of Baal protects the Blood Angels' home world. He is responsible for all of the system's security matters.

CAPTAIN model only. Once per battle, after selecting your Oath of Moment target (see *Codex: Space Marines*), you can use this ability. If you do, until the start of your next Command phase, each time this model's unit makes a melee attack that targets your Oath of Moment target, you can re-roll the Wound roll.

SANGUINARY HIGH PRIEST

20

The Sanguinary High Priest is responsible for the physical, genetic and spiritual health of his Chapter. He who holds this position stands second only to the Chapter Master in the hierarchy of their Chapter.

SANGUINARY PRIEST model only. Once per battle, when this model's unit is selected to fight, you can use this ability. If you do, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

CUSTODIAN OF THE LOST

20

Few are able to fight at the side of the Death Company, for their wrath knows neither friend nor foe. However, the most bellicose and steel-souled of the Reclusiam's Chaplains are a different breed. So fiery is their oration that their litanies are even able to pierce the maddening illusions of the Lost, encouraging them forwards to death and redemption. However, to be exposed to the Flaw with such regularity is fraught with risk, and few such Chaplains remain unaffected by their experiences.

CHAPLAIN model only. During the Declare Battle Formations step, if this model is attached to a **DEATH COMPANY** unit, select one of the **DEATH COMPANY** Battle Scars (see opposite); until the end of the battle, that unit has that Battle Scar in addition to any others it has.

THE FLAW

DEATH COMPANY units from your Crusade force cannot gain XP, and they cannot gain ranks or Battle Honours. They can, however, gain Death Company Battle Scars. These reflect the deepening psychosis of the unfortunate battle-brothers who somehow survived the battle as the Black Rage tightens its grip on their psyche – but the eventual end for these fallen heroes cannot be escaped, and a martyr's fate in the heat of battle remains their only hope for a noble death.

At the end of every battle, every **DEATH COMPANY** unit from your Crusade army must take an Out of Action test, even if it was not destroyed during the battle (if it was destroyed, it fails that Out of Action test on a 1-2). Each time a **DEATH COMPANY** unit fails an Out of Action test, it must take one of the Death Company Battle Scars listed to the right – you cannot choose for that unit to suffer a Devastating Blow (any rule that inflicts a Devastating Blow upon a **DEATH COMPANY** unit will instead cause it to gain one Death Company Battle Scar). These Battle Scars cannot be removed by any means, and unlike other Battle Scars, a unit's Crusade points are not reduced by having Death Company Battle Scars. A unit cannot have more than 3 Death Company Battle Scars; if a unit would ever gain a fourth, that unit is removed from your Order of Battle – it is permanently destroyed and the names of the lost battle-brothers recorded in the Chapter's roll of honoured martyrs.

While a **DEATH COMPANY CHARACTER** is leading a **DEATH COMPANY INFANTRY** unit, only apply the Battle Scars from the unit that has the most. For example, if a **DEATH COMPANY CAPTAIN** with 1 Battle Scar is attached to a unit of **DEATH COMPANY MARINES** with 2 Battle Scars, then while that unit is an Attached unit, you only use the Battle Scars of the **DEATH COMPANY MARINES** unit (if the **DEATH COMPANY CHARACTER** and the unit it is leading both have the same number of Battle Scars, then during the Declare Battle Formations step you can choose which unit's Battle Scars will apply for that battle).

DEATH COMPANY BATTLE SCARS D6

CONSUMED BY RAGE

Unable to determine hallucination from reality, these Death Company battle-brothers are utterly consumed by their own fury. Hurling themselves into combat, they fight with blind anger, heedless of their surroundings.



- Each time this unit makes a Charge move, until the end of the turn, add 1 to the Attacks characteristic of melee weapons equipped by **DEATH COMPANY** models in this unit.
- This unit can never Fall Back, even when within 12" of one or more friendly **CHAPLAINS**.

VISIONS OF BLOODSHED

These Death Company battle-brothers have foreseen their part in the climactic battle to come, surging ahead of their allies with gory visions of visceral slaughter driving them towards the foe.



- Unless this unit starts the battle embarked within a **TRANSPORT**, all **DEATH COMPANY** models in this unit have the Scouts 6" ability.
- At the start of every Command phase, this unit must take a Battle-shock test.

INURED TO AGONY

So great and all-consuming is their bloodlust that these Death Company battle-brothers are no longer capable of feeling pain, no matter the severity of their wounds.



- **DEATH COMPANY** models in this unit have the Feel No Pain 5+ ability.
- This unit fails Out of Action tests on rolls of 1-3.



AGENDAS

If your Crusade army is using the Blood Angels Crusade rules, you can select Agendas from those presented here.

FOR BAAL AND THE ANGEL!

The Blood Angels harbour a special hatred for traitors and the forces of Chaos. None are as loathed, however, as the Black Legion, for it was their gene-sire, Horus, who slew Sanguinius millennia ago. The ire of the Sons of Sanguinius also extends to the Tyranids, whose ravening swarms nearly brought about the doom of Baal.

At the end of the battle, add up the total number of units in your Crusade army that are not Below Half-strength. If this number is less than the total number of units in your opponent's Crusade army, each **ADEPTUS ASTARTES** unit from your Crusade army that is on the battlefield gains 1XP and your Crusade force gains 1 Honour point. If your opponent's Crusade army contains any **TYRANIDS** or **CHAOS** units, then each of these units gains an additional 1XP and your Crusade force gains an additional 1 Honour Point.

SEARCH FOR THE CURE

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

At the start of the battle, all objective markers on the battlefield are unsearched and will remain so until searched.

At the start of your Shooting phase, you can select one **SANGUINARY PRIEST**, **APOTHECARY** or **APOTHECARY BIOLOGIS** unit from your army (or one unit from your army that contains a model equipped with a narthecium) that is not Battle-shocked, is not within Engagement Range of one or more enemy units, and is eligible to shoot. Until the end of the turn, that unit is not eligible to shoot or declare a charge.

At the end of the turn, if that unit is within range of an unsearched objective marker that you control, that objective marker is searched by your army, that unit gains 2XP and your Crusade force gains 1 Honour point.

AGAINST THE DARKNESS

In the empyric madness of the Imperium Nihilus, the battle-brothers of the Blood Angels Chapter must be prepared to face any threat. With each battle survived, so are they further inured against the myriad threats this benighted region has to offer.

During the Declare Battle Formations step, you must select three units from your Crusade army. At the end of the battle, for each unit selected, if that unit has destroyed one or more enemy units and it has not itself been destroyed, that unit gains 2XP (or 1XP instead if that unit is Below Half-strength).

LIBERATORS FROM TYRANNY

As Warden of the Imperium Nihilus, Dante tasks his Blood Angels with reconquering worlds lost to alien invaders, Chaos warlords and traitorous tyrants, and liberating their oppressed populations.

At the end of the battle, for each objective marker you control, you can select one **ADEPTUS ASTARTES** unit from your Crusade army that is within range of that objective marker. That unit gains 1XP. If you control more than half the total number of objective markers on the battlefield, your Crusade force also gains D3 Honour points (if you control all of the objective markers on the battlefield, your Crusade force gains D3+3 Honour points instead).

REQUISITIONS

If your Crusade army includes any ADEPTUS ASTARTES units, you can spend Requisition points (RP) on any of the following Requisitions.

NOBLE HERITAGE 1RP

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

Purchase this Requisition at any time. Select one **BLOOD ANGELS CHARACTER** unit from your Crusade force with 71+ XP. The selected unit gains one additional Battle Trait; this does not count towards the maximum number of Battle Honours a unit can have.

Each unit can only be selected for this Requisition once.

VALOUR OF THE ANGELS 1RP

The Blood Angels, as all Space Marines, are fated to die upon the battlefield. Yet they do not sell their lives cheaply. All strive to lay low as many foes as possible before the end comes, and in doing so earn a place in the glorious records of their ancient Chapter. The Blood Angels are no strangers to self-sacrifice; the only question is how many foes they can lay low before that fate finally arrives.

Purchase this Requisition after a battle in which one or more **BLOOD ANGELS CHARACTER** models from your Crusade army failed an Out of Action test. That model is Marked for Greatness in addition to any other unit from your Crusade army, and, if that model destroyed one or more enemy models during that battle, your Crusade force gains 5 Honour points.

You can only purchase this Requisition once per Oathsworn Campaign.

DAMNED SOULS 1RP

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

Purchase this Requisition before a battle. Select one of the following options:

- Select one **ADEPTUS ASTARTES INFANTRY** unit (excluding **DEATH COMPANY** and **CHARACTER** units) from your Order of Battle. Remove that unit from your Order of Battle and add a **DEATH COMPANY INFANTRY** unit (excluding **CHARACTER** units) to your Order of Battle. The new unit has the same XP, Battle Honours and Battle Scars as the unit it replaced.
- Select one **CAPTAIN** unit (excluding **DEATH COMPANY** units) from your Order of Battle. Remove that unit from your Order of Battle and add a **DEATH COMPANY CAPTAIN** unit to your Order of Battle. The new unit has the same XP, Battle Honours and Battle Scars as the unit it replaced.
- Select one **DREADNOUGHT** unit (excluding **DEATH COMPANY** units) from your Order of Battle. Remove that unit from your Order of Battle and add a **DEATH COMPANY DREADNOUGHT** unit to your Order of Battle. The new unit has the same XP, Battle Honours and Battle Scars as the unit it replaced.

You cannot purchase this Requisition if doing so would cause your Crusade force's total Crusade points to exceed your Crusade force's Supply Limit. Note that while the new units retain the XP of the unit they replaced, they will not be able to gain additional XP as described in the rules for the Flaw (pg 97).





BATTLE TRAITS

When an ADEPTUS ASTARTES unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

CHARACTER UNITS — D6

PROPHETIC GIFTS

This heroic warrior bears a glimmering of Sanguinius' prophetic gifts. Flashes of foresight allow him to parry and weave around his enemy's blows with preternatural speed and skill.

Once per Fight phase, instead of making a Hit roll, Wound roll or saving throw for this model, it can use this ability. If it does, that dice roll is automatically an unmodified 6.

SOULWARDEN

This warrior is possessed of an iron will, his sheer mental determination ensuring that neither his own Red Thirst nor the worst horrors of the galaxy can find purchase upon his or his brothers' souls or inflict harm upon their physical forms.

Models in this model's unit have the Feel No Pain 6+ ability and you can target this model's unit with Stratagems even while it is Battle-shocked.

MARTIAL EXEMPLAR

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

At the start of the Fight phase, select one of the following abilities:

- **[LETHAL HITS]**
- **[PRECISION]**
- **[SUSTAINED HITS 1]**

Until the end of the phase, this model's melee weapons have that ability.

JUMP PACK UNITS — D6

AERIAL ASSAULT

The scream of turbines and the roar of jump packs fill the skies – a funeral dirge for the enemy.

If this unit starts the battle in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

SKIES OF FURY

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

Add 1" to the Move characteristic of models in this unit and add 1 to Advance and Charge rolls made for this unit.

ADEPTUS ASTARTES INFANTRY UNITS — D6

THE ARMOURY'S ARTIFICE

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

Each time a model in this unit makes an attack, if a Critical Wound is scored, improve the Armour Penetration characteristic of that attack by 1.

FURY UNBOUND

These warriors' hearts burn with contempt for the enemies of the Imperium. With snarls of hate and bellows of rage, they leap into the fray.

Each time this unit makes a Charge move, until the end of the turn, each time a model in this unit makes a melee attack, you can re-roll the Hit roll.

SELFLESS VALOUR

These battle-brothers possess courage and nobility reminiscent of the Great Angel himself, placing themselves in harm's way to defend others.

Once per battle, you can target this unit with either the Heroic Intervention or Counter-offensive Stratagems for OCP.

CRUSADE RELICS

When an ADEPTUS ASTARTES CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

CHALICE OF BAAL

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

SANGUINARY PRIEST model only. While the bearer is leading a unit, each time that unit makes a Charge move, until the end of the turn, melee weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

HOOD OF BAAL

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

PSYKER model only. Each time the bearer makes a Psychic Attack, you can re-roll the Wound roll.

VALOUR'S EDGE

The ancient power sword known as Valour's Edge is breathtakingly beautiful. Its blade gleams with a golden light and its hilt is bejewelled and finely worked. The sword blazes with golden fire when grasped by one whose intent it deems pure. In the hands of such an individual, Valour's Edge cuts a blinding swathe through the foe.

Improve the Armour Penetration characteristic of the bearer's melee weapons by 2, and those weapons have the **[LETHAL HITS]** ability.

ANTIQUITY RELICS

CROWN ANGELIC (AURA)

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

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 3" of the bearer, that enemy unit must take a Battle-shock test. If that enemy unit is also Below Half-strength, it must subtract 1 from that test when doing so.

ANGEL'S WING

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

JUMP PACK model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit. Each time a ranged attack targets the bearer's unit, subtract 1 from the Hit roll.

LEGENDARY RELICS

ENCARMINE WARBLADE

This sword was carried by the Blood Angels First Captain, Raldoron, throughout the Great Crusade and the Horus Heresy. In the millennia since Raldoron's death, the Encarmine Warblade has been bequeathed to only the greatest champions of the Blood Angels, each time being returned to the vaults of the Arx Angelicum until a worthy warrior should once again arise.

The bearer is equipped with the following melee weapon in addition to its other weapons:

RANGE	A	WS	S	AP	D
Melee	6	2+	6	-3	3
[DEVASTATING WOUNDS, LANCE]					

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



SANGUINARY INITIATE

In the gloaming realm of the Imperium Nihilus you have earned victories over your foes, purging their fell taint from many worlds and bringing the Emperor's light to those devoid of hope.

- You have completed one Oathsworn Campaign and promoted one or more units to Chapter Command or the Angels Ascendant.
- One or more of your **DEATH COMPANY** units have gained one or more Battle Scars using the Flaw rules.
- You have won two or more battles.



HERO OF BAAL

You have taken the fight to the Imperium's foes. By your hand have entire systems been reconquered, their resources and industry bent once more to the Emperor's cause.

- You have completed three Oathsworn Campaigns and promoted two or more units to Chapter Command or the Angels Ascendant.
- One or more of your **DEATH COMPANY** units have gained two or more Battle Scars using the Flaw rules.
- You have won six or more battles.
- You have completed one or more Bonus Agendas from any of the Oathsworn Campaigns in this book.



ANGELIC EXEMPLAR

You are an exemplar of Sanguinius' martial code. The halls of the Arx Angelicum ring to the sound of your storied name.

- You have completed five Oathsworn Campaigns and promoted five or more units to Chapter Command or the Angels Ascendant.
- One or more of your **DEATH COMPANY** units have gained three or more Battle Scars and been removed from your Order of Battle using the Flaw rules.
- You have won ten or more battles.
- You have completed all three Bonus Agendas from all of the Oathsworn Campaigns in this book.

BLOOD ANGELS NAME GENERATOR

If you wish to create a name for one of your Sons of Sanguinius, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

FORENAME	D66
Cezare	11
Amareus	12
Kaerladeo	13
Corphal	14
Erasmus	15
Daenor	16
Tyborel	21
Rafael	22
Zorael	23
Niccolasa	24
Morlaeo	25
Mariano	26
Tuomanni	31
Leonid	32
Sevrael	33
Chiorre	34
Faustian	35
Rubio	36
Lukar	41
Donatelus	42
Kaerel	43
Aldus	44
Raelyn	45
Anchronus	46
Semartes	51
Nicodemus	52
Arca	53
Fontaeus	54
Furian	55
Mataneo	56
Vitrian	61
Arteino	62
Martellos	63
Lucien	64
Raldaeo	65
Marzio	66

SURNAME	D66
Aphael	11
Varseus	12
Metraen	13
Belarius	14
Oras	15
Athenos	16
Seraphan	21
Variano	22
Bardella	23
Moriar	24
Nassio	25
Maratio	26
Raneil	31
Comaeus	32
Spiccare	33
Castivar	34
Sanzeo	35
Antraeon	36
Arteros	41
Tybael	42
Vennaro	43
Redolpho	44
Vesta	45
Traviola	46
Lorenso	51
Urrel	52
Maschio	53
Amuto	54
Goriel	55
Messaro	56
Rephas	61
Furio	62
Ravini	63
Forell	64
Gallani	65
Bodonne	66



POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To see the latest points values for your army, scan this QR code or check the Warhammer 40,000 app.



Astorath
1 model ..... 105 pts

Baal Predator
1 model ..... 125 pts

Blood Angels Captain
1 model ..... 75 pts

Chief Librarian Mephiston
1 model ..... 125 pts

Commander Dante
1 model ..... 130 pts

Death Company Captain
1 model ..... 85 pts

Death Company Captain with Jump Pack
1 model ..... 100 pts

Death Company Dreadnought
1 model ..... 220 pts

Death Company Marines
5 models ..... 95 pts
10 models ..... 190 pts

Death Company Marines with Bolt Rifles
5 models ..... 90 pts
10 models ..... 180 pts

Death Company Marines with Jump Packs
5 models ..... 115 pts
10 models ..... 230 pts

Lemartes
1 model ..... 100 pts

Sanguinary Guard
3 models ..... 150 pts
6 models ..... 300 pts

Sanguinary Priest
1 model ..... 90 pts

The Sanguinor
1 model ..... 140 pts

DETACHMENT ENHANCEMENTS

Liberator Assault Group
Speed of the Primarch ..... 30 pts
Rage-Fuelled Warrior ..... 10 pts
Icon of the Angel ..... 10 pts
Gift of Foresight ..... 15 pts

The Lost Brethren
Sanguinius' Grace ..... 20 pts
Blood Shard ..... 25 pts
To Slay the Warmaster ..... 15 pts
Vengeful Onslaught ..... 10 pts

The Angelic Host
Artisan of War ..... 15 pts
Visage of Death ..... 10 pts
Archangel's Shard ..... 20 pts
Gleaming Pinions ..... 10 pts







