

Blood Angels

“And we shall know no fear!”

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What are the Space Marines? The Space Marines are the Emperor’s Angels of Death. They are genetically, biologically, and mechanically augmented to be the most elite warriors capable of delivering the Emperor’s wrath to the enemies of mankind. They are few in number compared to the untold trillions that make up the Imperium, but their legends are known by all. Space Marines go to war with heavy power armour and a variety of weapons for to handle any foe.

Army Difficulty 1-5: 1. Space Marines are incredibly durable. They can specialize to focus on one aspect of warfare, or bring versatile units that can handle nearly any situation. The only difficulty is for a new player to decide which units to use out of the enormous quantity added to their roster throughout the many years of 40k!

Strengths: This army is incredibly durable and versatile. Your Firstborn Marines can swap weapons during deployment, allowing for maximum flexibility and most can score any objective, even when outnumbered and surrounded on all sides! The Primaris are more durable, resisting Ld debuffs, being overwhelmed in combat, and can shrug off the worse of injuries thanks to their Transhuman Physiology!

Weaknesses: The army does not have any sacrificial units or cannon fodder to draw the enemy into traps. Using the many specialty units and the overall flexibility of this army will allow you to hold the enemy in position until you are ready to strike, or to pull back and fight on your own terms.

Army Abilities: The Space Marines have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its upgrade(s) for legal upgrade options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.

Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.

Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack than remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Transhuman Physiology – This model has a 5+ Feel No Pain.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augur Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade – Reroll Dangerous Terrain Tests and failed Moved through Cover.
- Extra Armour – You may treat all Crew Stun Results as Weapon Disabled.
- Iron Halo – This model has a 4+ Invulnerability Save.
- Recovery Gear – Roll a d6, on 5+ repair Immobilized or Crew Stun result.
- Refractor Field – This model has a 5+ Invulnerability Save.
- Rosarius – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
 - 6" Aura, this model and target unit may reroll failed Ld Tests.
 - 6" Aura, this model and target unit gain A+1.
- Stormshield – This model gains Sv-1 (Improves by 1) and a 4+ Invulnerability Save.
- Terminator Honours – This model gains a 5+ Invulnerability Save.

Chapters

Space Marines form Chapters, each with their own traditions and combat doctrines that dictate how they conduct war in the 40k universe. Each Chapter has specialty rules that make the army more immersive to their lore and specialize their abilities on the battlefield. Your entire army MUST be from the same Chapter. Unique models will have the key word for which Chapter they must belong to if any.

Blood Angels:

- Black Rage: If a unit ever fails its Ld test, they suffer WS+1, BS+1 (One worse) and gain A+1 for the remainder of the game. Units suffering from the Black Rage must declare Charges if within Range, and cannot fire weapons or Advance if it would make declaring a Charge within range illegal. If a Charge cannot be declared, the unit must move towards the closest enemy unit and Advance if it still cannot Charge or Shoot them.
- Quicksilver Blood: All models in your army gain I+1. **Bold** numbers mean this is already added into the profile.
- Unnatural Speed: All models in your army gain Counterattack.

HQ 1-2 Slots

Captain Karleen Karleen	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 6 5 4 10 3+	Points: 284 Composition: 1 Karleen
Wargear Karleen: Stormbolter Hammer of Baal Iron Halo	Options	Rules Karleen: Independent Character Blood Angels Infantry Unique Know No Fear Counterattack Deepstrike Night Vision Shock Assault Steady Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Close Quarter Expert – 6" Aura, target unit gains Furious Charge. Strategic Genius – During Deployment, target unit gains Infiltrate.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Hammer of Baal	Melee	10	1+	Slow, Monsterbane, Reroll failed To Wound rolls

Captain Tycho Tycho	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 5 4 10 3+	Points: 241 Composition: 1 Tycho
Wargear Tycho: Blood Song Bolt Pistol Dead Man's Hand Frag Grenades Krak Grenades Iron Halo	Options	Rules Tycho: Independent Character Blood Angels Infantry Unique Know No Fear Counterattack Furious Charge Night Vision Objective Secured Shock Assault Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Hyper Aggression – This model must declare Charges whenever possible, and may not Advance if it would disqualify declaring a Charge that is in range. Rampage – If this unit is outnumbered gain A+d3.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Blood Song	12 And 24	8 And 4	1+ And 5+	Assault 1, Melta, (Monsterbane) And Assault 2
P	Bolt Pistol	12	4	5+	Pistol 1
M	Dead Man's Hand	Melee	X2	1+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Chief Librarian Mephiston Mephiston	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 6 6 5 10 3+	Points: 330 Composition: 1 Mephiston
Wargear Mephiston: Plasma Pistol Vitarus Frag Grenades Krak Grenades Iron Halo Psychic Hood Sanguine Sword	Options May take up to one S for each level of Psychic Mastery. May take one C	Rules Mephiston: Independent Character Blood Angels Infantry Unique Chief Librarian Adjusted Tactics Know No Fear Bulky Counterattack Furious Charge Night Vision Objective Secured Psychic Mastery 3 Shock Assault Chief Librarian – This model may Deny the Witch twice per Psychic Phase. Lord of Death – This model has a 5+ Feel No Pain.
Special Wargear: Psychic Hood – Gain +1 to Deny the Witch	Special Wargear Upgrades: C Rubicon Primaris +17 points	A+1. Gain Feel No Pain 4+, Bulky, Stubborn. Lose Objective Secured, Grenades.

Selection	Name	Range	S	AP	Rules
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Vitarus	Melee	+3	2+	Psychic Bane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
S	Sanguine Sword Cast 7+	User	-	-	Vitarus hits at S10, AP1+, and ignores Invulnerability Saves until your next Psychic Phase
S +10 points	Cause Misfortune Cast 7+	18	-	-	Target unit gains Rending on all Ranged and Melee Attacks until your next Psychic Phase
S +10 points	Forewarning Cast 6+	18	-	-	Target unit gains 4+ Cover Save until your next Psychic Phase
S +15 points	Bolster Cast 6+	18	-	-	Target unit counts as having not Moved for the purposes of Shooting until your next Psychic Phase

S +20 points	Enfeeble Cast 8+	18	-	-	Target unit suffers T-1 until your next Psychic Phase
S +20 points	Endurance Cast 7+	18	-	-	Target unit gains T+1 until your next Psychic Phase
S +22 points	Melting Beam Cast 7+	18	8	1+	Assault 1, Armourbane, Beam

Commander Dante Dante	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 7 7 5 10 3+	Points: 270 Composition: 1 Dante
Wargear Dante: Perdition Pistol The Axe Mortalis Frag Grenades Krak Grenades Orbital Strike Iron Halo The Death Mask of Sanquinius	Options May take one A May take one B	Rules Dante: Independent Character Blood Angels Infantry Unique Chapter Master Adjusted Tactics Know No Fear Counterattack Hit and Run Night Vision Objective Secured Shock Assault Where's Horus?! – 6" Aura, this model and target unit may reroll Failed Charges. In addition, if an enemy Unique Character is on the battlefield with the name Horus, all Blood Angels immediately succumb to the Black Rage. Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed,

		the Orbital Strike still hits in your Command Phase.
Special Wargear: The Death Mask of Sanquinius – 12” True Aura, all enemy units within range must take a Fear Test.	Special Wargear Upgrades: A Jump Pack +20 points B Rubicon Primaris +17 points	M+6, Fly, Deepstrike A+1. Gain Transhuman Physiology, Bulky, Stubborn. Lose Objective Secured, Grenades.

Selection	Name	Range	S	AP	Rules
P	Perdition Pistol	12	8	1+	Pistol 1, Melta, (Monsterbane)
M	The Axe Mortalis	Melee	+3	2+	
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only, Turret

Lemartes Lemartes	M WS BS S T W I A Ld Sv 12 2+ 2+ 5 4 6 7 4 10 3+	Points: 309 Composition: 1 Chaplain
Wargear Lemartes: Bolt Pistol The Blood Crozius Frag Grenades Krak Grenades Rosarius	Options May take one B	Rules Lemartes: Independent Character Unique Infantry Know No Fear Bulky Counterattack Deepstrike Fly Objective Secured Shock Assault Canticle of Hate – 6” Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Exhortation of Rage - 6” Aura, this model and target Unit gain A+1 and reroll 1s To Wound in Melee. Guardian of the Lost – 6” Aura, this model and target unit

		<p>suffering from The Black Rage gain A+1.</p> <p>The Black Rage – This model begins the game Succumbed to the Black Rage.</p> <p>Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged.</p>
Special Wargear:	Special Wargear Upgrades: B Rubicon Primaris +17 points	<p>A+1. Gain Transhuman Physiology, Bulky, Stubborn. Lose Objective Secured, Grenades.</p>

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	The Blood Crozius	Melee And Flame	+2 And 5	3+ And 4+	Concussion And Assault 1, One Use Only
M +3 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Advisors 0-3/Troop Slot Purchased

Astorath the Grim Astorath	M WS BS S T W I A Ld Sv 12 2+ 2+ 4 4 6 5 4 10 3+	Points: 289 Composition: 1 Astorath
Wargear Astorath: Bolt Pistol The Executioner's Axe Frag Grenades Krak Grenades Rosarius	Options May take one B	Rules Astorath: Independent Character Unique Blood Angels Infantry Know No Fear Bulky Counterattack Deepstrike Fly Furious Charge Objective Secured Shock Assault Liturgies of Blood – 6" Aura, this model and target unit may reroll 1s To Wound. Mass of Doom – 6" Aura, this model and target unit gain S+1, A+1. Roll a d6, on a 1 remove one model from the unit from the game. Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged.
Special Wargear:	Special Wargear Upgrades: B Rubicon Primaris +17 points	A+1. Gain Transhuman Physiology, Bulky, Stubborn. Lose Objective Secured, Grenades.

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	The Executioner's Axe	Melee	+3	2+	Ignores Invulnerability Saves
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Brother Corbulo Corbulo	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 5 4 10 3+	Points: 241 Composition: 1 Corbulo
Wargear Corbulo: Bolt Pistol Heaven's Teeth Frag Grenades Krak Grenades	Options May take one B	Rules Corbulo: Independent Character Unique Chief Apothecary Blood Angels Infantry Adjusted Tactics Know No Fear Night Vision Counterattack Furious Charge Objective Secured Shock Assault Far Seeing Eye – 6" Aura, target unit does not Scatter when arriving from Deepstrike. Narthecium – 6" Aura, this model and target unit gain 5+ Feel No Pain or +1 to their existing Feel No Pain no better than 4+. The Red Grail – 6" Aura, this model and target unit gain I+2.
Special Wargear:	Special Wargear Upgrades: B Jump Pack +20 points	M+6, Deepstrike, Fly

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Heaven's Teeth	Melee	+1	4+	Rending
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Cassor the Damned Cassor	M WS BS S FA SA RA W I A Ld Sv 6 2+ 2+ 6 13 12 10 10 5 4 10 3+	Points: 241 Composition: 1 Cassor
Wargear Cassor: Dual Blood Talons Stormbolter Meltagun	Options	Rules Cassor: Independent Character Blood Angels Vehicle Combat Walker Unique Bolter Discipline Know No Fear Counterattack Night Vision Shock Assault Steady None Can Stay my Wrath – This model is immune to Weapon Disables and Crew Stun effects, but still takes the extra Damage. Rampage – If this model is outnumbered in Melee, it gains A+d3.
Special Wargear: Magna Grapple - This model ignores Models and Terrain when Moving, Advancing, Charging, or Falling Back	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Dual Blood Talons	Melee	X2	1+	Slow, Monsterbane, Extra Attack 1, Primary
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Hull, Primary
S	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane), Hull, Primary

Raphen's Death Company Raphen Veteran	M WS BS S T W I A Ld Sv 12 2+ 2+ 4 4 4 5 4 10 3+ 12 2+ 2+ 4 4 2 5 2 10 3+	Points: 160 Composition: 1 Raphen 0-4 Veterans
Wargear Raphen: Bolt Pistol Thunderhammer Frag Grenades Krak Grenades Veteran: Bolt Pistol Chainsword Frag Grenades Krak Grenades	Options May take up to 4 Veterans for +58 points each Any Veteran may swap Bolt Pistol for P Any Veteran may swap Chainsword for M	Rules Raphen: Character Blood Angels Unique Infantry Know No Fear Counterattack Deepstrike Fearless Fly Furious Charge Objective Secured Shock Assault The Black Rage – This model begins the game Succumbed to the Black Rage. Marine: Infantry Adjusted Tactics Know No Fear Tactical Squads Deepstrike Fly Night Vision Objective Secured Shock Assault The Black Rage – This model begins the game Succumbed to the Black Rage.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
OP	Bolt Pistol	12	4	5+	Pistol 1
OM	Thunderhammer	Melee	10	1+	Slow, Monsterbane
P	Bolt Pistol	12	4	5+	Pistol 1
P +3 points	Hand Flamer	Flame	3	6+	Pistol 1
P +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +10 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast

G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
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Elite 0-3 Slots

Sanguinary Guard Sergeant Guard	M WS BS S T W I A Ld Sv 12 2+ 2+ 4 4 2 5 4 9 3+ 12 2+ 2+ 4 4 2 5 3 8 3+	Points: 342 Composition: 1 Sergeant 4-9 Guards
Wargear Sergeant: Angelus Bolt Gun Power Sword Frag Grenades Krak Grenades Guard: Angelus Bolt Gun Power Sword Frag Grenades Krak Grenades	Options May take up to 5 more Guards for +67 points each Sergeant may swap Krak Grenades for G Any model may swap Bolt Angelus Bolt Gun for P Any model may swap Power Sword for M	Rules Sergeant: Character Blood Angels Infantry Adjusted Tactics Know No Fear Tactical Squads Bodyguard Counterattack Deepstrike Fly Objective Secured Shock Assault Guard: Blood Angels Infantry Adjusted Tactics Know No Fear Tactical Squads Bodyguard Deepstrike Fly Objective Secured Shock Assault
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Angelus Bolt Gun	18	4	4+	Assault 2
P +1 points	Hand Flamer	Flame	3	6+	Pistol 1
P +5 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P +22 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Power Sword	Melee	+1	3+	None
M +1 points	Power Axe	Melee	+2	4+	None
M +6 points	Power Spear	Melee	+1	3+	I+3
M +7 points	Power Fist	Melee	X2	2+	Slow, Monsterbane

G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Lord of War 0-1 Slots

The Sanguinor Sanguinor	M WS BS S T W I A Ld Sv 12 2+ 2+ 4 4 6 7 6 10 -	Points: 364 Composition: 1 Sanguinor
Wargear Sanguinor: Glaive Encarmine Frag Grenades Krack Grenades	Options	Rules Sanguinor: Independent Character Blood Angels Infantry Know No Fear Counterattack Deepstrike Fly Furious Charge Objective Secured Shock Assault Aura of Fervor – 12" True Aura, this model and friendly units gain A+1. Divine Manifestation – This model has a 3+ Invulnerability Save and a 5+ Feel No Pain. Avenging Angel – This model may choose the target of its Challenge. The target may not deny the Challenge. Sanguinor may reroll all failed To Hit and To Wound rolls when in a Challenge.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Glaive Encarmine	Melee	+2	2+	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krack Grenades	8	6	4+	Grenade 1, Nonblast