

# WARHAMMER 40,000 CODEX: BLOOD ANGELS

## Official Update for 6<sup>th</sup> Edition, Version 1.4

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our army books. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

### ERRATA

#### **Page 23** – Combat Squads.

Replace with:

A ten-man unit with this special rule can break down into two five-man units, called combat squads.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before deployment. A unit split into combat squads therefore is now two separate units for all game purposes including calculating the total number of units in the army, and the number of units you can place in reserve. Then proceed with deployment as normal. Note that two combat squads split from the same unit can embark in the same transport vehicle, providing its transport capacity allows.

Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

#### **Page 23** – Descent of Angels.

Change this entry to read “A Blood Angels unit composed entirely of models with this special rule can re-roll failed reserve rolls if arriving by Deep Strike using its Jump Packs. Also, due to the precision of their descent, the unit scatters D6” rather than 2D6”.

#### **Page 27** – Vanguard Veterans, Heroic Intervention.

Add the following sentence to the end of the paragraph: “Note that Vanguard Veterans using the Heroic Intervention rule will count as having used their jump packs in the Movement phase.”

#### **Page 27** – Veteran Squads, Hellfire Rounds.

Change the Strength from “X” to “1”.

#### **Page 60, 96** – Demolisher Cannon.

The demolisher cannon should have the type “Ordnance 1, Large Blast.”

**Page 61, 96** – Whirlwind Multiple Missile Launcher.  
Add “Large Blast” to both the Vengeance and Incendiary Castellon Missiles Types.

**Page 62** – Camo Cloak.  
Change to: “A model wearing a camo cloak has +1 cover save.”

**Page 87** – Sanguinary Priest, Options.  
Change “Replace all wargear with Terminator armour with Chalice of Blood and power sword” to “Replace all wargear with Terminator armour with Blood Chalice and power sword”.

## AMENDMENTS

Note that this is an older Codex, written for a previous edition of the rules. You will therefore need to consult the Reference section of the *Warhammer 40,000* rulebook for an up to date list of **Unit Types** and **Vehicle Hull Points**. You’ll also find that some of the weapons in this Codex are written out longhand, rather than using the weapon profile format in the *Warhammer 40,000* rulebook. Don’t worry – these are functionally identical, unless noted otherwise in this document.

### Two Toughness Values

Where a model has two Toughness values presented on its profile, one of which is presented in brackets, always use the bracketed value. Ignore the other value entirely.

### PSYCHIC POWERS

A Blood Angels Librarian (including Mephiston) may use the psychic disciplines found in the *Warhammer 40,000* rulebook, instead of those in *Codex: Blood Angels*. If he does so, generate two new powers from the **Biomancy**, **Divination**, **Telepathy** or **Telekinesis** disciplines (in any combination) before armies are deployed.

### Var – Power Swords

In the bestiary and army list, replace all references to “power sword” with “power weapon”.

**Page 22** – “And they Shall Know no Fear...”.  
Ignore this entry – refer instead to the ‘And they Shall Know no Fear...’ special rule in the *Warhammer 40,000* rulebook.

**Page 37** – Land Raiders, Power of the Machine Spirit.  
Ignore this entry – refer to the *Warhammer 40,000* rulebook.

**Page 38/94** – Stormraven Gunship, Special Rules.  
Remove the Deep Strike special rule.

**Page 38/94** – Stormraven Gunships, Skies of Blood.  
Replace this rule with the following:

**Skies of Fury:** If the Stormraven has moved more than 6", passengers can still disembark, but they must do so as follows: Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were deep striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed, as per a Terrible Accident result on the Deep Strike Mishap table. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

**Page 38** – Stormraven Gunships, Transport.  
Change the first sentence to “The Stormraven can carry two separate squads: one unit of up to 12 models in its cabin, plus a single Dreadnought in its rear grapples. If a Zooming Stormraven is Wrecked or Explodes!, the Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven is Hovering, the hit is Strength 4 instead.

**Page 39** – Techmarines, Blessing of the Omnissiah.  
Replace this entry with the following:

“Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a Techmarine may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add the following modifiers where applicable:

- Each servitor with a servo-arm in his unit +1
- The Techmarine has a servo-harness +1

If the result is 5 or more, you may restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.”

Page 39 – Techmarine, Bolster Defences.

Replace this entry with the following:

**Page 39** - Techmarines, Bolster Defences:  
Techmarines can increase the effectiveness of cover, reinforcing crumbling walls and re-welding badly damaged spars. After deployment, but before Scout redeployments and Infiltrate deployments, nominate a single ruin in your deployment zone. The ruin’s cover save is increased by one for the duration of the game (usually to a 3+). Each ruin can only be bolstered once.”

**Page 42** – Chaplains, Crozius Arcanum.  
Replace this entry with “A crozius arcanum is treated as a power maul.”

**Page 42** – Chaplain, Honour of the Chapter.

In the second sentence, replace “He, and all members of a squad he has joined...” with “He, and all members of any unit chosen from *Codex: Blood Angels* that he has joined...”

**Page 42** – Chaplain, Liturgies of Blood

Change the first sentence to read “On a turn in which he charges, a Chaplain and all members of any unit chosen from *Codex: Blood Angels* that he has joined re-roll failed rolls To Hit.”

**Page 43** – Lemartes, The Blood Crozius.

Change the last sentence to read “The Blood Crozius is a power maul with the Master-crafted special rule.”

**Page 43** – Lemartes, Liturgies of Blood.

Change the first sentence to read “On a player turn in which they charge, Lemartes and his Death Company can re-roll failed rolls To Hit and To Wound.”

**Page 45** – Astorath the Grim, The Executioner’s Axe.

Replace the first sentence with the following profile:

Range	S	AP	Type	-
-	6	2	Melee, Two-handed, Unwieldy	

**Page 45** – Astorath the Grim, Liturgies of Blood.

Change the first sentence to read “On a turn in which he charges, Astorath and all members of any unit chosen from *Codex: Blood Angels* that he has joined re-roll failed rolls To Hit.”

**Page 46** – Librarians, Psychic Hood.

Ignore this paragraph – refer to the *Warhammer 40,000* rulebook.

**Page 47** – Mephiston, Lord of Death, Psychic Hood.

Ignore this paragraph – refer to the *Warhammer 40,000* rulebook.

**Page 47** – Mephiston, Lord of Death, Transfixing Gaze.

Change first sentence to: “At the start of the Fight sub-phase, Mephiston can attempt to enthrall a single enemy independent character in base contact”.

**Page 48** – Sanguinary Priests, Blood Chalice.

Change first sentence to: “All friendly units chosen from *Codex: Blood Angels* within 6” are subject to the Furious Charge and Feel No Pain special rules”.

**Page 49** – Brother Corbulo, The Red Grail.

Change first sentence to: “All friendly units chosen from *Codex: Blood Angels* within 6” of Corbulo are subject to the Furious Charge and Feel No Pain special rules”.

**Page 50** – Sanguinary Guard, Death Mask.

Change this entry to read: “At the beginning of the Fight sub-phase, any unit charged by one or more units equipped with death masks must pass a Leadership test or be reduced to Weapon Skill 1 until the end of the Assault phase”.

**Page 51** – The Sanguinor, Aura of Fervour.

Change first sentence to read: “All friendly units chosen from *Codex: Blood Angels* within 6” of the Sanguinor (except for the Sanguinor himself) have +1 Attack”.

**Page 52** – Sanguinary Novitiate, Blood Chalice.

Change this entry to read: “All friendly units chosen from *Codex: Blood Angels* within 6” of the Sanguinary Novitiate are subject to the Furious Charge and Feel No Pain special rules”.

**Page 53** – Commander Dante, The Axe Mortalis.

Replace the entry with the “The Axe Mortalis is a power axe with the Master-crafted special rule.”

**Page 58** – Wargear, Servo-arm

Replace the entry with the following:

A servo-arm is a Melee weapon with the following profile.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy

**Page 60** – Dozer Blades, Hunter-killer Missile, Searchlight, Smoke Launchers.

Use the entries in the *Warhammer 40,000* rulebook.

## FAQs

*Q: When a unit with the And They Shall Know No Fear special rule regroups, do they get to immediately move up to 3" as well as moving as normal that turn? (p23)*

A: Yes.

*Q: Some Space Marine squads can take a Razorback as a dedicated transport. A Razorback has a transport capacity of six models. Can you still choose this as a dedicated transport for a squad with more than six models? (p23)*

A: Yes.

*Q: Can a single combat squad from a unit that had split into combat squads before deployment but was embarked on the same Transport choose to disembark whilst leaving the other combat squad onboard? (p23)*

A: Yes.

*Q: If a unit with the Descent of Angels rule Deep Strikes via a transport, teleport or means other than by jump pack, can the Descent of Angels rule still be used? (p23)*

A: No.

*Q: Can a unit of Vanguard Veterans use its Heroic Intervention special rule when deploying by Deep Strike from a Stormraven Gunship (using its Skies of Blood special rule) (p27 and 38)*

A: No.

*Q: Can Sternguard Veterans equipped with storm bolters use their Special Issue Ammunition with these weapons? (p27)*

A: No.

*Q: Can a Furioso Librarian still use a psychic shooting attack if he has no weapons left? (p29)*

A: Yes.

*Q: Can a Furioso Librarian take additional wargear (such as extra armour)? (p29)*

A: No.

*Q: A Furioso Librarian counts as being Leadership 10 for all psychic purposes. What exactly does this mean? (p29)*

A: It means that for Psychic tests, and for being affected by psychic powers, special rules or wargear that affect psykers and require a Leadership value, they are counted as being Leadership 10.

*Q: Do Drop Pods count as immobilised the moment they touch down? Also, are any immobilised hits on them counted for weapon destroyed etc? (p32)*

A: Yes.

*Q: If a Drop Pod scatters off of the board when deep striking what happens? (p32)*

A: They will have to roll on the Deep Strike Mishap table.

*Q: Can you use a Drop Pod on its own, with no squad inside? (p32)*

A: Yes you can.

*Q: Does a successful Rhino repair attempt restore a Hull Point? (Pg 34)*

A: No.

*Q: If a Razorback armed with a lascannon and twin-linked plasma gun suffers a weapon destroyed result, does it destroy both weapons or just one? (p35)*

A: Only one weapon – either the lascannon or the twin-linked plasma gun.

*Q: Can a Baal Predator use smoke launchers during its Scout move? (p36)*

A: No.

*Q: Can a vehicle with the 'Power of the Machine Spirit' fire a weapon on the turn the vehicle uses Smoke Launchers? (p37)*

A: No.

*Q: What happens to an embarked Dreadnought that suffers an Immobilised result from the hit when the Stormraven it is embarked in Explodes? (p37)*

A: The Immobilised Dreadnought is placed within 3" of the large blast marker, as per the Crash and Burn rules.

*Q: Can a Techmarine that is in base contact with multiple damaged vehicles attempt to repair them all? (p39)*

A: No. A Techmarine can only ever make one repair attempt per turn.

*Q: Can a Techmarine attempt to use his Blessing of the Omnissiah special rule to repair a vehicle he is currently embarked upon? (p39)*

A: Yes.

*Q: Is Tycho's Deadman's Hand an additional close combat weapon? (p41)*

A: No.

*Q: What Mastery Level is a Blood Angels Librarian? (pg 46)*

A: Mastery Level 1. An Epistolary is Mastery Level 2. They both know two powers.

*Q: What Mastery Level is Mephiston? (pg 47)*

A: Mastery Level 3.

*Q: Are the Sanguinor, Mephiston and Death Company Tycho Independent Characters, or single model units in their own right? (p41, 47, 51)*

A: Single model units in their own right.

*Q: Does the Sanguinary Priest benefit from the effects of his own Blood Chalice? (p48)*

A: Yes.

*Q: At what point does a model need to be in range of a Blood Chalice or The Red Grail in order to gain the bonuses of Furious Charge? (p48, 49, 52)*

A: When you put the bonuses to use, i.e. when the model makes its close combat attacks.

*Q: Can Corbulo's re-roll from the Far Seeing Eye be used to affect the result of roll-offs for deployment zones and first turn? (p49)*

A: No.

*Q: Are Glaive Encarmines treated as 'unusual power weapons' (and therefore AP 3), or do they follow the rules for power axes/swords as defined by the type of weapon the model is carrying? (p50)*

A: Glaive Encarmines follow the rules as described in the Types of Power Weapon section on page 61 of the *Warhammer 40,000* rulebook, but also have the Master-crafted and Two-handed special rules. They would therefore have the following profiles.

	Range	S	AP	Type
Glaive Encarmine (Sword)	-	User	3	Melee, Master-crafted, Two-handed.

	Range	S	AP	Type
Glaive Encarmine (Axe)	-	+1	2	Melee, Master-crafted, Two-handed, Unwieldy.

*Q: Do models that are allowed to re-roll rolls of 1 To Hit in close combat, who are fighting Gabriel Seth, suffer hits if they roll 1 To Hit and further hits if their re-rolls To Hit are also 1s? (p55)*

A: No, the models only suffer hits if their re-rolled To Hit roll is also a 1 – discount the rolls of 1 that were re-rolled.

*Q: Can a magna-grapple cause a non-tank vehicle to tank shock? (p60)*

A: Yes.

*Q: If a Magna-grapple hits a zooming flyer, does the Grapple special rule work as normal? (p61)*

A: No.

*Q: Do vehicles gain a cover save from Shield of Sanguinius? (p63)*

A: Yes.

*Q: Does a model that uses the Wings of Sanguinius to charge an enemy unit in the Assault phase gain the Hammer of Wrath special rule? (p63)*

A: Yes.

*Q: If a Furioso Librarian has suffered an Immobilised result on the Vehicle Damage table, can it still use Wings of Sanguinius to continue moving? (p63)*

A: No.

*Q: Blood Lance is a psychic shooting attack that can hit multiple units. If the Librarian wishes to assault after using Blood Lance, which unit(s) is he permitted to assault? (p63)*

A: Only the first unit hit by the *Blood Lance*.

*Q: As Blood Lance is a psychic shooting attack, does it need to roll To Hit? (p63)*

A: No.

*Q: Can the Sanguinary Novitiate in the Honour Guard take the upgrades that are available to the Honour Guard? (p84)*

A: No.

*Q: Can Tactical Squads, Sternguard Squads, Devastator Squads, Vanguard Squads, Assault Squads and Death Company take any dedicated transport, or just the ones shown on page 90? (p90-91)*

A: Any. The page reference indicates the start of the section.

Last updated September 2013