

WARHAMMER 40,000 CODEX:

BLOOD ANGELS

Official Update for 7th Edition, Version 1.0

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 codexes. 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 codexes. 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: Amendments, Errata 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.

AMENDMENTS

Note that this is an older codex, written for a previous edition of the rules. You will therefore need to consult the following table 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 *Warhammer 40,000: The Rules*. Don't worry – these are functionally identical:

| Unit | Type |
|---------------------|---------------------------|
| Astorath the Grim | Jump Infantry (Character) |
| Attack Bike | Bike |
| Biker Sergeant | Bike (Character) |
| Blood Champion | Infantry (Character) |
| Captain | Infantry (Character) |
| Captain Tycho | Infantry (Character) |
| Chaplain | Infantry (Character) |
| Commander Dante | Jump Infantry (Character) |
| Corbulo | Infantry (Character) |
| Death Company | Infantry |
| Death Company Tycho | Infantry (Character) |
| Gabriel Seth | Infantry (Character) |
| Honour Guard | Infantry |
| Lemartes | Jump Infantry (Character) |
| Librarian | Infantry (Character) |
| Mephiston | Infantry (Character) |
| Reclusiarch | Infantry (Character) |

| | |
|-----------------------|---------------------------|
| Sanguinary Guard | Jump Infantry |
| Sanguinary Novitiate | Infantry (Character) |
| Sanguinary Priest | Infantry (Character) |
| The Sanguinor | Jump Infantry (Character) |
| Scout Biker | Bike |
| Scout Biker Sergeant | Bike (Character) |
| Servitor | Infantry |
| Space Marine | Infantry |
| Space Marine Biker | Bike |
| Space Marine Sergeant | Infantry (Character) |
| Techmarine | Infantry (Character) |
| Terminator | Infantry |
| Terminator Sergeant | Infantry (Character) |
| Veteran | Infantry |

| Unit | Type | Hull Points |
|----------------------|-----------------------------------|-------------|
| Baal Predator | Vehicle (Tank, Fast) | 3 |
| Death Company | Vehicle (Walker) | 3 |
| Dreadnought | | |
| Dreadnought | Vehicle (Walker) | 3 |
| Drop Pod | Vehicle (Open-topped, Transport) | 3 |
| Furioso Dreadnought | Vehicle (Walker) | 3 |
| Furioso Librarian | Vehicle (Walker) | 3 |
| Land Raider | Vehicle (Tank, Transport) | 4 |
| Land Raider Crusader | Vehicle (Tank, Transport) | 4 |
| Land Raider Redeemer | Vehicle (Tank, Transport) | 4 |
| Land Speeder | Vehicle (Skimmer, Fast) | 2 |
| Predator | Vehicle (Tank, Fast) | 3 |
| Razorback | Vehicle (Tank, Fast, Transport) | 3 |
| Rhino | Vehicle (Tank, Fast, Transport) | 3 |
| Stormraven Gunship | Vehicle (Flyer, Hover, Transport) | 3 |
| Vindicator | Vehicle (Tank, Fast) | 3 |
| Whirlwind | Vehicle (Tank, Fast) | 3 |

Various – 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.

Various – Power swords

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

Page 23 – ‘And They Shall Know No Fear’
Ignore this entry – refer instead to the ‘And They Shall Know No Fear’ special rule in *Warhammer 40,000: The Rules*.

Page 29, 85 – Furioso Dreadnought, special rules
Add the **Psychic Pilot (Mastery Level 2)** (Furioso Librarian only) special rule.

Page 29 – Psyker rule
Replace the Psyker special rule as written in this page with ‘**Psyker:** A Furioso Librarian generates his psychic powers from the **Biomancy, Daemonology, Divination, Telekinesis** and **Telepathy** disciplines.’

Page 37 – Land Raiders, Power of the Machine Spirit
Ignore this entry – refer to Power of the Machine Spirit in the special rules section of *Warhammer 40,000: The Rules*.

Page 38 – Stormraven Gunships, Transport
Replace the first paragraph with:
‘**Transport Capacity:** The Stormraven can carry two separate units: 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 suffers an Explodes! Result, the embarked Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven is Hovering, the hit is Strength 4 instead. The Stormraven can carry Jump Infantry.’

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. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.’

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:
‘**Bolster Defences:** After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this may not be one you have purchased as part of your army). The terrain piece’s cover save is increased by one for the duration of the game (to a maximum of 3+). Note that a piece of terrain 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 with the Blood Angels Faction 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 with the Blood Angels Faction 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 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 with the Blood Angels Faction that he has joined re-roll failed rolls To Hit.’

Page 46 – Librarians, Psychic Hood
Ignore this paragraph – refer to *Warhammer 40,000: The Rules*.

Page 46, 83 – Librarians, special rules
Add the **Psyker (Mastery Level 1)** special rule.

Page 46 – Psyker rule
Replace the Psyker special rule as written in this page with ‘**Psyker:** A Librarian generates his psychic powers from the **Biomancy, Daemonology, Divination, Telekinesis** and **Telepathy** disciplines.’

Page 47 – Mephiston, Lord of Death, Psychic Hood
Ignore this paragraph – refer to the rules for Psychic Hoods in *Warhammer 40,000: The Rules*.

Page 47, 82 – Mephiston, Special Rules
Add the **Psyker (Mastery Level 3)** special rule.

Page 47 – Psyker rule
Replace the Psyker special rule as written in this page as ‘**Psyker:** Mephiston generates his psychic powers from the **Biomancy, Daemonology, Divination, Telekinesis** and **Telepathy** disciplines.’

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 with the Blood Angels Faction within 6" have the Furious Charge and Feel No Pain special rules.’

Page 49 – Brother Corbulo, The Red Grail
Change first sentence to: ‘All friendly units with the Blood Angels Faction within 6" of Corbulo have 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 with the Blood Angels Faction 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 with the Blood Angels Faction within 6" of the Sanguinary Novitiate have 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 *Warhammer 40,000: The Rules*.

Page 62 – Cluster Mines
Replace the words ‘area terrain’ with ‘battlefield terrain’ throughout the Cluster Mines rules.

Page 63 – Psychic Powers
Ignore the entire first paragraph. Blood Angels Psykers generate and use psychic powers like any other Psyker, as described in *Warhammer 40,000: The Rules*.

Ignore these psychic powers. Blood Angels Psykers generate psychic powers from the **Biomancy, Daemonology, Divination, Telekinesis** and **Telepathy** disciplines instead.

Page 81 – Using a Force Organisation Chart and Standard Missions
Ignore these sections and refer to the Choosing an Army section in *Warhammer 40,000: The Rules*.

Page 82 – Mephiston, Psychic Powers
Replace this entry with ‘**Psychic Powers:** Mephiston generates his psychic powers from the **Biomancy, Daemonology, Divination, Telekinesis** and **Telepathy** disciplines.’

Page 83 – Librarians
Replace the first line of the Librarian’s options with the following:

‘May be upgraded to a Psyker (Mastery Level 2) 25 pts’

Page 83 – Librarian, Psychic Powers
Replace this entry with ‘**Psyker:** A Librarian generates his psychic powers from the **Biomancy, Daemonology, Divination, Telekinesis** and **Telepathy** disciplines.’

Page 85 – Furioso Dreadnought, Psychic Powers
Replace this entry with: ‘**Psyker:** A Furioso Librarian generates his psychic powers from the **Biomancy, Daemonology, Divination, Telekinesis** and **Telepathy** disciplines.’

ERRATA

Page 23 – Combat Squads

Replace this rule with:

‘A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two, five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits.

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 detachment and determining the number of units you can place in reserve. Then proceed with deployment as normal. In an exception to the normal rules, 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 in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Bike Squads count as being at full strength when they have eight Space Marine Bikers and one Attack Bike. If split into combat squads, one combat squad will have five Bikers, the other will have three and the Attack Bike.’

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 31 – Locator Beacon

Change to the following:

‘Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.’

Page 50 – Glaive Encarmines:

Replace with the following:

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

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

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 Castellan Missiles Types.

Page 62 – Camo Cloak

Change to: ‘A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ 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.’

FAQ

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 Fury special rule) (p27 and 38)

A: No.

Last updated May 2014.