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The origins of the secretive Blood Ravens are as much a mystery to themselves as to the Imperium at large. Yet none can dispute their devotion to the Emperor nor the glory of their battle record. The Chapter's Librarians hold a high status amongst the Blood Ravens, and they lead them to crushing victories with almost impossible efficiency.

BLOOD RAVENS

NONE SHALL FIND US WANTING

By Callum Davis, James Gallagher & Graham McNeill

Their origins shrouded in mystery, the Blood Ravens Chapter are ever drawn to the pursuit of knowledge and the acquisition of ancient lore. Guided by their powerful Librarians, they fight with precision and calculated fury, able to predict an enemy's plans and thwart them before they come to fruition. These powers have led to great speculation about the Chapter, not all of it favourable.

ORIGINS

Though the Blood Ravens have a long and glorious history fighting in the name of the Emperor, their exact origins and earliest days are clouded and ambiguous. Not even the mightiest Chapter Masters or revered Librarians can say with any certainty where the origin of their Chapter lies. They are a proud and secretive order, obsessed with ritual, history, and the acquisition of knowledge – especially for the truth of their beginnings. The majority of the records on the Chapter date back no further than early M37, though references to their service in the litanies of other Chapters and Imperial organisations prove that they existed and fought the enemies of the Emperor for centuries before this. This gap in the Blood Ravens' history has led to endless speculation as to their origin and what could have happened to expunge such a large and important portion of their history from the Chapter's records.



Rumours persist that details of the Blood Ravens' origins were discovered and later destroyed by Captain Davian Thule on Kronus, though with his apparent loss during the Third Aurelian Crusade, this is now impossible to substantiate. As a result, the Blood Ravens do not know from which Primarch or Chapter they are descended, and so revere no one as much as the Immortal Emperor, Master of Mankind.

The current organisation of the Blood Ravens owes much to a Space Marine named Azariah Vidya, known to the members of the Chapter through an ancient legend as the Father Librarian, or Great Father. The Legend of the Great Father tells that Vidya was the master of the Blood Ravens' Chapter Librarian at a time when the Chapter was still in its infancy. It states that the Blood Ravens suffered terrible losses in campaigns fought against a series of warp-spawned rebellions said to have taken place in the Gothic Sector – though no corroborating records exist to confirm this.

It is told that in the early days of the campaigns, the foul servants of Chaos were widespread and disorganised, with no hope of standing before the Blood Ravens' might. But the machinations of Chaos are manifold, and this impression proved to be horrifyingly false. The cult forces were far more organised than they at first appeared, and

Battle-brother Paschar,
Blood Ravens Intercessor



Blood Ravens squad markings largely
adhere to the Codex Astartes.



After being cut off from the Imperium at large by the Great Rift, the Blood Ravens were delivered the gene-seed to make their own Primaris Space Marines by Shield Captain Apollus Pertinax of the Adeptus Custodes. The decimation that the Blood Ravens endured while being cut off necessitated a rapid induction of these new progeny.

The Chapter's Apothecaries and Librarians have researched their Primaris gene-seed extensively for any clues as to the Blood Ravens' unknown origins. What they have discovered is unknown to outsiders.



CHAPTER MASTER ANGELOS

Chapter Master Gabriel Angelos hails from the planet of Cyrene in Sub-sector Aurelia. Cyrene was once a verdant world with an eclectic mixture of technologies and hydrofoil systems nestled alongside corrals for Sharaqs and dray animals used for drawing carts and hauling wagons. It had long been the tradition for the youth of Cyrene to enter the local Planetary Defence Force and earn their place in society through armed service. Angelos excelled in this, becoming a well-respected leader even before reaching his teenage years and eventually being selected for initiation into the Blood Ravens after completing the Blood Trials set by the Chapter Chaplains.

Some considered the Blood Ravens' practice for selecting youths from Cyrene unusual due to the markedly higher proportion of mutant births amongst the populace. Though such abominations were swiftly cleansed and burned, it was soon suspected that these incidences of mutation were linked to a significant, and increasing, number of nascent psykers. Such a vast

number of unprotected psykers could only lead to trouble, and such was to prove the case on an occasion when the Blood Ravens returned to Cyrene to sweep for new recruits. Now a respected and courageous captain in the Chapter, Gabriel Angelos descended to the planet's surface and began the selection process. The Blood Trials were cut short, however, when Angelos returned to his strike cruiser and transmitted a secure Astropathic communiqué to an unknown location.

The substance of this message will, in all likelihood, remain unknown, but within months of its sending, fleets of Naval and Inquisitorial vessels were anchored in high orbit. Almost immediately, the orbiting ships began pounding the surface of the planet to destruction with lance strikes, mass drivers, and cyclonic torpedoes. The constant barrage continued for over a week until the entire planet had been reduced to a smouldering wasteland with nothing left alive. Inquisitorial records remain sealed on this incident, and only the Inquisition and Gabriel Angelos will truly know what occurred on the planet to bring about such a violent action.



the centres of cult activity attacked by the Blood Ravens were discovered to be fiendishly cunning traps. Many Blood Ravens were lost in these elaborate ambushes, and in a blow that could have proven fatal to the young Chapter, the Chapter Master and the Master of Sanctity both fell defending the retreat of the remnants of the First Company. With their ranks depleted, the Blood Ravens turned to Vidya for guidance.

A highly intelligent warrior, Vidya knew much of history and bore the burden of terrible knowledge of the Ruinous Powers. He was also blessed, although some might say cursed, with tremendously powerful psychic powers. He spent months studying the enemy's movements, tactics, and even their histories in an attempt to discern how they might be defeated. While keeping up the facade that the Blood Ravens were reeling from the previous attacks, he utilised his warriors and those of the Astra Militarum to probe the enemy to see how they reacted, gauging their response. To some of the Blood Ravens as well as Imperial High Command it appeared that he wasted his time, that retreating to books rather than steel and courage was no way to fight the enemies of the Emperor.

Eventually, Vidya completed his divinations and studies, declaring that he possessed the knowledge to defeat the enemy utterly. The Blood Ravens launched a sweeping counter-offensive that at first seemed to be organised in a confusing and uninformed way, striking areas that were virtually devoid of enemy activity. Each move proved to foreshadow the forces of Chaos' movements however, denying them strategic ground, sources of resupply, and later routes of retreat.

When the Blood Ravens launched their primary assaults, they hit the Chaos forces at their weakest points with a supernatural prescience, smashing their resistance aside with ease. Feted with honours, Vidya insisted that the key lay in researching and dissecting the enemy's movements, but some Blood Ravens, and indeed some of those outsiders aware of the story, believe that the powerful psyker was reading the enemy's minds and gleaning the necessary information he needed to defeat them in that way. After the crushing blow of the first offensive, the rest of the campaign was short and extremely bloody, with the enemy forces melting before the Blood Ravens' relentless assaults. At the conclusion of the rebellion, Inquisitorial Purgatus teams discovered dark writings and abominable idols that pointed to the involvement of the traitorous Alpha Legion, a fact that the Inquisition noted did not surprise Vidya when he was informed.

THE BLOOD RAVENS FIFTH COMPANY

The Blood Ravens Fifth Company is known as the 'Fated', and though the reasons for this are unclear, it may hark back to an incident recorded in the annals of the Chapter's Librarius but never spoken of openly. During M38, the Fifth Company was recorded as having been lost in the warp, but the truth of the matter is far darker. It is whispered that one of the detachment's Librarians was seduced by the lure of the Ruinous Powers and corrupted his brethren, though of course the Chapter dismisses this notion. No records exist as to the ultimate fate of this company or whether such a traitor, if indeed there ever was one, was brought to justice. The Blood Ravens have an especial hatred for those who turn from the Emperor's light, and to this day, the Space Marines of the Fifth Company wear badges of shame and penitence upon their armour, though none will reveal the reasons for this.

After the resounding victory in the Gothic Sector, legends tell of how Vidya took the Chapter away to heal its wounds, mourn its dead, and reflect on the battles it had just fought. At the insistence of his battle-brothers and the Secret Masters – noteworthy and well-regarded warriors within the Chapter – Vidya took on the dual mantle of Chapter Master and Chief Librarian, an uncommon but not totally unknown occurrence within the Blood Ravens, and one that was frowned upon by other Space Marine Chapters who believed in a strict adherence to the Codex Astartes. Vidya served in this dual role for several centuries, and his heroic deeds are told in great prayers committed to the hearts and minds of every single Blood Raven from the time they join the Chapter as aspirants.

While the Blood Ravens follow the Codex Astartes in spirit, if not letter, their passion for knowledge was instilled into the Chapter through the Great Father's example. As a result, the Blood Ravens maintain one of the most extensive, well-organised, and detailed archives ever seen in a Space Marine Chapter, rivalling even the ancient records of many of the First Founding Chapters. Librarians carefully studying the Chapter's records in an attempt to find hints as to the Chapter's deeper origins have found anomalous data, and even strange gaps, on occasion. Those brave or foolhardy enough to do so whisper that perhaps Vidya himself may have had a hand in removing the relevant records, though none have the evidence to demonstrate such an allegation.

HOMEWORLD

The Blood Ravens once called Aurelia, of Sub-sector Aurelia in the Korianis Sector, their home, and their fortress monastery of Selenon was their permanent base of operations. A hive world that served as the sub-sector's capital, Aurelia was advanced and prosperous. In later years of M40, however, it was engulfed by a warp storm that was summoned by the Great Unclean One Ulkair. Despite the efforts of the Blood Ravens' then-

GOD-SPLITTER

Chapter Master Angelos has wielded this deadly Daemonhammer ever since Inquisitor Mordecai Toth gifted it to him during the Tartarus Campaign when he was captain of the Third Company. He used it to combat the Daemon that escaped from the Maledictum – an Aeldari artefact that had imprisoned the Daemon for millennia. It is said that embedded within God-Splitter is a fragment of the Wailing Doom – the weapon wielded by the Aeldari Avatar of Craftworld Biel-Tan – who fought and defeated the Daemon three thousand years previously. Angelos has never confirmed this, though those who know of the Tartarus campaign speculate that without the power of that fragment, the Daemon could never have been defeated.

Chapter Master Moriah and Chief Librarian Azariah Kyras – who succeeded in imprisoning Ulkair – their victory was too late and the damage could not be undone. Aurelia was totally consumed by the warp, taking Kyras with it. Its surface was turned into a mad frozen hellscape where Daemons cavorted and cackled with impunity. Henceforth the Blood Ravens became fleet-based, nominating the mighty battle barge *Omnis Arcanum* as their flagship and fortress monastery. The Librarius Sanctorum is aboard this great vessel, and it is here that the Blood Ravens maintain their records of heroic deeds, lore on vanquished enemies, and various captured heretical information. It is to the immense credit of the Blood Ravens' high command that despite their homeworld's terrible loss, the vast bulk of the Chapter's records and relics were secured and evacuated successfully, though every Blood Raven mourned the artefacts and lore that were destroyed.

Aurelia made an ominous return to realspace in the late 41st Millennium, a thousand years after it was lost. This re-emergence was orchestrated by the Black Legion, and it was only by the heroics of the Third and Fifth Companies that their plans to devastate Sub-sector Aurelia were thwarted. What was left of Aurelia remains in realspace to this day and is heavily monitored by both the Blood Ravens and the Inquisition and is garrisoned by regiments of the Astra Militarum.

While the Blood Ravens have no fixed base of operations, the other worlds of the Aurelia sub-sector continue to provide the majority of the Chapter's recruits and much of its wargear. There are a number of worlds in particular that the Blood Ravens favour over others. Why this should be the case is not fully understood, but it is speculated by some that these worlds have a higher incidence of psykers than normal. Though such speculation is not fully substantiated, the Chapter's prevalence of Librarians lends such ideas credence.

COMBAT DOCTRINE

The Blood Ravens' belief in studying the enemy and predicting their movements before launching any attacks, rather than using rampaging charges or spur-of-the-moment lightning assaults, has led to some friction with other more headstrong Chapters. Those who prefer a more straightforward approach to battle have branded the Blood Ravens cowards for their precise, methodical way of waging war, but this would be an unfair judgement. Once the Blood Ravens take to the field of battle, they fight with a fury and zeal the equal of any other Chapter of the Adeptus Astartes.

Their battle plan almost never varies from initial concept to final execution, and it is executed

ruthlessly. Such is the depth of planning and thoroughness that every eventuality is planned for, thanks to their Librarians' uncanny ability to predict. As a result, they have in the past warned or responded to enemy attacks or invasions well before most Imperial forces have even been aware of them. This has led some puritanical figures to make dark mention of the tale of the fallen Primarch Magnus and his ultimate fate – claiming that his path to damnation began with such warnings.

ORGANISATION

The organisation of the Blood Ravens follows the standard practices laid down in the Codex Astartes, with ten companies, each of ten squads. The Chapter consists of the prescribed mix of Veteran, Battle, Reserve, and Scout Companies and their components of battleline, close support, fire support, and vanguard squads, and makes best use of the tactical flexibility offered by this structure.

One of the most remarkable aspects of the Blood Ravens is their large number of Librarians. The Librarians of the Blood Ravens are exceptionally powerful, but whether this is due to the Great Father's influence or a result of the reverence the Blood Ravens hold him in is unknown. However, neither explanation fully reveals how the Blood Ravens manage to cultivate such a high number of psykers within their ranks, or how they develop their powers to such distinguished levels.

Due to the higher proportion of Librarians, almost all Blood Ravens strike forces are accompanied by one or more of them. It is not unusual for Librarians to take command of such forces, otherwise always serving as senior advisors to the commanding officer. The Blood Ravens' higher echelons reflect the high proportion of psykers, too, and many of the Secret Masters of the Chapter are themselves psykers, leading powerful units of warriors chosen from the Librarius itself. These warriors obsessively study the ways of the Ruinous Powers to better fight them and are steeped in all manner of forbidden lore. Because of this, though, they are extensively monitored by the Chapter's Librarius and Reclusiam for signs of corruption, as even the mightiest of psykers are not immune to the insidious lure of Chaos. Chief Librarian Jonah Orion increased this scrutiny even before the emergence of the Great Rift, though the reasons why have not been divulged.

The Chapter's Librarius Sanatorium is grim testament to the dangers of their studies, filled with the mad souls who have proven too weak to complete the final transformation into a Librarian. Here, these unfortunates are put to final use by the Chapter before being ritually executed as a

danger to themselves and others. It is a place of great solemnity, with those who have made the ultimate sacrifice honoured before their deaths with a personal shriving from the Chapter's Master of Sanctity himself.

BELIEFS

Like many Codex Chapters, the Blood Ravens do not venerate the Emperor as a god, but as the mightiest of men. As they do not know the identity of their Primarch, however, they give praise to the Emperor with a fervour greater than many other Chapters are noted to. As their quest for knowledge echoes many tenets of the Adeptus Mechanicus, the Chapter maintains close ties with the Priests of the Machine God, often joining forces with their fleets of Explorators in their conquest of the unknown quarters of the galaxy.

The Blood Ravens are often known to seek out sites of lost artefacts, fabled writings, and ancient relics to deny them and the secrets they hold to the Archenemy. To achieve this, they rely heavily on their Librarians both to lead the continuing

search for new additions to their holdings and to keep the secret archives in order and compile new records. The Blood Ravens believe that information is the greatest weapon available to them in the fight against the Emperor's enemies.

It is not uncommon for groups of Librarians to be dispatched with an army of servitors and a number of Space Marine squads to uncover a lost artefact whose location has been recently unearthed or revealed through ritual divination. This has brought the Blood Ravens into direct conflict with the Inquisition on several occasions, as many of the items they seek are touched by the Ruinous Powers. The Blood Ravens insist that it is their duty to hunt down and oppose the forces of Chaos wherever they may be and that by recovering and destroying the tools of Chaos they deny the Archenemy their use. However, the Blood Ravens have been less than forthcoming regarding any proof of the destruction of any of the hundreds of artefacts they are said to have procured. Such actions do nothing to allay their critics. When dark rumours about the Blood

THE PATH OF THE BLOOD RAVENS LIBRARIANS

The path to becoming a Space Marine is long, arduous, and fraught with peril, but it is a more straightforward path to tread when compared to the hardships an aspirant must endure to become a Space Marine Librarian. Deadly trials and terrifying ordeals that test an aspirant's strength of will, character, and psychic resilience are necessarily harsh to ensure that the potential Librarian has the power to resist the predations of warp creatures and aetheric entities that inhabit the haunted depths of the empyrean.

Those who fail in such endeavours usually either die in agony during the testing or are swiftly executed as potential conduits for warp creatures. But there are others who fail in their testing but are so ravaged by it that they are no longer sane or, in some cases, even

humanoid anymore. These poor, unfortunate individuals are taken in pentagrammically warded chains to a shuttered, lonely place on the *Omnis Arcanum* known simply as 'the Tower', where they are studied by the Chapter's Librarians to better understand what makes an aspirant fail and how they might hone the minds of others who take the trials. It is a horrifying place, echoing to the sounds of lunatic screams and shunned by all save those who must brave the soul-destroying terror of those condemned to this place. What happens behind the locked and warded doors of the Tower is never spoken of, but there are dark tales of beasts conjured from beyond the veil and briefly allowed to manifest in the flesh of those incarcerated within the Tower, before being banished back to the warp. The veracity of such tales is suspect – to say the least – but were they proven true, they could potentially be the Chapter's undoing.



Ravens began to circulate in the aftermath of the Third Aurelian Crusade, Inquisitors from both the Ordo Malleus and Ordo Hereticus headed for Sub-sector Aurelia determined to discover the truth. Alas for them, their expeditions coincided with the emergence of the Great Rift. They have not been heard of since and are presumed dead, lost in the deadly tangle of warp storms that has cut the galaxy in two.

GENE-SEED

The Blood Raven gene-seed is relatively stable, though the high proportion of psykers has resulted in their gene-seed tithe being tested on a more regular basis than most.

Thus far, there has been little evidence of mutation and little that points to the gene-seed as the source of the Blood Ravens' disproportionate number of psykers or the power they exhibit.

There has been much speculation regarding which of the Founding Chapters the Blood Raven's gene-seed is derived from. Both the Blood Angels and Raven Guard have been suggested, but these are likely to be based simply on the similarity in names between the Chapters. Rumour has also persisted that the Blood Ravens may be derived from the Dark Angels gene-seed, but no facts have ever been presented to establish a definitive single source of the genetic material that makes up the Chapter. The truth of the Blood Ravens' origin is the one piece of information they seek above all else.

BATTLECRY

Through much of their known history, the axiom 'Knowledge is power, guard it well' has been associated with the Blood Ravens, though following the Third Aurelian Crusade and Gabriel Angelos' rise to the rank of Chapter Master, 'None shall find us wanting' has become increasingly common as Angelos' example is followed. Additionally, it has been noted that, following their victory in the Kronus campaign over the Necron menace there, the Second Company has adopted the maxim 'Victory over death'.

THE DARK IMPERIUM

Before the Imperium was torn asunder by the Great Rift and wracked by the Noctis Aeterna, the Blood Ravens were still reeling from the horrendous casualties and internal strife suffered during the Acheron Campaign, the three Aurelian Crusades and the Kaurava Campaign. With the Chapter barely at half strength, Gabriel Angelos ordered a regrouping and rearming in Sub-sector Aurelia, and the bulk of the Blood Ravens were able to return. The Chapter Master decreed that this consolidation was to be conducted alongside large-scale recruitment. Blood Trials to find



aspirants were carried out on every world from which the Blood Ravens recruited, and they were held more frequently. Production of arms, ships, and other war materiel increased. Angelos declared that, once enough of the Chapter had been rebuilt, the Blood Ravens would strike out into the galaxy anew and bring bolter and blade to the Emperor's foes with renewed vigour.

But this grand rebuilding was not to be. Scant weeks after initiating his plans, madness erupted in the sky as the Cicatrix Maledictum emerged and the Astronomican dimmed and flickered out. Contact between the Blood Ravens detachments conducting Blood Trials and the *Omnis Arcanum* became next to impossible. Ships full of aspirants were lost to the warp. All over Sub-sector Aurelia, outbreaks of mutation and other psychic phenomena were endemic. Some Blood Ravens, psychically sensitive as many are, perished or were driven to madness by the surge in empyric energy. Those Librarians able to make some sense of the distortion reported terrible visions and nightmares, some even of the Great Unclean One Ulkair stirring in his prison in the core of old Aurelia. Entire Astropathic choirs died horrendous deaths as uncontrollable forces built up inside them to the point that their heads exploded under the expanding pressure.

Despite all of this, enough psychic infrastructure remained intact for scores of desperate messages to reach the core of the Blood Ravens fleet, each

CAPTAIN DAVIAN THULE

A veteran of decades, if not centuries, of service, Davian Thule participated in some of the most significant Blood Ravens campaigns of the 41st Millennium. After leading a large strike force to victory on the planet Kronus, Thule led the defence of Calderis against the Tyranids in the First Aurelian Crusade. There he suffered a grievous wound, made near-fatal by a festering toxin. Incapable of commanding and on the verge of death, he was interred within a Dreadnought's armoured sarcophagus. He later fought during the Third Aurelian Crusade, though his ultimate fate in that terrible conflict remains unknown.



begging for the Chapter's aid as worlds across the length, breadth, and depth of Sub-sector Aurelia found themselves beset by Daemonic onslaught, mass outbursts of mutation, and rising heretical cults. Gabriel Angelos, ever a warrior of honour, nobility, and an uncompromising stubbornness in the face of the enemy, ordered his Blood Ravens to respond to as many worlds as possible. Due to the loss of the Astronomican, carrying out such commands was much easier said than done. But the Blood Ravens persevered, rushing as quickly as they could to their allies' aid using short, arduous warp jumps. Throughout this time, Angelos had his Astropaths endeavour to send messages across the Rift – what the Blood Ravens called the 'Tear' – to what they would later know to be the Imperium Sanctus. Several ships were also dispatched across the Rift. No attempts were successful and countless brave lives were lost.

It was only when elements of the Adeptus Custodes Emissaries Imperatus located the Blood Ravens Seventh Company – under command of Captain Atanax – that the Chapter had any contact with the wider Imperium. In a tense meeting, the Custodes stated that Roboute Guilliman had returned and that what they called Primaris Space Marines were fighting for the Imperium in the tens of thousands. Bringing with them supplies of the Blood Ravens' own gene-seed sourced from the vaults of Mars themselves, the Custodes presented Atanax with a gift from the Emperor – the

THE DAUNTLESS

The battle barge *Dauntless* had served the Blood Ravens for millennia when Chapter Master Angelos and a strike force took it to war in what would later be known as the Acheron Campaign. Whilst much of the fighting took place on the ground, the *Dauntless'* brawn enabled it to run blockades and be in position for its finest hour. When an Inquisitorial bombardment opened Acheron's core to the void in an attempt to destroy a Daemonic infestation, Angelos ordered the *Dauntless* to fly into the fissure created by the bombardment to destroy the planet – an act that inevitably resulted in the ancient battle barge's loss. Though this sacrifice cost many lives, countless more were doubtless saved.

means to develop Primaris Space Marines of their own. Eager to learn what this might mean and what knowledge of the Chapter's origins they could yield from this, Captain Atanax accepted, though what real choice he had in the matter is debatable.

Many years later, with the Indomitus Crusade in full swing and its fleets rushing to the aid of beleaguered systems across the galaxy, hundreds of Primaris Space Marines clad in Blood Ravens colours now wage war in the Emperor's name. Armed with all the panoply of war created by Archmagos Cawl, they bring death to their enemies across Sub-sector Aurelia and beyond, their forces combatting the malignant hordes of the Archenemy wherever they find them, be they clawing their way out of the Storm of the Emperor's Wrath, or laying siege to the Somnium Stars.

Using their talents for research, the Blood Ravens Apothecaries and Librarians applied every kind of scrutiny known to them to the gene-seed and Primaris technology provided for them. What they might have discovered is naught but suspicion and conjecture to any outside the Chapter who know of the Blood Ravens' deep desire to seek out knowledge of their origins, and the Secret Masters in particular have made a point of ensuring that the knowledge they have gleaned remains secret, going to great lengths to secure it against any eyes that might pry where they are not welcome.

CODEx SUPPLEMENT: BLOOD RAVENS

Codex: Space Marines contains a number of rules that apply to Space Marines Detachments. Amongst these is the Chapter Tactics ability, which offers rules for the First Founding Chapters and their successor Chapters. The Blood Ravens are unusual in that they do not know who their primogenitor Chapter is, so we have presented here an alternative Chapter Tactic to allow you to better represent these mysterious warriors on the battlefield. In addition to this Chapter Tactic, you will find a Stratagem that allows you to field a Chief Librarian in your Blood Ravens army and an extra Chapter Relic that the Blood Ravens have access to. These rules have been designed to be used in all types of games, including matched play.

CHAPTER TACTICS

If your army includes any **BLOOD RAVENS** Detachments – that is, a Detachment that only includes units with the **BLOOD RAVENS** keyword – then when determining which Chapter Tactic units in a Blood Ravens Detachment gain, you can either choose the Chapter Tactic that you feel best represents Blood Ravens on the battlefield (as described in *Codex: Space Marines*) or you can choose the Blood Ravens: Relentless Seekers Chapter Tactic presented here. All Blood Ravens Detachments in your army must use the same Chapter Tactic; make it clear to your opponent before the battle begins which Chapter Tactic they are using.

BLOOD RAVENS: RELENTLESS SEEKERS

The Blood Ravens unwaveringly seek out knowledge at all opportunities, and even the most punishing assaults cannot hold them at bay. Their Chapter Librarians are meticulous in this collection, for hopefully this may lead them to some secret about their Chapter’s mysterious past.

When resolving an attack made against a unit with this tactic, an unmodified wound roll of 1 or 2 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

In addition, when a Psychic test or Deny the Witch test is taken for a **PSYKER** model with this tactic, re-roll any or all dice rolls of 1.

STRATAGEMS

If your army is Battle-forged and includes any Blood Ravens Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagem shown below and can spend Command Points to activate it.

1CP

CHIEF LIBRARIAN

Blood Ravens Stratagem

As masters of the psychic arts, the Chief Librarians of the Blood Ravens can direct the energies of the immaterium with incredible precision and power.

Use this Stratagem before the battle. Select one **BLOOD RAVENS LIBRARIAN** model from your army. That model gains the **CHIEF LIBRARIAN** keyword and the following ability: ‘**Chief Librarian:** This model knows one additional psychic power from their chosen discipline and can attempt to deny one additional psychic power in your opponent’s Psychic phase.’ You can only use this Stratagem once per battle.

RELICS

A **BLOOD RAVENS CHARACTER** from your army can be given the following Chapter Relic instead of one of those presented in *Codex: Space Marines*.

Purgatorus

This bolt pistol is a true work of the artificer’s art. Since its forging in M35, the battle-brothers of many Chapters have used the pistol to purge traitors, tyrants and heretics from the Emperor’s realm. The weapon’s machine spirit is wrathful, its aim inescapable; in many ways, Purgatorus epitomises the very warriors who wield it.

Model equipped with a bolt pistol or heavy bolt pistol only. This Relic replaces a bolt pistol or heavy bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Purgatorus	12"	Pistol 2	5	-3	2

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

CHARACTER

Gabriel Angelos

WARLORD TRAIT

Rites of War

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Includes wargear)
Gabriel Angelos	1	185





GABRIEL ANGELOS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gabriel Angelos	6"	2+	2+	4	4	6	5	9	2+
Gabriel Angelos is a single model equipped with: God-Splitter. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
God-Splitter	When the bearer is chosen to fight with, select one of the profiles below. That profile is used for this weapon until the start of the next Fight phase.								
- Mighty Strikes	Melee	Melee	×2	−3	3	When resolving an attack made with this profile, subtract 1 from the hit roll, and a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.			
- Sweeping Blows	Melee	Melee	+2	−1	1	When this profile is selected, add 3 to the bearer's Attacks characteristic until the end of the phase.			
ABILITIES	And They Shall Know No Fear					Leap into the Fray: After this model finishes a charge move, you can select one enemy unit within 1" of it and roll one D6; on a 4+ that enemy unit suffers D3 mortal wounds. Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting him up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.			
	Iron Halo: This model has a 4+ invulnerable save.								
	Chapter Master: You can re-roll hit rolls for attacks made by models in friendly BLOOD RAVENS units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD RAVENS								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, CHAPTER MASTER, GABRIEL ANGELOS								



THE BLOOD RAVENS MUSTER

Long cut off from the wider Imperium by the Great Rift, the Blood Ravens have only just begun to receive Primaris reinforcements. Likewise, Rik Turner has now started inducting Primaris Space Marines into his massive Blood Ravens army.







RAPID REINFORCEMENTS

To reinforce his collection of Blood Ravens with Primaris Space Marines, Rik painted up the contents of the Dark Imperium boxed set. To tackle such a large project, Rik did some experimenting to find a quick way to paint his models.

'I eventually settled on a Chaos Black undercoat, followed by a Mephiston Red spray basecoat,' Rik said. 'I picked out the metal areas with Leadbelcher, the leather bits with Dryad Bark, and the chest eagles with Zandri Dust. The purity seal parchments were painted Rakarth Flesh and the wax seals in Screamer Pink. Then I shaded the entire model with Agrax Earthshade. When dry, I gave the model a liberal drybrush with Evil Sunz Scarlet then a little Wild Rider Red. The bone plates were layered with Ushabti Bone then Screaming Skull. I used Seraphim Sepia as an edge shade along the trim.'

We think the results are fantastic!





GABRIEL ANGELOS

One of the centrepieces of Rik's army is his converted Gabriel Angelos model (bottom). Rik converted Angelos to wear Mk X armour.

'I started with the Forge World miniature and used a fret saw to cut away his shoulders, Iron Halo, and face in one piece,' Rik said. 'I then grafted his face onto a plastic Space Marine head from my bits box to form a full head. The torso, backpack, and legs are all from the Easy To Build Primaris Aggressors kit. The most time-consuming part was sculpting the cape – the basic form was made from car mesh bent and folded into shape. I layered both sides with Green Stuff and, once that was cured, I used knives, files, and power tools to smooth out the surface and create a clean, sharp look. Then I glued it into place before I painted him.'

Gabriel Angelos looks ready to lead a new generation of Space Marines into battle!



PAINTING BLOOD RAVENS

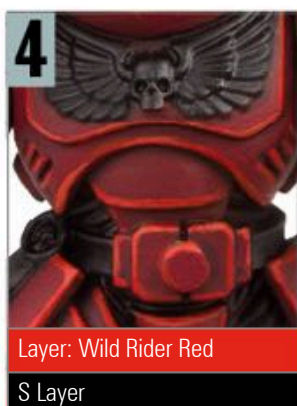
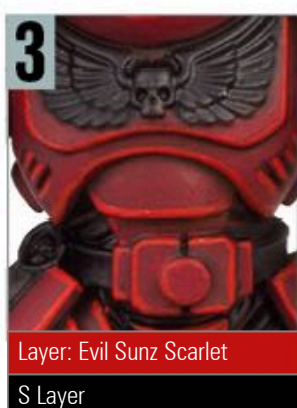
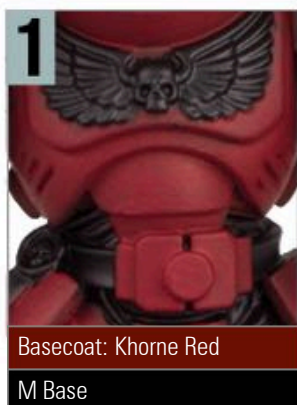
After reading about the origins and history of the Blood Ravens, you may want to paint your own force of this secretive Space Marines Chapter. Having painted several Chapters over the years, our own Matt Hutson decided to give them a go. Here's how he did it.

Matt assembled the model and undercoated it with Chaos Black Spray. The Blood Ravens' distinctive dark-red power armour is by far the largest area of the Intercessor to paint, so Matt started with this before moving onto the next largest area.

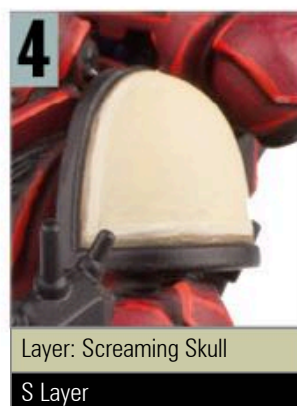
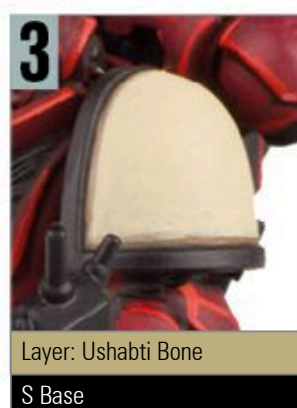
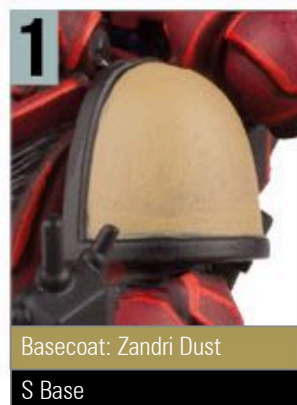
'My approach to painting Space Marines is the same no matter what Chapter I'm painting,' says Matt. 'My Imperial

Fists are painted using the same techniques, just with different colours, obviously. I usually paint in batches of five. It helps me paint quickly while giving each model the attention it deserves. I paint each of the stages on all of the models before moving onto the next stage. After finishing the power armour, I moved onto the next largest area – the bone-coloured shoulder pads. At this point you get a real feel for how the model will look when finished.'

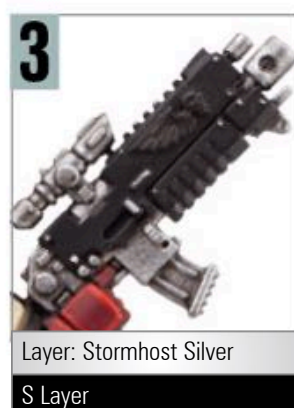
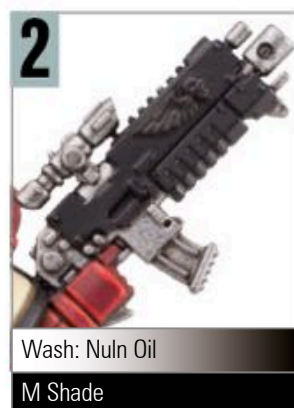
DARK-RED CERAMITE



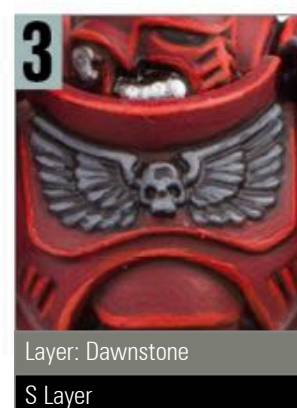
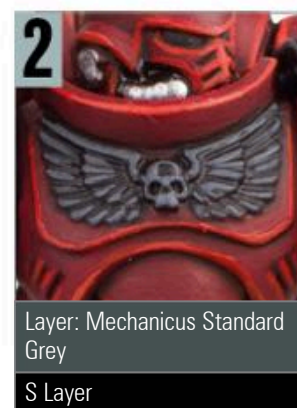
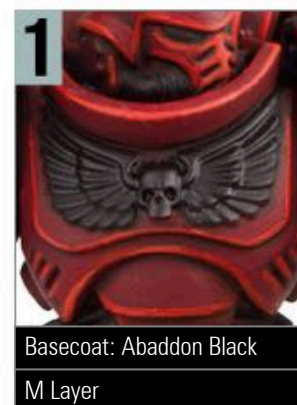
BONE CERAMITE



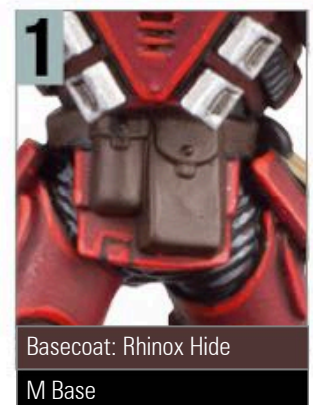
METAL



BLACK DETAILS



LEATHER POUCHES



WARHAMMER TV PAINTING GUIDES

Before starting any new painting project, it's worth checking out Warhammer TV. The channel includes a painting guide for Blood Ravens power armour, so we used it as the foundation for this Paint Splatter.



MATT'S TOP TIPS

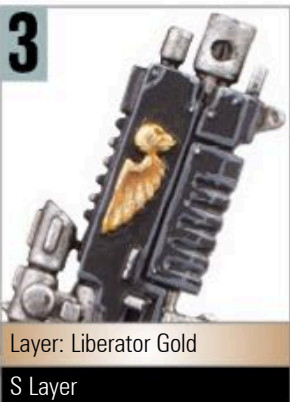
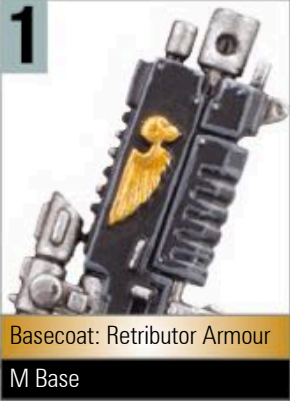
'To get a smooth, clean finish on your Blood Raven, it pays to thin the Khorne Red paint down with a little water and apply several thin coats to the power armour. I find that the easiest way to edge highlight the armour is to use the edge of the brush, rather than the tip, and to run it carefully along the edges of the armour panels. This should help you get a more even, consistent line.'

PAINTING THE BASE

The base was painted using Armageddon Dust, then washed with Seraphim Sepia before being drybrushed with Ushabti Bone. The grass came from the Middenland Tufts set.



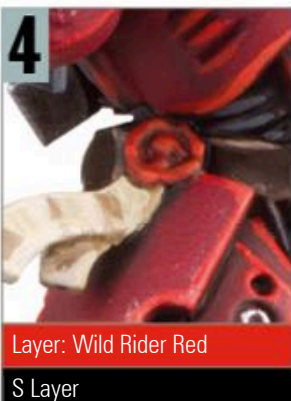
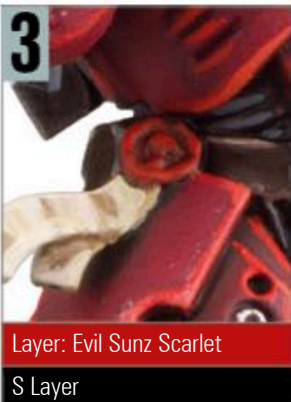
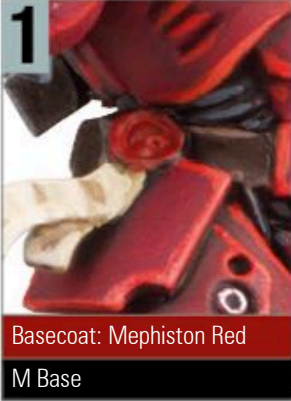
GOLD DETAILS



EYE LENSES



PURITY SEAL



PAINTING THE BLOOD RAVENS CHAPTER ICON

The Blood Ravens Chapter symbol can be daunting to paint. Luckily, Duncan Rhodes at Warhammer TV has come to the rescue with a detailed stage-by-stage guide on how to paint it. You can find the guide on Warhammer TV's YouTube channel by visiting www.youtube.com and searching for 'Blood Ravens Chapter Symbol'.

