

Chapter Approved – Codex: Blood Angels Q&A (v1.0)

Q. What happens if you take two Chaplains?

A. You can only ever have one Death Company unit, so if you take two Chaplains as two HQ choices, then both Chaplains and their Death Company Space Marines form a single unit.

Q. What happens if Lemartes is taken without a Death Company? Can he be on his own?

A. If the special character Chaplain Lemartes is not accompanied by a Death Company, then he is an Independent Character.

Q. Does the Veteran Assault squad Sergeant get wargear or do you have to pay to upgrade him first?

A. Veteran Assault squads have an ordinary Sergeant as standard and must pay to have a proper Veteran Sergeant.

Q. Is the Ld of the Force Commander only a 9 to represent the lack of self-control the Chapter has?

A. A Blood Angels Force Commander is Ld 10 like all other Space Marine Force Commanders (oops!)

Q. Do the transport options for the Honour Guard get the supercharged engines since they are cheaper than normal Blood Angel versions?

A. The Rhino/Razorback option in the Honour Guard entry should be 65/85 points respectively (oops, oops!). They do get the engines.

Q. Other Predators get sponsons in pairs for one price. The Baal pays for each sponson. Why?

A. The sponson costs on a Baal Predator are for a pair, not per sponson (oops, yet again!).

Q. Can I use the 6" overcharged engine movement to go in any direction, like normal movement?

A. When a Rhino or Razorback uses its overcharged engines, the extra 6" move must be straight ahead.

Q. The entry for regular Dreadnoughts in the Codex: Blood Angels is in the Heavy Support section and says to take them from the Heavy Support

section in the Space Marine Codex. In Codex: Space Marines, they are Elites. What is allowed?

A. Blood Angels can take Furioso Dreadnoughts as Elites and ordinary Dreadnoughts (from the Elites in the Space Marine Codex) as Heavy Support. Note that this does mean they could have up to six Dreadnoughts in total (they prefer Dreads, which can fight in assault, rather than other vehicles).

Q. Do Dreadnoughts benefit from the Black Rage?

A. Yes.

Q. When using over-charged engines a Difficult Terrain test must be passed first. A dozer blade allows the player to re-roll Difficult Terrain tests if the vehicle will not be moving more than 6" that turn. Can a dozer blade really stop the engine from malfunctioning?

A. I'm sure that no reasonable opponent would object to using a house rule that stops dozer blades affecting this test. When not playing against reasonable opponents, you'll just have to let them have the re-roll and grin and bear it! Of course, since the dozer blade is not useful when moving more than 6", it should not come into play all that often.

Q. It says in the Blood Angels Codex, under the Death Company : "A Death Company automatically passes any Leadership test it is required to make and ignores any effect that would normally make them fall back automatically. This also applies to any character who joins the Death Company unit."

If a Librarian joins the Death Company does he automatically pass his Psychic test?

A. No (nice try though!).

Q. When do I have to decide whether Death Company have a Rhino or jump packs?

A. Decide on jump packs or Rhino before each game, after generating the unit (but you'll need WYSIWYG models to do this). You only ever get one Rhino, and if you decide to take the Rhino, any extra models that won't fit are lost.

Q. When generating Death Company, if you roll a 4+ for a squad, and the squad was led by a Veteran Sergeant, you can choose to take him. Does this happen instead of choosing another member of the squad, or in addition to one other member joining?

A. This happens instead of picking another member of the squad.

Q. If Blood Angels are mounted in a Rhino and force march (White Dwarf rule), can they disembark from it at the end of its move? Normally, of course, they can use their over-charged engines and still disembark after moving over 12", but we were not sure if that also applied to forced marching.

A. The answer is no.

Q. If a squad fails a Leadership test to regroup and falls back but also gets the Black Rage bonus to move forward an extra 6", can they move forward?

A. As Space Marines you would automatically regroup if eligible to do so. If unable to regroup for whatever reason you would continue to fall back. In these circumstances do not take a Black Rage test.

Q. According to the (relatively) new Vehicle access hatch rules, if a Rhino with a Tactical squad inside is assaulted on all three access hatches (both sides and rear), and is destroyed, the squad inside is destroyed as well. A Blood Angel Tactical squad is in their Rhino moving towards an objective and the Rhino is suddenly assaulted by Tyranid Warriors on all three access points, but the 'nids only succeed in giving the Rhino a Crew Shaken result. During the Blood Angel's next turn the player rolls for Black Rage for on the Rhino (which doesn't Rage) and then on the squad inside (because they are separate units) which does Black Rage.

Is the squad destroyed because there is no access hatch they can use (the Rhino hasn't moved yet, and the Tyranid Warriors are right there)?

A. Troops who try to disembark from a vehicle when the exits are guarded by enemy within 1" WILL be killed. The question is based on a misconception however, when a squad is mounted in a transport vehicle you only make one roll for the passengers and the vehicle. If the unit succumbs to the black rage it will move forward in the transport. Note that models with Blood Frenzy work exactly the opposite way, and will disembark as stated in Codex: Chaos Space Marines.

Q. If I have a squad of Blood Angels mounted in a Rhino do I test separately for the Black Rage?

A. No, where a unit is in a transport vehicle take one test for both of them and advance the vehicle D6" if the test is then failed.

Q. In the Death Company Fearless rule it says they automatically pass all Leadership checks. Should this apply to Morale tests as well?
A. Yes it should.

