

I would like to grant this rule the Emperor's Mercy and possibly replace it with the new "Red Thirst" rule below:

Before a battle, some Blood Angels succumb to visions of death and destruction. Those that fail to quell their waking nightmare are formed into the Death Company. Those who join the Death Company seek the glory of death in battle and the peace of grave rest. They fight on regardless of the odds against them or the seriousness of their wounds.

The following special rule applies to Death Company formations:

- Death Company formations ignore any blast marker penalties when attempting an engage order.

Blood Angels armies benefit from the **They Shall Know No Fear** and **Transport** special rules from the Codex Space Marines army (see Epic Armageddon Rule book for details). Note that the **Transport** special rule should be modified so that Blood Angels armies take Baal Rhinos instead of Space Marine Rhinos.

SPECIAL RULE The Red Thirst

The Blood Angels' gene-seed is marred with a flaw that leads members of the Chapter to experience horrible visions and lose themselves in uncontrollable rages before and during battles. For most Battle Brothers this descent into madness is temporary and can be suppressed with concentration, but for the worst-afflicted only death can release them from their torment. The most cogent of these unfortunate souls are inducted into the Death Company so as to find an honourable end on the battlefield, whilst those who have become little more than rabid animals are granted the Emperor's Mercy.

- Any Blood Angels formation that fails an order test becomes subject to the Red Thirst.
- A formation suffering from the Red Thirst has an Initiative rating of 4+.
- A formation suffering from the Red Thirst has a +3 modifier to the dice roll when attempting to undertake an Engage, Marshall or Stand Down order.
- A formation suffering from the Red Thirst that passes an Order test (*Other than Engage*) stops suffering from the Red Thirst.
- Death Company formations always suffer from the Red Thirst, and may never attempt to Marshall.

A Stormraven counts-as half a Thunderhawk for spaceship transport purposes.

Blood Angels Chapter Space Marines Army List

All formations have an initiative rating of 1+, except Imperial Navy Allies which have an initiative rating of 2+. Blood Angels armies have a strategy rating of 5. The 'They Shall Know No Fear' rule applies to all Blood Angels formations (see Epic Armageddon rule book 5.1.1). All Blood Angels armies must include a Death Company formation.

BLOOD ANGELS DETACHMENTS

FORMATION	UNITS	UPGRADES ALLOWED	COST
Assault	Six Assault units	Fast Attack, Heavy Support, Commander, Hunter, Assault, Dreadnoughts, Stormravens	250 points
1 Death Company	Four Assault Death Company units with a Chaplain OR Six Tactical Death Company units with a Chaplain, plus transport	Dreadnoughts, Stormravens	300 points
Devastator	Four Devastator units, plus transport	Commander, Dreadnoughts, Hunter, Heavy Support, Razorbacks, Stormravens	275 points
Land Speeder	Five Land Speeder units	Commander, Typhoon, Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Four Baal Predators	Commander, Fast Attack, Hunter	300 points
Scout	Four Scout units, plus transport	Commander, Stormravens	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battlebarge	200 points
Tactical	Six Tactical units, plus transport	Assault, Commander, Dreadnoughts, Fast Attack, Heavy Support, Hunter, Razorbacks, Stormravens	300 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnoughts	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Whirlwind	Four Baal Whirlwind units	Hunter	300 points

BLOOD ANGELS UPGRADES

UPGRADE	UNITS / EFFECTS	COST
Assault	Add two Assault units	+ 75 points
Battlebarge	Replace Strike Cruiser with Battlebarge	+150 points
Commander	Add one Space Marine Commander to a unit in the Formation The Commander may be a Chaplain, Librarian or Captain One Space Marine Captain in the army may be a Space Marine Supreme Commander	+50 points (+50 points extra)
Dreadnoughts	Add one to three Vulcan Dreadnoughts or Furious Dreadnoughts, in any combination	+75 points each
Fast Attack	Add two Land Speeders or three Bike units, or four Attack Bike units.	+100 points
Heavy Support	You may select one option from the following list: Add one to three Baal Vindicators Add one to three Baal Predators or Baal Predator Annihilators, in any combination Add any number of Land Raiders or Land Raider Redeemers, in any combination (Up to the number required to transport the formation)	+50 points each +75 points each +85 points each
Hunter	Add one Baal Hunter	+75 points
Razorbacks	Add any number of Baal Razorbacks (Up to the number required to transport the formation)	+25 points each
Stormravens	Add any number of Stormraven Gunships (Up to the number required to transport the formation)	+100 points each
Tornado / Typhoon	Replace any number of Land Speeders with Land Speeder Tornados Replace any number of Land Speeders with Land Speeder Typhoons	Free +25 points each

ALLIES

(A maximum of one third of your points may be spent on Allied formations)

FORMATION	UNITS	COST
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
Marauder Squadron	Two Marauder Bombers	250 points

Death Company

Ten thousand years ago, when their noble Primarch Sanguinius was slain fighting the traitorous Warmaster Horus, the self-sacrificial and brutal manner of Sanguinius's death scarred his descendents for eternity.

To this day, the memories of this final moment lurk in the minds of all Blood Angels. This is their bloodcurse. A mere moment of inattention will cause them to lose their minds to their lurking fury over their Primarch's sacrifice.

BLOOD ANGELS DEATH COMPANY

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm (30cm)	4+	3+	5+

Weapon	Range	Firepower	Notes
Bolt Pistols	(15cm)	Small Arms	
Assault Weapons	(Base Contact)	Assault Weapons	<i>Extra Attacks (+1)</i>

Notes: *Invulnerable Save, Fearless.*

Death Company formations may be either Assault Death Company or Tactical Death Company.

Assault Death Company formations have the Jump Pack ability, and a speed to 30cm.

Tactical Death Company formations may use the Transport special rule, and have a speed of 15cm.

Baal Predator

The Baal Predator variant tank is armed with numerous weapons noted for their high rate of fire. It is designed to lay down a torrent of fire as the Blood Angels advance, and is able to mow down enemy infantry and light vehicles with horrifying efficiency. This close assault tank suits the Blood Angels' aggressive techniques well.

BAAL PREDATOR

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	35cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Twin Assault Cannon	30cm	AP4+ / AT4+	
2x Heavy Flamer	15cm	AP4+	<i>Ignores Cover</i>

Furioso Dreadnought

Even if he is interred in the sarcophagus of a Dreadnought, a Blood Angel still lusts for battle and the chance to prove his honour face to face with the enemy. The "Furioso" Dreadnought design was conceived by the chapter's Master of the Forge many millennia ago to grant this opportunity to the recovered fallen.

FURIOSO DREADNOUGHT

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	6+

Weapon	Range	Firepower	Notes
Flamers	(15cm)	Small Arms	
Power Fists	(Base Contact)	Assault Weapons	<i>Macro-Weapon, Extra Attacks (+2)</i>

Notes: *Walker.*

Vulcan Dreadnought

Even of those Blood Angels Old Ones who find the single-minded path of Furioso too confining, few enjoy long ranged combat. The Multi-melta is a popular choice of a heavy weapon for Blood Angels Dreadnoughts, paired with a power fist it grants versatility and short range destructive power that few enemies can withstand.

Vulcan Dreadnought

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+

Weapon	Range	Firepower	Notes
Power Fist	Base contact	Assault Weapon	Macro-Weapon
Multi-Melta	15cm <i>and</i> (15cm)	MW5+ Small Arms	Macro-Weapon

Notes: Walker

Land Raider Redeemer

Despite being a relatively recent adaptation of the Land Raider hullform, the Redeemer configuration has already become a favorite of many a Blood Angels Commander. Although it had seen infrequent use in service of the Blood Angels, the Chapter and its successors found a true

appreciation for this design in the gruelling urban battles of the Third Armageddon War. It has been so successful at those close engagements that Lord Dante himself has ordered a number of existing Blood Angels Land Raider squadrons to be retrofitted with newly forged Redeemer Flamestorm Cannons.

LAND RAIDER REDEEMER

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	3+

Weapon	Range	Firepower	Notes
2x Flamestorm Cannons	15cm	AP3+	<i>Ignores Cover</i>
Twin Assault Cannon	30cm	AP4+ / AT4+	
Frag Launchers	Base Contact	Assault Weapons	

Notes: Reinforced Armour, Thick Rear Armour, Transport (May carry two Tactical, Devastator, Scout units, or one Terminator unit.

Stormraven Gunship

Stormraven.

STORMRAVEN GUNSHIP

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	35cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Twin Heavy bolter	15cm	AP4+/AA5+	
Twin Assault Cannon	30cm	AP4+/AT4+	
Bloodstrike Missile	60cm	AT5+	

Notes: Skimmer, Planetfall, Transport (2 Scout, Tactical, Assault or Devastator units, plus 1 Dreadnought)

Baal Rhino Hulls Reference Sheet

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Baal Hunter	Armoured Vehicle	35cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Baal Predator	Armoured Vehicle	35cm	4+	6+	4+	Twin Assault Cannon 2x Heavy Flamer	30cm 15cm	AP4+/AT4+ AP4+, <i>Ignores Cover</i>	
Baal Predator Annihilator	Armoured Vehicle	35cm	4+	6+	5+	Twin Lascannon 2x Lascannon	45cm 45cm	AT4+ AT5+	
Baal Razorback	Armoured Vehicle	35cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Transport (1)</i>
Baal Rhino	Armoured Vehicle	35cm	5+	6+	6+	Stormbolter	(15cm)	(Small Arms)	<i>Transport (2)</i>
Baal Vindicator	Armoured Vehicle	30cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+	<i>Walker</i>
Baal Whirlwind	Armoured Vehicle	35cm	5+	6+	5+	Whirlwind	45cm	1BP, <i>Indirect fire</i>	

Changelog:

V2.01 / 2.02

- Increased Terminator Formation from 325 to 350pts
- Land Speeder Tornado Upgrade made *Free* instead of +10pts
- Landing Craft changed from 350 to 375pts
- Scout Snipers upgrade changed from one unit to all four units
- Single warhounds cost 275pts
- Dreadnought armour changed from 4+ to 3+
- Changed 'heavy support' to be fixed at two tanks of a particular type rather than two tanks chosen freely from a list.
- Allowed Land Raider Crusaders in the army
- Allowed Land Raider Redeemers in the army
- Added the Land Speeder Storm
- Changed Bikes/Attack Bikes list upgrade so as to allow a cheaper attack bike formation
- Removed the 0-1 restriction on Whirlwind formations
- Simplified the Death Company special rule.

V2.03

- Changed Assault formation from four to six units, increasing its cost to 275pts.
- Returned Bike formation to the Codex standard arrangement.
- Fixed Land Speeder Storm typos
- Reduced Furioso Firefight from 4+ to 6+
- Heavy Support 2x Land Raiders dropped from 200 to 175pts.
- Allowed 1-2 Hunters instead of just one per formation.
- Increased cost of Land Speeder Storm from +50pts to +100pts.
- Changed Death Company Special Rule to make it simpler.

V2.04

- Split Land Raider upgrade up so you can't take 4 Land Raider Crusaders (And thus gain 4 spare transport slots).
- Adopted the EpicUK Death Company rule.
- Fixed Furioso Dreadnought typo.
- Restricted Hunters back to 1 per formation.

V2.05

- Reduced 'heavy support' land raider upgrade to +1 land raider instead of +2.
- Removed 'scout' from Land Speeder Storm
- Made Land Speeder Tornados a 'free' upgrade
- Increased Furioso Dreadnought from 50 to 75pts
- Land Raider Crusader removed
- Removed the 'snipers' option for Scouts

- Allowed the Death Company to use Dreadnoughts
- ERC Land Raider Redeemer stats adopted.
- Base cost of Death Company comes down by 25pts.
- Price of Baal Predators reduced by 25pts.

V2.06

- increased the price of the Land Raiders upgrade by 50pts
- Added the 'Melta Dreadnought', removed both standard Dreadnoughts.
- Increased the price of Heavy Support Land Raiders to 2 for 175pts

V2.07

- Renamed Melta Dreadnought 'Vulcan Dreadnought'.
- Corrected typo in Land Raider Redeemer's range from 30cm to 15cm.

V2.08

- Land Speeder Storm deleted (BA don't get them in 40k)
- Bike formation deleted (Bikers are quite rare in BA apparently. They're still available as Upgrades though).
- Attack Bike Upgrade deleted, subsumed into Fast Attack upgrade.
- Stormraven Gunship added.
- Titan Allies removed (According to the new Codex Blood Angels avoid fighting alongside the Adeptus Mechanicus because the Ad-Mech keep trying to steal their non-approved vehicles like the Baal Predator and overcharged engines).
- Death Company made 0-1 rather than 1.
- Speed of all Rhino-hulled vehicles increased by 5cm.

V2.09

- "Land Raiders" Upgrade deleted.
- Devastator formation increases in cost +25 points
- Re-structured the Heavy Support upgrade to prevent making over-large formations.
- Add the Baal Predator formation.
- Re-structured Fast Attack to make it more attractive.
- Reduced range and to-hit stat on Stormraven's missile attack.
- Replace "Death Company" rule with "Red Thirst" rule?