

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** Frenzied

Some units are noted as being *frenzied*. These units desire close quarters combat above all, and can become unreliable if they are ordered to avoid such encounters.

Formations that have a *frenzied* unit which can potentially reach base contact with an enemy unit after a charge move will receive a +1 modifier to their initiative roll if they attempt to perform an Engage action. Formations that have a *frenzied* unit which can potentially reach base contact with an enemy unit after a charge move will receive a -1 modifier to their initiative roll if they attempt to perform any action other than an Engage action.

This rule does not affect transport aircraft that are carrying *frenzied* units.

#### **SPECIAL RULE** Death Company

*Before a battle, some Blood Angels succumb to visions of death and destruction. Those that fail to quell their waking nightmare are formed into a Death Company. Those who join the Death Company seek the glory of death in battle and the peace of grave, and will 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 may never claim objectives, but may contest them.

## Blood Angels Chapter Space Marines Army List

Blood Angels armies have a strategy rating of 5.

All formations have an initiative rating of 1+, except Imperial Navy Allies and the Death Company which have initiative ratings of 2+. 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.

The following units in the Blood Angels army have the *frenzied* ability:

**Assault, Bike, Death Company, Devastator, Scout, Tactical, Terminator, Dreadnought.**

### BLOOD ANGELS DETACHMENTS

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

### BLOOD ANGELS UPGRADES

UPGRADE	UNITS / EFFECTS	COST
<b>Assault</b>	Add two Assault units	+ 75 points
<b>Battlebarge</b>	Replace Strike Cruiser with Battlebarge	+150 points
<b>Commander</b>	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)
<b>Dreadnoughts</b>	Add one to three Vulcan Dreadnoughts or Furious Dreadnoughts, in any combination	+75 points each
<b>Fast Attack</b>	Add two Land Speeders or two Blood Angels Bike units, or three Attack Bike units.	+100 points
<b>Heavy Support</b>	You may select one option from the following list: Add one to three Blood Angels Vindicators Add one to three Baal Predators or Blood Angels 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 +75 points each
<b>Hunter</b>	Add one Blood Angels Hunter	+75 points
<b>Razorbacks</b>	Add any number of Blood Angels Razorbacks (Up to the number required to transport the formation)	+25 points each
<b>Stormravens</b>	Add Stormraven Gunships up to the number required to transport the formation	+75 points each
<b>Tornado / Typhoon</b>	Replace any number of Land Speeders with Land Speeder Tornados Replace any number of Land Speeders with Land Speeder Typhoons	Free +10 points each

### ALLIES

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

FORMATION	UNITS	COST
<b>Thunderbolt Squadron</b>	Two Thunderbolt Fighters	175 points
<b>Marauder Squadron</b>	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	Extra Attacks (+1)

**Notes:** *Invulnerable Save, Fearless, Frenzied.*

*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.

Equipped with efficient "Hades" pattern engines, the Baal Predator (And in fact, all of the Blood

Angels' Rhino-hulled vehicles) is notably faster and more manoeuvrable than Rhinos used by other arms of the Imperium.

As a clear contradiction against their stated aim of protecting the Imperium at large, the Blood Angels are secretive about the existence of this superior engine technology. It can only be presumed that the Blood Angels are storing away bargaining chips for future use, should the Imperium begin to look more closely at their ongoing genetic entropy

### 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+	Ignores Cover



## 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.

Armed with a twinned pair of Power Fists, the Furioso Dreadnought is built for close combat, and is able to punch notably above its weight class, providing a significant threat to Super-Heavy Tanks, large Chaos abominations, and even light Titans will tread cautiously when a Furioso Dreadnought is known to be nearby.

### FURIOSO DREADNOUGHT

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

Weapon	Range	Firepower	Notes
Flamers	(15cm)	Small Arms	
2x Power Fist	(Base Contact)	Assault Weapons	Macro-Weapon, Extra Attacks (+1)

**Notes:** *Walker, Frenzied.*



## 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 a measure of versatility to the Dreadnought, combined with short range destructive power that

few enemies can withstand.

Many Space Marine Chapters consider this emphasis on extreme short range combat to be overly risky, but the Blood Angels know that it is in the pell-mell of a close engagement that their talents are most fully exploited.

### 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, Frenzied.*

## 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

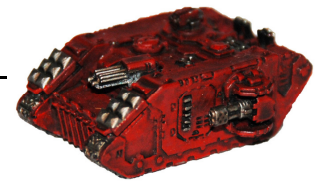
appreciation for this design in the gruelling urban battles of the Third Armageddon War. It has been so successful at those close engagements that Lord Dante himself has ordered a number of existing Blood Angels Land Raider squadrons to be retrofitted with newly forged Redeemer Flamestorm Cannons.

### 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

The Stormraven Gunship is a light combat aircraft based on STC materials related to the larger and more commonly seen Thunderhawk Gunship. The Blood Angels are notable users of the Stormraven, which is only deployed by a minority of Chapters.

Armed with a variety of weapons, as well as a transport bay large enough to carry ten power armoured Space Marines, the Stormraven is also notable as being able to transport Dreadnoughts, giving these hulking machines the opportunity to take part in the kind of aggressive battles of manoeuvre favoured by the Blood Angels Chapter.

### STORMRAVEN GUNSHIP

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+

Weapon	Range	Firepower	Notes
Twin Heavy bolter	30cm	AP4+	<i>One Shot</i>
Twin Assault Cannon	30cm	AP4+/AT4+	
Bloodstrike Missiles	60cm	4x AT3+	

*Notes: Skimmer, Planetfall, Reinforced Armour, Transport (May carry one Dreadnought, plus either a mix of two Tactical, Devastator, Assault or Scout units, or one Terminator unit)*



## Blood Angels Bikes

The Blood Angels have less bike formations than other Chapters, but those they do have are generally used in a more elite scouting role.

Ranging far and wide for hours or even days in advance of a battle, Blood Angels Bike squadrons will assist in gathering information to assist in

planning operations, and then, once battle is joined, they will throw off the role of the long range scout and embrace their calling as Blood Angels.

Charging headlong into battle, the Blood Angels bike formations, familiar with the territory due to their scouting operations, strike with unmatched speed and ferocity.

### BLOOD ANGELS BIKES

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	35cm	4+	3+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	—
Chainswords	(Base contact)	Assault Weapons	—

*Notes: Mounted, Scouts, Frenzied.*

## Blood Angels Spacecraft

The Blood Angels Chapter maintain a small fleet of spacecraft in order to undertake planetary assault missions.

### BLOOD ANGELS STRIKE CRUISER

Type	Speed	Armour Save	Close Combat	Firefight
Spacecraft	—	—	—	—

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	5BP	Macro-Weapon

*Notes: Transport (May carry twenty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Death Company, Bike, Attack Bike, Terminator or Dreadnought; plus twenty Rhino or Land Raider-hulled vehicles; plus six Thunderhawks and enough Drop Pods or Landing Craft to carry any other units onboard. Stormraven Gunships may be carried and take up half a Thunderhawk transport space each.*

### BLOOD ANGELS BATTLE BARGE

Type	Speed	Armour Save	Close Combat	Firefight
Spacecraft	—	—	—	—

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	14BP	Macro-Weapon

*Notes: Transport (May carry sixty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Death Company, Bike, Attack Bike, Terminator or Dreadnought; plus sixty Rhino or Land Raider-hulled vehicles; plus nine Thunderhawks and enough Drop Pods or Landing Craft to carry any other units onboard. Stormraven Gunships may be carried and take up half a Thunderhawk transport space each.*

## Baal Rhino Hulls Reference Sheet

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Blood Angels 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>	
Blood Angels Predator Annihilator	Armoured Vehicle	35cm	4+	6+	5+	Twin Lascannon 2x Lascannon	45cm 45cm	AT4+ AT5+	
Blood Angels Razorback	Armoured Vehicle	35cm	5+	6+	5+	Twin Heavy Bolter <b>OR</b> Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Transport (1)</i>
Blood Angels Rhino	Armoured Vehicle	35cm	5+	6+	6+	Stormbolter	(15cm)	(Small Arms)	<i>Transport (2)</i>
Blood Angels Vindicator	Armoured Vehicle	30cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, <i>Ignores Cover</i>	<i>Walker</i>
Blood Angels 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 Tornadoes 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.
- Modified "Death Company" rule, introduce "Red Thirst" rule.
- Bike formation re-introduced, Blood Angels Bikers now *Scouts* and more expensive so as to make them rarer.
- Restructured Death Company formation sizes/prices.
- New Stormraven prices.
- New Land Raider Price.
- Stormraven allowed on Terminator formations.

V2.10

- Devastators back to 250pts
- Tacticals dropped to 275pts
- Stormraven dropped to 75pts each
- Fast Attack upgrade composition changed

V2.11

- Stormraven armour and missiles upgraded

V2.12

- Tactical formation goes from 300 to 275pts
- Thunderbolt Fighters go from 150 to 175pts
- Land Speeder Typhoon goes from +25 to +10pts