WARHAMMER 40,000

CODEX ADEPTUS ASTARTES

BLOOD ANGELS

BLOOD ANGELS

PROTECTORS OF MANKIND

CONTENTS

Introduction 3

The Angelic Host 6
Origins of the Blood Angels.....8
Cradle of Angels 10
The Heritage of Sanguinius 12
Ordering the Host 14
Blood Angels Heraldry 16
Successor Chapters.....18
A Chronicle of Heroes 20
Commander Dante.....26
The Sanguinor 28
Sanguinary Guard 29
The Sanguinary Priesthood.....30
Brother Corbulo 31
Librarians.....32
Mephiston.....33
Chaplains 34
Astorath the Grim 35
Lemartes 36
Death Company.....37
Commanders.....38
Gabriel Seth.....39
Captain Tycho 40
Company Command 41
Battleline Squads 42
Close Support Squads 44
Fire Support Squads.....48
Veteran Squads 50
Dreadnoughts 52
Scout Squads 54
Techmarines 55
Transport Vehicles 56
Battle Tanks 58
Land Raiders 60
Gunships.....61

Heraldry of the Host.....62
For the Angel and the Emperor!.....71
The Angelic Host Assembles.....72

Warriors of Baal 74
Blood Angels Wargear Lists 75
Commander Dante.....76
Gabriel Seth.....76
The Sanguinor 77
Brother Corbulo 78
Sanguinary Priest.....79
Chief Librarian Mephiston.....80
Librarian Dreadnought.....80
Librarian 81
Primaris Librarian 81
Librarian in Terminator Armour 82
Astorath 83
Lemartes 83
Chaplain in Terminator Armour.....84
Primaris Chaplain 84
Chaplain.....85
Tycho the Lost.....85
Captain.....86
Captain Tycho 86
Captain in Terminator Armour.....87
Captain in Cataphractii Armour.....87
Primaris Captain.....88
Captain in Gravis Armour 88
Lieutenants 89
Primaris Lieutenants 89
Techmarine 90
Tactical Squad 91
Intercessor Squad 91
Scout Squad.....92
Sanguinary Guard 93
Sanguinary Ancient.....94
Primaris Apothecary.....95
Aggressor Squad 95
Sanguinary Novitiate.....96
Death Company Dreadnought 96
Death Company.....97
Servitors.....98
Terminator Ancient.....98
Company Ancient 99
Primaris Ancient 99
Company Champion.....100
Company Veterans 100
Reiver Squad 101
Terminator Squad.....102
Terminator Assault Squad.....103
Cataphractii Terminator Squad.....104
Tartaros Terminator Squad 105
Vanguard Veteran Squad.....106
Sternguard Veteran Squad.....107
Dreadnought 107
Furioso Dreadnought.....108
Contemptor Dreadnought.....109
Redemptor Dreadnought 109
Assault Squad.....110
Bike Squad.....111
Attack Bike Squad 112
Land Speeders.....112
Scout Bike Squad.....113
Inceptor Squad.....113
Devastator Squad.....114
Predator 114
Hellblaster Squad.....115
Baal Predator.....116
Hunter 116
Stalker 117
Whirlwind 117
Vindicator 118
Land Raider.....118
Land Raider Crusader.....119
Land Raider Redeemer 120
Rhino.....121
Razorback.....121
Drop Pod 122
Land Speeder Storm.....122
Repulsor.....123
Stormhawk Interceptor 124
Stormraven Gunship 125
Stormtalon Gunship.....126
Armoury of the Blood Angels.....127

Sons of Sanguinius 134
Stratagems 135
Warlord Traits 138
Relics of Baal 139
Sanguinary Discipline.....140
Tactical Objectives.....141
Points Values 142

PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to the Mournival for their additional playtesting services

Codex: Blood Angels © Copyright Games Workshop Limited 2017. Codex: Blood Angels, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

games-workshop.com

INTRODUCTION

Welcome, scion of Baal, to the definitive guide to the Blood Angels and their armies. Within this tome of lore you will find the bloody history of Sanguinius' sons, along with all the information you need to assemble your own force and lead them to battle in the name of the Emperor and of the Primarch.

Of all the Space Marine Chapters, the Blood Angels are perhaps the most noble and selfless. They are glorious, golden-haired heroes clad in masterwork armour who wield beautifully crafted weapons of war. Moreover, the Blood Angels will face down impossible odds in order to protect even the lowliest of the Emperor's servants. Yet there is a darkness to these warriors, a terrible flaw that lurks within and threatens to drive them to savagery and blood-madness.

The Blood Angels are an aggressive Chapter who take to the battlefield supported by columns of swift and deadly battle tanks, potent formations of elite assault infantry, and hurtling combat aircraft. Coupled with their tightly controlled ferocity and Adeptus Astartes durability, they are a force that rewards dynamic, decisive play on the tabletop.

In terms of building and painting your models, the Blood Angels are an especially enjoyable model range to collect. From the magnificent Sanguinary Guard to the hulking Blood Angels Dreadnoughts and the mighty heroes who rule the Chapter, each new model you add to your army is an individually sculpted masterpiece rich in detail and martial ornamentation. With a palette dominated by rich golds, bold reds and the black of pre-emptive mourning, Blood Angels armies look striking upon the battlefield, while the clear system of iconography and heraldry that the Chapter uses allows for considerable personalisation.

Within this book you will find all the information you need to collect a Blood Angels army and field it on the tabletop.

THE ANGELIC HOST: In this section of the book you will learn the glorious history of the Blood Angels, and come to understand the dark secrets that make them such noble yet tragic figures.

HERALDRY OF THE HOST: This section presents a showcase of beautifully painted miniatures, displaying the colour schemes and iconography of the Blood Angels.

WARRIORS OF BAAL: Here you will find datasheets, wargear lists and weapon rules for every Blood Angels unit, allowing you to field them in your games of Warhammer 40,000.

SONS OF SANGUINIUS: This section provides additional rules, including Warlord Traits, Stratagems, Relics and psychic powers, as well as the matched play points costs which allow you to form your Blood Angels miniatures into a Battle-forged gaming army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit games-workshop.com.

No matter how fell and monstrous the foe, the Blood Angels face it with courage, nobility and honour. So do they shine like the brightest stars amidst the darkness and horror of battle. So do they burn away the foulness of the alien, the filth of the mutant and the taint of the heretic with the righteous fires of their wrath.

THE ANGELIC HOST

The Blood Angels have always been staunch defenders of the Imperium. Yet for all their accomplishments, they suffer from a fatal flaw. The Blood Angels carry an inner darkness that they must strive constantly to resist; it is this struggle that defines them, as much in their most glorious moments of victory as in their darkest hours of despair.

Created during the legendary First Founding, the Blood Angels occupied the vanguard of the Great Crusade, aiding the Emperor in his bid to reunite Humanity's colonies scattered across the stars. Even then their deeds were heroic, the Legion's battle-brothers exemplifying the best that the Adeptus Astartes had to offer. The Blood Angels' accomplishments only reached new heights after they were reunited with their Primarch, Sanguinius.

Angel-winged, beautiful in both body and mind, Sanguinius was arguably the greatest of his father's sons. Sanguinius' glory was that of a demigod, for he was a mighty warrior and an inspiring leader, and his sons followed him with unquestioning devotion. All through the days of the Great Crusade and into the dark madness of the Horus Heresy, the Blood Angels fought at their Primarch's side. Inspired by Sanguinius' divine presence, the Blood Angels remained staunch in the Emperor's defence to the very end. Their bolters blazed from the ramparts of the Imperial Palace even as the Warmaster came to seize his father's throne, and the Blood Angels were amongst the first loyalists to know of Chaos' defeat when Horus fell to the Emperor's wrath.

For all their heroics, that conflict was to cost the Blood Angels dear. In the final, desperate attack upon Horus' Battle Barge, the *Vengeful Spirit*, Sanguinius was slain in battle with the Warmaster himself. His death was but one of many blows that the Imperium suffered on that dreadful day, yet for the Blood Angels it was the most tragic by far. Sanguinius' sons shared a uniquely potent bond with their gene-sire, and his violent end scarred the Blood Angels in both flesh and spirit.

It was the death of the Primarch that is believed to have triggered the onset of the Red Thirst. A terrible flaw within the Legion's gene-seed, this curse spread slowly through the Blood Angels and their successor Chapters. It tainted them with madness in the millennia that followed, becoming a sorrowful secret that undermined their every valorous deed.

'There is no sacrifice more noble than to give your life for a cause in which you truly believe. In all the long millennia of Human history, there has never been a worthier cause than that of the Imperium.'

- Sanguinius, Primarch of the Blood Angels, during his address on Kalmatir

CURSED HEROES

The Blood Angels and their successor Chapters are renowned for their willingness to charge headlong into the guns of the foe. They face down the most suicidal odds, and their hunger for engaging in hand-to-hand combat is well known. Some have judged the Blood Angels overeager for battle, calling them foolhardy, ill-disciplined or even tainted. The truth is both more tragic, and far nobler.

The Flaw caused by their Primarch's death is twofold. Its more common aspect is the excess of rage and violence known as the Red Thirst. It is a mark of shame to give in to this curse in any but the direst of circumstances. Consequently the Chapter's battle-brothers continually strive master the rage inside and embody the noble ideals of their fallen Primarch. Yet no amount of self-control can save the sons of Sanguinius from the terrible madness known as the Black Rage.

On the eve before battle a Blood Angel may find himself gripped by apocalyptic visions. The sanity of the afflicted is shattered by a sudden sensory bombardment that plunges him into a spiral of blood-madness from which death is the only release. It is almost inevitable that this fate will eventually overtake every Blood Angel, its onset more a matter of when than if. In the face of this stark reality, each battle-brother seeks to know a glorious death in battle rather than face the slow decline into bestial madness.

A TROUBLED LEGACY

The Blood Angels' heritage is not altogether a sorrowful one. They carry much of Sanguinius' grace and nobility within themselves, and echo his physical perfection. The Primarch's spiritual might also flows in his descendants' veins, its potency only increasing as the millennia pass. The Blood Angels are thus numbered amongst the most psychically gifted of all the Space Marine Chapters.

The power of the Blood Angels Librarians flows from the Chapter's conflicted duality. One moment it will manifest itself in angelic miracles, the next in savage explosions of bloodthirsty brutality. Blood Angels Librarians can as easily use their minds to shield the

innocent from danger as they can to exsanguinate their enemies in sudden storms of gore. It is to the Blood Angels' credit that these formidable psychic abilities remain under their control, and are used purely for the good of the Imperium.

Good intentions only go so far, however, especially in a time as dark as this. For all their nobility, the Blood Angels and their successors are Chapters in decline. Each year brings a deepening of the madness, a worsening of the curse within their blood. Among some successor Chapters this phenomenon is especially pronounced, for their gene-seed was harvested at a time when the Flaw had already become far advanced. Tales abound of whole Chapters slipping slowly into blood-mad insanity, edging ever closer to the precipice as their inner darkness gains control. Names such as the Knights of Blood or the Crimson Swords have gone down in infamy, declared renegade by the Adeptus Terra or completely wiped out amid unwinnable conflicts of their own creation.

Indeed, were any Chapter to have fallen to the Ruinous Powers it should surely have been the Blood Angels. Their genetic curse, coupled with their powers of warpcraft, would seem to make them prime candidates. There are those amongst the Inquisition who are only too quick to make such assertions, and who watch the Chapter keenly for signs of their inevitable fall. Yet the Blood Angels have remained loyal for ten thousand years. They harbour no more intent toward heresy now than they did on the day the Warmaster fell from grace.

Though they still stand proud, the Blood Angels are far from untouched by the creeping degeneration that afflicts their successors. The Chapter must work harder and harder to maintain its fighting strength, for new recruits are lost just as frequently to the Black Rage as are veterans. Meanwhile, more battle-brothers than ever choose glorious death over ignominious madness, their reckless sacrifices leaving those who remain spread thinner still. Worse is the intensifying of the Black Rage. Once the Chapter would lose perhaps a handful of battle-brothers to this phenomenon in any given campaign. In recent years, it has not been unheard of for whole formations to plunge into madness.

THE BATTLE FOR BAAL

In the closing years of M41 it seemed as though the Blood Angels' doom had come at last. A tide of the rapacious xenos known as Tyranids fell upon their home world of Baal and its twin moons of Baal Prime and Baal Secundus.

This alien super-swarm was a tendril of the unutterably vast horror known as Hive Fleet Leviathan. Its warrior organisms numbered in the hundreds of billions. Its alien hunger was insatiable.

The lord of the Blood Angels, Commander Dante, recalled all those warriors he could to fight for Baal. Reinforced by many of their successor Chapters, the Blood Angels determined to stand to the last in defence of their Chapter Planet and its moons. The battle that ensued was immense. Horrific violence was unleashed on every front. Amidst the irradiated deserts of Baal, the Blood Angels fortress monastery was besieged, beset by wave upon wave of foes, while on Baal Prime and Secundus, the fighting grew ever more desperate. Hundreds of Sanguinius' sons fell. It seemed that their end had come.

At that crucial juncture, the Great Rift split wide and, when the warp storms passed, the Tyranid fleet was gone. In its place were the Imperial ships of the Indomitus Crusade. Led by Roboute Guilliman himself, the armies of the Imperium came to the aid of the beleaguered Blood Angels, and the Tyranids were defeated at last. In the battle's wake, a time of rebuilding began. With it came hope unlooked for, and the possibility that the Blood Angels and their successors might yet be saved from their slow decline.

Though the endless abominations of Hive Fleet Leviathan rained from the skies and swept across the searing deserts, and though the xenos beasts tore down wall after wall, tower after tower, still the sons of Sanguinius stood strong, for they would never yield.

ORIGINS OF THE BLOOD ANGELS

The Space Marine Legions were the creations of the Emperor of Mankind. This deific being crafted incredible warriors to help him conquer the galaxy. Amongst these Legions were the Blood Angels, who from their earliest days fought staunchly in the service of Emperor and Primarch both.

Like all the great Space Marine Legions, the Blood Angels were born from the dying flames of the Age of Strife. The risen Emperor had united the warring factions of Terra, yet his vision did not end with one world, or even with the solar system in which it lay. His goal was nothing less than the reunification of scattered Mankind, to bring the sundered worlds and realms of Humanity under a single beneficent rule. To do this, he would need a mighty army, an army unlike any the galaxy had ever seen, an army whose warriors knew no other loyalty than to their Emperor, and whose bodies and minds were hardened to withstand unceasing war.

The Emperor had long ago refined the techniques of genetic manipulation, and he set these skills to work once again, forging twenty extraordinary super-warriors to be his generals in the coming campaign. Thus were born the Primarchs of the Space Marine Legions, incredible beings whose martial powers were to be second only to those of the Emperor himself.

Yet, as with all great labours, the genesis of the Space Marines did not go entirely according to design – the Emperor's plan for his Primarchs was to be undone even before it had properly begun. Without warning, the Primarchs disappeared, scattered throughout the galaxy by an unknown force.

THE GREAT CRUSADE

Though the loss of the Primarchs was a bitter blow, the Emperor was not dismayed for long. They could not be recreated, but their genetic records remained, and from these the Emperor created the mighty Space Marine Legions – the armies he had always intended his Primarchs to lead. It was at the head of these Legions that the Emperor began his Great Crusade in earnest. Setting out from Terra, the Emperor led the Space Marines on a glorious campaign that sought to restore Mankind to greatness. No foe could withstand the onslaught of the Emperor's crusade. Despots, aliens and Daemons all fell to the relentless advance of the Legions, worlds previously enslaved and terrorised flocking willingly to the banner of the nascent Imperium.

It was in the course of the Great Crusade that the lost Primarchs were at last reunited with their Emperor, taking up their rightful places as the masters of the Legions. No mere warriors were the Primarchs – they were also shrewd and canny leaders of men, and under their command the righteous might of the Space Marines increased a hundredfold. So it was that the forces of the Emperor surged onwards as never before, an unstoppable projection of Humanity's will. New battlefronts opened up across the galaxy and worlds were reclaimed by the thousand. Throughout it all,

The enemies of the Emperor came to fear the swift and crushing onset of the Blood Angels Legiones Astartes. When Horus and his allies rebelled, their Traitor Legions came to know that fear for themselves.

the Blood Angels and their Primarch, Sanguinius, fought at the Emperor's side, serving as honour guard to their beloved creator. Driven by fiery temperament, the Blood Angels swiftly earned a fearsome reputation as shock troops, which came to feed a rivalry between them and the World Eaters Legion. Yet, in truth, the Blood Angels were never as berserk as the World Eaters, for the wise influence of Sanguinius tempered their bloodlust.

Though he was yet in the early days of his legend, Sanguinius was thought to be the noblest of the Primarchs and was ever deep in the Emperor's counsel. Even Horus, proud Warmaster of the Great Crusade and Primarch of the Luna Wolves, sensed a purity of spirit in Sanguinius that he could never match, a oneness with their father that no other Primarch could ever hope to approach.

Whilst many of his brothers fought the Great Crusade solely out of the joy of battle, Sanguinius fought to secure the golden era of peace and prosperity that would surely follow. His vision was the Emperor's, a hope of Mankind united in peace and prosperity. Alas, it was not to be.

THE HORUS HERESY

Just as it seemed that the Emperor's dream could be fulfilled, the Great Crusade ended in the most terrible and unimaginable way. It came to pass that Horus, trusted Warmaster of the Great Crusade, turned his back upon the Emperor and embraced the shifting glories of the Chaos Gods. To him rallied near half of the armies of Mankind, including many of the Space Marine Legions. On what should have been the brink of a new age of glory, Humanity was plunged into the bleakest civil war it had ever known. Untold billions of lives were sacrificed upon the altar of battle, every soul feeding the rapacious hungers of the Chaos Gods.

If the Great Crusade was Mankind's finest hour, then the Horus Heresy was surely its blackest. Brother fought brother, with quarter neither offered nor given. Heroes were slain, worlds burned and the Emperor's dreams of peace were shattered forever.

In the midst of this darkness, the Blood Angels never wavered, but held true at the Emperor's side. Sanguinius stepped into the void left by Horus' desertion, assuming command of the Emperor's loyal forces. In doing so, he thrust the Blood Angels into the brutal forefront of the fighting.

The rivalry with the World Eaters now escalated into bitter enmity as the two Legions found themselves serving different masters, and their confrontations were to be amongst the hardest fought of that bloodiest of wars. It is said that Horus hated and feared Sanguinius more than any of his brothers and wove many strategies to ensnare or slay him, though all failed.

THE FINAL CONFRONTATION

Yet for all the might of the Emperor, for every effort of Sanguinius and the remaining loyalist Primarchs, the forces of Horus drove all before them. In too short a time, the Emperor of Mankind was assailed within his great palace on Terra. With only a comparative handful of loyal warriors at his side, he confronted the host of Daemons, traitors and corrupted Space Marines that fought at the treacherous Warmaster's side. The Blood Angels led the defence of the Emperor's Palace, never once losing heart, despite the terrible odds stacked against them. Alongside their battle-brothers of the Imperial Fists Legion, the valorous yet overmatched soldiers of the Imperial Army and the grim Adeptus Custodes, the Blood Angels held the walls of that final bastion. Yet the war could not be won, or even survived, through defence alone.

In a final desperate gambit, the Emperor took the fight to Horus' great Battle Barge, the *Vengeful Spirit*, teleporting into the heart of the enemy stronghold with the Blood Angels and Imperial Fists at his side. Only Space Marines could have withstood the horrors of that Daemon-haunted starship, and even they were sorely pressed. Sanguinius was swiftly separated from his comrades and, so the legend tells, was brought through artifice before the treacherous Horus. The Warmaster offered Sanguinius one final chance to renounce the Emperor, to join with Horus' inevitable victory – yet the Primarch of the Blood Angels held true, and refused. Thus rejected, Horus flew into a rage and attacked. Even at the peak of his powers Sanguinius could not have hoped to prevail against the monster Horus had become, and the Primarch was weary and wounded from his travails on Terra.

When the Emperor at last entered Horus' sanctum, he found his rebellious Warmaster standing above Sanguinius' broken, bleeding corpse. In the battle that followed, Horus was finally vanquished, though the Emperor too was cast down near to death. There are many tales told of this final battle and, though the exact facts are long lost, one detail remains constant in all the recitations through all the millennia since. Despite the Emperor's great power, he could never have bested Horus had not the blade of Sanguinius wrought a chink in the Warmaster's armour.

THE AFTERMATH

The Imperium was forever changed in the wake of Horus' defeat. No longer would the beneficent Emperor take a martial role in Mankind's defence, for only the life-giving machineries of the Golden Throne now sustained his shattered body.

The reconstruction of his empire and the final rout of the traitor forces would now fall to the surviving loyalist Primarchs, men such as Rogal Dorn of the Imperial Fists and Roboute Guilliman of the Ultramarines. Indeed, it was Guilliman who would have the greatest lasting effect upon the now leaderless Blood Angels. Through the Codex Astartes – that great treatise on the restructuring and ordering of the Space Marines intended to prevent forever the danger of massed rebellion on the scale seen during the Heresy– Guilliman's legacy would reshape the Blood Angels Legion into the Chapters that defend the Imperium to this day.

Mankind had suffered, and the Imperium was nearly destroyed, yet the Blood Angels would bear the pain longer and more deeply than most. Sanguinius' death heralded the awakening of the Red Thirst, and its curse would change the nature of the Chapter forever.

CRADLE OF ANGELS

The Blood Angels are shaped not only by the personality and deeds of Sanguinius, but also by the nature of their Chapter Planet, Baal. Few worlds in the entire Imperium could have as devastating an impact on the human soul as Baal and its inhabited moons: Baal Prime and Baal Secundus.

In ancient days Baal and its moons had earth-like atmospheres. Baal itself was a world of rust-red deserts, but its moons were paradises for mortal men, where folk lived in harmony with nature and pursued lives of ease and freedom. The people of Baal became exceptional artisans, and spent their time creating mighty monuments, carving the mountains themselves into statues of their rulers and their gods. They even ventured onto the surface of desolate Baal itself, leaving colonies and breathtaking edifices in their wake.

No one knows exactly what happened to change this idyllic state of affairs. All that is certain is that during the fearful events that marked the downfall of human society and the end of the Dark Age of Technology, the moons of Baal suffered terribly. Ancient weapons of terrifying potency were unleashed. Cities became plains of smouldering glass. Lush grasslands became polluted deserts. Seas became poisoned lakes of toxic sludge. The inhabitants of Baal died in their millions and it looked as if Humanity might become extinct in the Baal System. But somehow people survived. They clung precariously to life on the edges of the radioactive deserts. They became scavengers, picking through the scattered bones of their own once-great civilisation. In the dark time that followed the collapse of all order, some became worse than scavengers, and in their desperation turned to cannibalism.

Over the course of the following centuries, the accumulated chemical and radioactive toxins that built up in the survivors' bodies led to them devolving into mutants, shambling parodies of the men their forefathers had once been. There were some who held on to their humanity and preserved a semblance of sane behaviour, but these were the embattled few amongst a new and savage culture that evolved amid the ruins of the old. The only social unit left was the tribe. For human and mutant cannibal alike, the only folk they could rely upon were their own kin. The people of the Baal System became nomads, shifting from place to place, picking the ruins clean, warring to preserve the spoils they had gathered. The tribes fought constant wars, webs of alliances ever shifting as each tribe strove for supremacy and survival. Extinction awaited the slow and the weak. Where once the moons had been near paradise, now they were living hells.

For the few surviving humans, existence was a constant struggle. They wandered the surface in ramshackle vehicles, hoping that their patched-together radiation suits would save them, praying they would never hear the ominous telltale click of their rad-counters. For a time it seemed that Humanity was doomed, that soon there would only be an endless desert ruled over by the feuding mutant tribes. Then, out of the star-strewn heavens, came hope.

THE COMING OF SANGUINIUS

After the Emperor created the Primarchs, the forces of Chaos made off with the infants and carried them through the warp. Unable to destroy the Primarchs because of the powerful protections laid on them by the Emperor, the daemonic powers nonetheless did their best to alter the Emperor's work to their own evil ends. Thus it was that even the best of the Emperor's creations became corrupted at the outset.

The pod that housed Sanguinius came to rest upon Baal Secundus, at the place now known as Angel's Fall. The infant Primarch was found by one of the wandering tribes of humans who called themselves the Folk of Pure Blood, or simply the Blood. The young Sanguinius' life almost came to an end then and there, for the touch of Chaos had changed him. Tiny vestigial wings, like those of an angel, emerged from his back. Many wanted to kill him as a mutant, though in all other ways he was as perfect a child as had ever been seen. Eventually innate compassion prevailed and he was spared.

The infant Sanguinius was a prodigy – he grew quickly and learned everything his parents could teach him. After three weeks Sanguinius was as large as a child of three years. It is said that at this age he slew a giant fire scorpion with his bare hands, and that he never once showed fear at the colossal beast's onset. As Sanguinius grew his wings grew also, changing from vestigial things into mighty pinions that could bear him aloft upon the desert air. By the time he was a year old, he looked and acted like a man in his youthful prime. He could walk without a rad-suit in the most poisonous of Baal Secundus' deserts, and could shatter massive boulders with a single blow of his outstretched hand. In the use of all weapons he soon surpassed his teachers.

When a wandering band of mutants surprised the tribe, Sanguinius slew them all, although they numbered over a hundred. This was the first time the members of the Blood had ever seen him truly angry, for he felt his comrades' lives were in danger. When the blood-rage overtook him, Sanguinius was indeed terrible to behold – his mighty Primarch powers awoke to fullness and a nimbus of light played about his head.

Sanguinius soon rose to leadership of the Blood, and under his guidance they rolled back the mutant tide. For a time Mankind had a respite on the moon of Baal Secundus. Sanguinius was worshipped as a god by his followers, who felt that he could once again create a paradise in that dreadful land. Yet it was shortly thereafter that fate intervened once more. The Emperor had been questing across the galaxy in search of his lost children, and his incredible psychic powers led him to Baal. His ship landed at the Conclave of the Blood, and he walked straight to Sanguinius' abode.

Some amongst the Primarchs are said to have fought against the Emperor when first they met but this was not the case with Sanguinius. He immediately recognised the Emperor for who he

was and bent his knee before the Lord of Mankind. The Emperor raised him up, looked upon his people and saw that they were fair and noble. The best of the warriors he offered to transform into Space Marines. The others were to be honourably left behind to defend Mankind's birthright upon Baal Secundus. Thus were the Blood Angels and their Primarch finally made whole. They joined the Emperor's fleet and sailed across the sea of stars to participate in the Great Crusade.

THE CREATION OF ANGELS

Since the time of Sanguinius, the Blood Angels have recruited from among the tribes of the Blood on Baal Secundus and Baal Prime, where a colony was established shortly after the time of the Horus Heresy. Youths from the Blood take part in games and tournaments, facing many hazards as they race across the desert, to fight and do battle against one other. These contests are held once per generation at Angel's Fall, where a mighty statue of Sanguinius now observes the proceedings.

Traditionally, the Time of Challenge is announced by heralds who visit each tribe in flying chariots. Contestants must make their way to Angel's Fall across the rad-deserts, a process that weeds out the weakest. The hazards of the desert are many, and it takes a youth of extraordinary skill and courage to even reach the Place of Challenge. Once there they must vie for the fifty or so places that are available. Those who succeed are taken up in the sky chariots; those who fail are left behind either to guard the place of testing or to make their way back to their own tribes.

Those youths accepted as aspirants are taken to the Blood Angels fortress monastery on Baal itself. There they see great wonders. They look for the first time on the unmasked faces of their future brother Space Marines, and note with some consternation their sharp eye teeth and sleekly beautiful features. It has to be said that the recruits are far from handsome at this stage. Most aspirants bear marks of their hard lives – it is impossible for an ordinary man to dwell on those barren moons and not feel the terrible kiss of radiation. Some are marked by stigmata, while most are short and stunted, their growth stifled by malnutrition, their flesh disfigured by lesions and carcinomas.

All the aspirants are left to observe vigil in the great Chapel of the Chapter, before drinking from the Sanguinary Chalice brought to them by the Sanguinary Priests. Slumber soon overtakes them and the aspirants are borne by Servitors to the Apothecarion where the gene-seed of Sanguinius is implanted in their recumbent bodies. From the Apothecarion the aspirants are taken to the Hall of Sarcophagi and each is placed within a mighty golden sarcophagus. Life-support nodes are attached to them and for the next year they are fed intravenously with a mixture of nutrients and the blood of Sanguinius while the gene-seed does its work.

Many of the aspirants die at this stage, their bodies unable to cope with the strain of the changes that now overtake them. Those who live grow swift and true, echoing the rapid growth of their Primarch. They put on muscle mass and acquire the extra internal organs that mark a true Space Marine. At this time too they have strange dreams, for the gene-seed carries within it the memories of Sanguinius. Thus does the Primarch's essence begin to permeate the souls of his warriors. Afterwards, when sleeping, and sometimes when awake, these dreams return to haunt the Blood Angels.

To accept the gene-seed of Sanguinius, and become a warrior of the Blood Angels, is both a gift and a curse.

When the aspirants emerge from their sarcophagi they are forever changed. They are tall, strong and superhumanly powerful. Their restructured bodies and features have taken on a beauty that echoes that of their angelic forebear. Their senses are keener, their muscles stronger than tempered steel. They are ready to begin their training as Space Marines.

PRIMARIS SPACE MARINES

Roboute Guilliman and Archmagos Belisarius Cawl came to Baal with a kingly gift. Disgorged from the hibernation chambers aboard Cawl's freighter-hulk, the *Zar-Quaesitor,* hundreds of Primaris Space Marines joined in the final destruction of the Tyranid swarms. These superlative warriors wore the colours of the Blood Angels, the Blood Drinkers, the Flesh Tearers and many more. They were inheritors of the might of the Primarchs, and they bolstered the depleted ranks of their adoptive Chapters just when they were needed most. The scions of Sanguinius accepted their reinforcements gladly, along with Cawl's offering of technologies that would allow them to recruit and create still more Primaris battle-brothers.

THE HERITAGE OF SANGUINIUS

Every Space Marine Chapter is defined by the legacy of their Primarch. Through their gene-seed these mighty beings would shape their sons' bodies, while through teachings and philosophy they would influence their minds. Yet none amongst the Primarchs would have as profound an effect upon their progeny as did Sanguinius.

Sanguinius was always a visionary. From his earliest days he desired to lead his people to a new and better life. When he joined the Great Crusade he did not abandon this vision, but instead brought it to a far greater arena. He wanted to improve the lot of all Mankind, and see a lasting end to the strife brought on by the collapse of human civilisation at the close of the Dark Age of Technology.

Sanguinius was not merely blessed with a futurist philosophy. He was also gifted with the power of prophecy, able to see visions of what lay ahead. It is almost certain that he knew he was going to his death when he boarded Horus' Battle Barge and yet he went anyway. Whether Sanguinius did this out of fatalism or loyalty to the Emperor is a point often debated by Imperial theologians, but it is not in doubt among the Blood Angels. They will say that he went out of duty, knowing full well what the outcome would be.

The outlook of Sanguinius did much to shape his Chapter. There is a powerful mystical streak to many of the Blood Angels' traditions, and this can only have come from the spiritual teachings of the winged Primarch. Sanguinius also indoctrinated his followers with a strong belief that things can be changed for the better. After all, the process of transforming a starving scavenger into a tall, proud and handsome warrior is living proof of the tenet that courage, refinement and nobility can be shaped from the crudest clay.

This belief can be seen in all things the Blood Angels do – they strive for perfection. Their works of art are things of beauty. Their martial disciplines are practised unceasingly. Yet as the Flaw within their gene-seed has become more evident, this belief in change has turned into an altogether darker thing. They see within it the evidence of Mankind's capacity for folly and destruction. Their doctrines are permeated with a sense of mortality and the fallen greatness of man.

The Blood Angels are among the longest-lived of all the Space Marines. One of the peculiarities of their aberrant gene-seed is that it has vastly increased the lifespan of those who bear it, so it is not unheard of for Blood Angels to live for a thousand years. Indeed, the current Commander of the Chapter, Dante, is known to have lived for more than a millennia, and is almost certainly far older. These vastly extended lifespans allow the Blood Angels to perfect their techniques in art as well as in war. Providing blood madness does not take them, they have centuries in which to hone the disciplines to which they turn their minds. This accounts for the fact that the Blood Angels' armour and banners are amongst the most ornate of all the Space Marine Chapters.

Perhaps the strangest of all the Chapter's traditions is the habit of sleeping whenever possible in the sarcophagi used to create them. In recent years the Sanguinary Priests have created filters that purify the blood of their brother Space Marines. While the Blood Angels sleep in their sarcophagi their blood is cleansed and purified. The Chapter thus hopes to slow the process of degeneration brought on by the Flaw.

THE FLAW

Although it is known to but a few, the Blood Angels are a dying Chapter, for they are afflicted with the dreadful curse known as the Flaw. Each time battle looms, they must court the twin dangers of the Red Thirst and the monstrous Black Rage. The former robs the Blood Angels of their nobility, clouding their minds with an irresistible blood madness that reduces them to little more than wild beasts. The latter is far worse, however, for once the Black Rage claims a son of Sanguinius they are lost forever, body and soul.

Some claim that the root of the Flaw lies with Sanguinius' mutated nature. They imply that he must have been the worst afflicted by the powers of Chaos when the infant Primarchs were stolen away from the Emperor's laboratory on Terra. Other scholars claim that the Flaw lies in the process used to create new generations of Blood Angels. They assert that it has crept in because the Blood Angels use the process known as Insanguination to activate the gene-seed.

All Space Marine Chapters use gene-seed to trigger and control the processes that transform an ordinary mortal into a Space Marine. The gene-seed contains viral machines that rebuild the body according to the biological template contained within, and impart a flicker of the glory of the Primarch that sired each Chapter. However, at the time when the Space Marine Legions were created, the process was still highly experimental and many different ways of controlling and managing the transformation were tried. In the Blood Angels' case, the chosen method was Insanguination.

This process was originally triggered by injecting the aspirants with tiny samples of their Primarch's own blood, some of which was preserved within the Red Grail after Sanguinius' death. The living blood could not be kept this way for long and so it was injected into the veins of the Sanguinary Priests. In this way they became living hosts to the power of Sanguinius. To this day, drinking the blood of the assembled Sanguinary Priests from the Red Grail is part of the induction ritual for all Blood Angels priests. It is from these same priests that blood is taken to begin the transformation of aspirants into Space Marines. It is possible that over the countless generations since the time of the Horus Heresy these cells have mutated, slowly at first but more quickly in recent years, and that errors in replication have resulted in the Flaw.

Whatever the reason for the Flaw, it is certain that its hold over the Blood Angels has become ever stronger, and their tendency towards self-destructive madness ever greater. Yet in this darkest age of the Imperium comes a sliver of hope for the sons of Sanguinius, in the form of the Primaris Space Marines.

As the initial waves of Primaris battle-brothers joined Guilliman's attack to relieve the defenders on Baal, the Blood Angels and their successors stared in wonder. Here were warriors who shared the undeniable heritage of Sanguinius, the same nobility of aspect and handsome features. Yet they seemed able to restrain the fury of the Red Thirst with instinctive ease, and showed no signs of the Black Rage that so cursed the other sons of the Angel.

Since their arrival, the Primaris Space Marines have come under intense scrutiny from the Sanguinary Priests, chief amongst them Corbulo, the master of their order. If, as seems possible, the Primaris battle-brothers prove resistant to the worst excesses of the Flaw, they may yet represent the salvation of all of Sanguinius' sons.

THE RED THIRST

Deep within the psyche of every Blood Angel is a destructive yearning, a battle fury and blood-hunger that must be held in abeyance in every waking moment. Few battle-brothers can hold this Red Thirst in check unceasingly – it is far from unknown for Blood Angels to temporarily succumb to its lure at the height of battle.

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation, for it brings with it a humility and understanding of their own failings which make them truly the most noble of the Space Marines.

The fate of those unfortunates overtaken completely by the Red Thirst is known only to the Chapter itself. There are tales of a secret chamber atop the Tower of Amareo on Baal, and of howling cries that demand the blood of the living, but none are willing to say for certain what secrets lie hidden in this haunted, desolate place.

There have been incidents when the Blood Angels have been stationed on distant worlds where members of the local population have gone missing only to turn up later drained of blood. It is possible that this is the work of cultists seeking to discredit the Chapter. It may even be that some of the more superstitious local citizens have taken to offering up sacrifices to their godlike visitors. It may also be possible that these folk have been killed by Blood Angels overcome by the Red Thirst.

THE BLACK RAGE

Blood Angels are unique amongst the Space Marines in that deeply engrained in their gene-seed is the encoded experience of their Primarch, and most deeply imprinted of all is the memory of Sanguinius' final battle with Horus. Sometimes, on the eve of battle, an event or circumstance will trigger this 'race memory' and the battle-brother's mind is suddenly wrenched into the distant past. The Black Rage overcomes the Blood Angel as the memories and consciousness of Sanguinius intrude upon his mind, and dire events ten thousand years old flood into the present.

A warrior overcome with the Black Rage appears half mad with fury; he is unable to distinguish past from present and does not recognise his comrades. He may believe he is Sanguinius upon the eve of his destruction, and the bloody battles of the Horus Heresy are raging all around him. Such a battle-brother stands at the end of his travails, for his path leads only to the Death Company, where he and the Chapter's other damned souls will fight one final battle in Sanguinius' name.

It is the Chaplains who guide the Death Company, and who ensure their sacrifice is always a worthy one.

ORDERING THE HOST

At first glance it might seem odd that a Legion so proud of its traditions would set aside its individuality, but the events of the Horus Heresy had shaken the Blood Angels to their core. The Blood Angels were thus amongst the first Space Marines to adopt Roboute Guilliman's Codex Astartes.

In the aftermath of Horus' defeat on Terra, the death of Sanguinius left no clear line of succession. Factions within the Blood Angels formed around potential candidates. In addition, the Flaw was slowly making its presence felt, further muddying the Legion's future. Ultimately, it was Azkaellon, sole survivor of the Sanguinary Guard, who drove the Blood Angels' destiny onwards. Azkaellon – who saw clearly that the Blood Angels had more pressing worries than organisational doctrine – ensured the division of the Blood Angels Legion into the Chapters that endure today. These were the Blood Angels themselves, who maintained the old Legion's heraldry and traditions, the Flesh Tearers, the Angels Vermillion, the Angels Encarmine and the Angels Sanguine. What became of Azkaellon himself after this point is unrecorded, but his legacy lives on in the Chapters he created.

In addition to the personal armour and weaponry required by its battle-brothers, each company, save the 10th, also maintains a host of support vehicles. These range from Rhino and Razorback transports to bikes and Land Speeders – such tools are drawn upon whenever the tactical situation requires. This allows even a single Blood Angels company to fulfil a multitude of tactical and strategic roles. Unusually for a Space Marine Chapter, the Blood Angels command sufficient Land Raiders to deploy these mighty vehicles as line transports, rather than elite support units. How the Blood Angels acquired so many Land Raiders is a mystery outside the Chapter. Perhaps more of their vehicles survived the Horus Heresy intact, or perhaps the Blood Angels were once closer allies of the Adeptus Mechanicus than their current strained relations would suggest.

CHAPTER ORGANISATION

The Blood Angels and their successor Chapters adhere as closely to the Codex Astartes as the Flaw allows – they recognise the Codex's strictures as a form of discipline that can be used to restrain the Red Thirst. Accordingly, each Chapter has a nominal strength of one thousand battle-brothers under arms, further divided into ten companies of roughly one hundred Space Marines each.

The 1st Company is home to the Chapter's most experienced veterans – all of its battle-brothers steeped in decades, if not centuries, of constant warfare. The 2nd through 5th Companies are the Chapter's backbone, the Battle Companies who form the core of any strike force and typically comprise six battleline squads, two close support squads and two fire support squads. The remaining companies are reserve and training formations of one sort or another. Companies 6 and 7 are Battleline Companies, each consisting of ten battleline squads. The 8th and 9th Companies are specialist formations, composed of close support squads and fire support squads respectively. These companies are rather more limited in their tactical scope, and are deployed only when an overwhelmingly single-minded approach is required. Finally, the 10th Company is seen by many as the future of the Chapter, for it is here that Scouts hone their skills in the Space Marine way of war. In the wake of the battle for Baal, the Blood Angels and many of their successors began heavy programmes of recruitment to recoup their losses, leading to them increasing the size of their 10th Companies two- or threefold.

Though each company can fight as a separate unit, a Blood Angels strike force will often be composed of several squads from different companies, assembled on an ad hoc basis according to the mission at hand. Such strike forces are normally given code names, such as Bloodspear, Liberator or Primarch's Wrath. Nonetheless, a strike force will inevitably be referenced by the company from which most of its personnel are drawn, or the officer that leads it. The company that forms the core of such a strike force can be reinforced by auxiliary squads drawn from the Reserve Companies. Such squads will often become the 11th Squad and upwards of that company for the duration of the strike force's action.

CHAPTER COMMAND

Rule of the Blood Angels falls to the Chapter Master and his council. In the wake of the Great Rift, Roboute Guilliman has expanded their responsibilities beyond the Chapter, appointing them to act as one of the foremost Imperial authorities in the Imperium Nihilus – a vast area in the galactic north wracked by warp storms and beyond the easy reach of Terra. Most seats at the high table are taken by the Brother-Captains who command the Chapter's companies. Some, however, belong to senior officers whose injuries are too great for continued combat, but whose wisdom still holds great value. Such officers command the Chapter's vital support institutions, such as the Armoury, the fleet and the ongoing recruitment of fresh neophytes.

Though ultimate power rests with the Chapter Master, the council are often called upon to act in their master's absence should he be slain or is himself away on campaign. In addition to their role on the council, each officer will also have an assigned title and duties necessary for the smooth running of the Chapter. Some such titles, such as Master of the Watch, are drawn from the pages of the Codex Astartes. Others, including the Lord of Skyfall and the Shield of Baal, have sprung from the Blood Angels' unique nature.

Unlike most other Codex Chapters, the Blood Angels Sanguinary Priesthood – the Blood Angels Apothecaries – and Reclusiam are also part of the Chapter Command, rather than subordinate organisations as would normally be the case. This structure means that the Sanguinary High Priest and High Chaplain take joint temporary rule in the event of the Chapter Master's death, rather than the rank automatically passing to the Captain of the 1st Company. This tradition arose during M35, when Captain Kalael rose to the rank of Chapter Master and succumbed almost immediately to the Black Rage, throwing the Blood Angels into a spiritual and organisational crisis.

By holding temporary command, the High Chaplain and Sanguinary High Priest can test the will and worthiness of the new candidate to ensure that such a rash and unfortunate appointment does not occur again.

Here can be seen the composition of the rebuilt Blood Angels Chapter in the wake of the Battle for Baal. Great heroes fell during that campaign, replaced by worthy successors.

CHAPTER MASTER
Commander Dante
Master of the Blood Angels, Lord of the Angelic Host

SANGUINARY PRIESTHOOD
Brother Corbulo
Sanguinary High Priest

26 Sanguinary Priests

SANGUINARY GUARD
Brother Daeanatos
Exalted Herald of Sanguinius

25 Sanguinary Guards

LIBRARIUS
Chief Librarian Mephiston

8 Epistolaries
13 Codiciers
12 Lexicanum
14 Acolytum
9 Furioso Librarian Dreadnoughts

RECLUSIAM
High Chaplain Astorath the Grim
Redeemer of the Lost

15 Chaplains

Armoury
Brother Incarael
Master of the Blade

39 Techmarines
87 Servitors
26 Predators
21 Baal Predators
10 Vindicators
10 Whirlwinds
12 Hunters
9 Stalkers
39 Land Raiders
25 Repulsors
47 Stormraven Gunships

Logisticiam
Brother Gallimatus
Warden of the Gates

489 Chapter Equerries and Servitors

Fleet Command
Brother Amadeno
Keeper of the Heavengate

5 Strike Cruisers
2 Battle Barges (*Blade of Vengeance*, *Baal's Fury*)
13 rapid-strike vessels
28 Thunderhawk Gunships
6 Thunderhawk transporters

1st Company
'Archangels'

Veteran Company
Captain Karlaen
Shield of Baal

2 Lieutenants
100 Veterans
10 Furioso Dreadnoughts

2nd Company
'The Blooded'

Battle Company
Captain Aphael
Master of the Watch

2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
5 Dreadnoughts

3rd Company
'Ironhelms'

Battle Company
Captain Antargo
Master of Sacrifice

2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
5 Dreadnoughts

4th Company
'Knights of Baal'

Battle Company
Captain Raphaen
Lord Adjudicator

2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
3 Dreadnoughts

5th Company
'Daemonbanes'

Battle Company
Captain Sendini
Keeper of the Arsenal

2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
5 Dreadnoughts

6th Company
'Eternals'

Reserve Battleline Company
Captain Tybahlt
Caller of the Fires

2 Lieutenants
10 battleline squads
6 Dreadnoughts

7th Company
'Unconquerables'

Reserve Battleline Company
Captain Phaeton
Master of the Marches

2 Lieutenants
10 battleline squads
4 Dreadnoughts

8th Company
'Bloodblades'

Reserve Close Support Company
Captain Matarno
Lord of Skyfall

2 Lieutenants
10 close support squads
2 Dreadnoughts

9th Company
'Sunderers'

Reserve Fire Support Company
Captain Latarnes
Master of Sieges

2 Lieutenants
10 fire support squads
5 Dreadnoughts

10th Company
'Redeemers'

Scout Company
Captain Borgio
Master of Recruits

2 Lieutenants
Scout Squads
457 unassigned Neophytes

BLOOD ANGELS HERALDRY

The Blood Angels use a system of iconography and heraldry that dates back to the era of the Great Crusade. Though it is similar in some respects to the Codex Astartes system introduced and refined by Roboute Guilliman, it has a logic – and a martial artistry – all of its own.

The company to which a Blood Angel belongs is denoted by the icon displayed upon their right shoulder guard. The emblem of the 1st Company is a skull, while all other companies use coloured blood drops. Once a brother joins the Death Company, his company emblem is replaced with the icons of that doomed brotherhood.

Death Company

This Space Marine is a battleline battle-brother, hailing from the 2nd Squad of the Blood Angels 3rd Company.

A Blood Angel's strategic role is indicated by the colour of their helm, showing at a glance where they fit into the Chapter's wider organisation.

Command

Veterans *Battleline*

Fire Support *Close Support*

The squad number within a company is indicated by a coloured icon displayed on the battle-brother's right knee pad. Additional squad numbers have been introduced following Guilliman's revision of the Codex Astartes and the reorganisation of the Reserve Companies.

The Chapter is identified by the main body colour and the icon on the left pauldron.

Sergeant/Veteran *Sergeant*

Sergeants of Blood Angels squads have black shoulder guards with red edging, rather than the blood-red colouration of their squad mates.

Lieutenant *Captain*

Senior Blood Angels command personnel bear more ornate versions of their company markings. Here can be seen the heraldry of the commanders of the 2nd Company.

VEHICLE MARKINGS

The Codex Astartes has many pages devoted to regulations for the markings and heraldry of a Chapter's war machines and armoured vehicles. However, just as with Space Marine armour markings, the Codex also warns about complacency and the danger that enemy intelligence can pose. Because of this, the Codex encourages Chapter Masters to occasionally review their markings and offers many variants and alternative icons that can be displayed upon Space Marine battle tanks.

The Blood Angels adhere to this system, applying it alongside the livery of their Chapter. In addition to displaying the blood-drop icon, the vehicle's hull is also emblazoned with unit, squad and company markings – the exact placement and application of these varying according to the vehicle in question.

In addition to the heraldry showing their allegiance, the most ancient vehicles in the Blood Angels Armoury display honour badges and names; their rolls of victories are as illustrious as those of any other luminary of the Chapter. While every Dreadnought is assigned an identification number, this is superfluous to their living battle-brothers, as each of these entombed warriors is a famous hero whose name and history is known even to raw recruits.

Blood Angels battle tanks and Dreadnoughts are assigned a unique identification number within the company. This is typically rendered as a number upon the vehicle's hull.

The winged blood-drop emblem of the Blood Angels is displayed prominently on the hull or turret of each of the Chapter's vehicles.

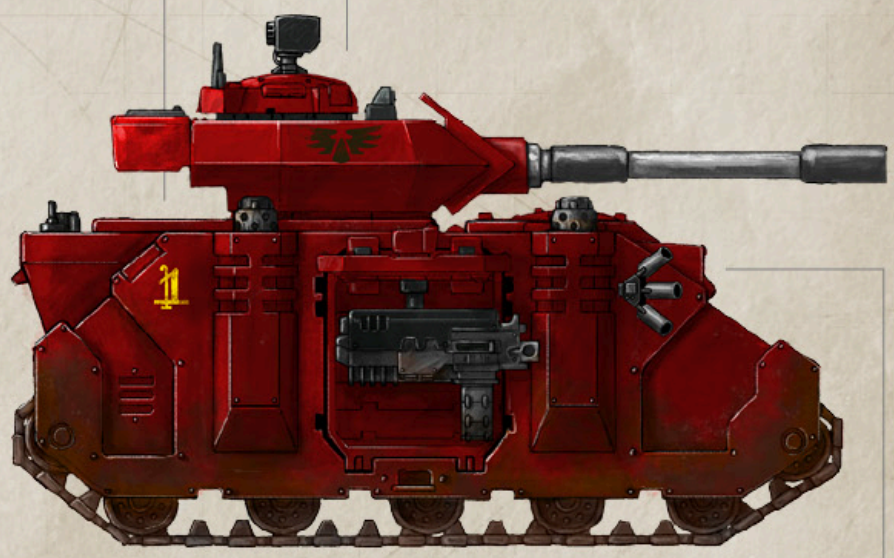
The artificers of the Blood Angels take great pride in the artistry and decoration of their war machines. As such, the hulls of many of the Chapter's vehicles are adorned with scroll-work and artistic martial flourishes.

Blood Angels troop transports and armoured vehicles such as Bikes and Land Speeders carry the same heraldry and organisational squad markings as the battle-brothers that crew them.

This emblem indicates that the vehicle transports the 1st Squad.

When fighting alongside other forces of the Imperium, it is common for the Imperial Commander to choose a simple symbol to act as the campaign badge. This army badge is used for the duration of the campaign and identifies every squad and vehicle in the task force. Normally painted upon the hull of Space Marine vehicles and one greave of a battle-brother's armour, it is not uncommon for these badges to be incorporated into an individual's heraldry as a permanent honour after the campaign's completion.

This sigil indicates honour earned during the Carcharis campaign.



Blood Angels Predator

When vehicles are attached to Blood Angels companies, they show this with a coloured symbol – for all but the 1st Company, based around blood-drop designs – on their hull. The Blood Angels are an unusual Chapter in that they are able to attach both Rhinos and Land Raiders as permanent transport vehicles to their companies.

SUCCESSOR CHAPTERS

Though they have never been as prolific as the Ultramarines or Imperial Fists, the Blood Angels are not without their successor Chapters. Most were founded in the days following the Horus Heresy, before the grim truth concerning their flawed gene-seed came to light. These Chapters are strongly bound to the Blood Angels, united by blood and tradition in a way difficult for outsiders to understand. To attack one is to invite the wrath of all.

ANGELS ENCARMINE

Brother Donaeo, 7th Company, 14th Squad (battleline)

Few Space Marine Chapters are as active as the Angels Encarmine. They are forever on campaign, and thus their ranks are rarely at full strength, the issue compounded by the fact that their Death Company is always worryingly large. What they often lack in numbers, the Angels Encarmine make up for in fervour, winning approbation from planetary governors and other Chapters' masters alike.

ANGELS SANGUINE

Brother Artellios, 6th Company, 4th Squad (battleline)

The history of the Angels Sanguine is long and glorious. They have been pivotal in many victories against the horrors emerging from the Eye of Terror. But what drives their battle-brothers to hide their faces, never removing their helms around other Imperial forces? And why has their Chapter seen such a spike in the size of its Librarius, which has grown to almost twice the size of that fielded by any other Blood Angels successor?

FLESH TEARERS

Brother Sevrael, 5th Company, 2nd Squad (battleline)

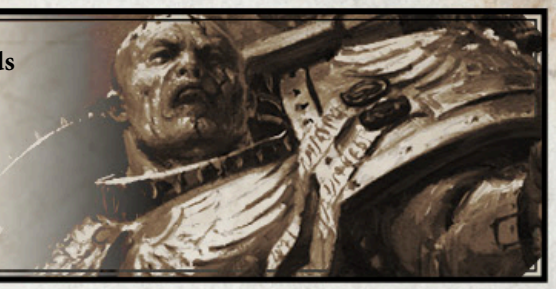
The Flesh Tearers' blood-rage is infamous, as are the savage deeds said to have been performed by their battle-brothers. So divorced have the Flesh Tearers become from the rest of Mankind that most Imperial Commanders accept the Chapter's help only in the direct of circumstances. Their brutality has at times reached such heights that calls have been made for Inquisitorial investigation into the Chapter.

CARMINE BLADES

Brother Oras, 4th Company, 2nd Squad (battleline)

The Chapter originally known as the Swords of Haldroth was not recognised as a Blood Angels successor until late M41. Renamed the Carmine Blades, they accepted the Blood Angels' traditions only grudgingly. Their newly formed order of Sanguinary Priests still struggles to curb the worst excesses of the Chapter's inherited warrior culture. Despite their barbaric practises, the Carmine Blades have proved resilient and resourceful.

'Many are the sons of Sanguinius, and great their deeds. From the burning sands of Baal to the darkest corners of the galactic void, the Blood Angels and their successor Chapters bring death to the alien, the mutant, and the heretic. With every bolt shell they fire and blade stroke they carve through their enemies' flesh, they honour the angelic Primarch that gave them life, and whose might still flows through their veins to this day.'



ANGELS VERMILLION

Brother Rapheus, 4th Company, 4th Squad (battleline)

Alone of the Blood Angels' successors, the Angels Vermillion shun all contact with their brother Chapters, choosing to bear their curse in solitude and isolation. Their battle record is shrouded in secrecy, though whenever they appear in Imperial records their achievements are nothing short of exemplary. Still, Commander Dante refuses all appeals to forge closer links with this mysterious successor Chapter.

BLOOD DRINKERS

Brother Tydael, 2nd Company, 3rd Squad (battleline)

Rather than deny the blood-lust that echoes through their souls, the Blood Drinkers embrace it, harnessing the Red Thirst in battle and practising blood rituals both on and off the battlefield. This acceptance of their nature seems to have given the Blood Drinkers a unique level of control over the Flaw and a reduction in incidences of the Black Rage, but it remains to be seen if this achievement comes without a greater cost.

KNIGHTS OF THE CHALICE

Brother Niccolasa, 2nd Company, 18th Squad (battleline)

The Knights of the Chalice are a purely Primaris Chapter, first deployed during the opening battles of the Indomitus Crusade. They are renowned for their aggressive orbital strikes, fielding large numbers of Inceptor Squads who drop from on high to scour beachheads clear of the foe. Coupled with destabilising strikes by Reiver Squads, the Chapter plunges the enemy into confusion, allowing for swift planetary conquest.

LAMENTERS

Brother Svetura, 4th Company, 5th Squad (battleline)

The Lamenters have had a tumultuous – often fraught – history. They have twice been brought to the very brink of destruction, first during the Badab War and later in battle with the overwhelming horror of the Tyranids. Each time they have endured, despite inherent instabilities in their Chapter gene-seed, and their Chapter Master claims that with every travail they have overcome, the Lamenters have only grown stronger.

A CHRONICLE OF HEROES

From the earliest days of the Imperium, the Blood Angels have fought to defend the Emperor's realm. In spite of the darkness that gnaws at their souls, the sons of Sanguinius have proven themselves true heroes time and again. Even now, as their days darken towards night, they remain a beacon of hope amid a galaxy of war.

M31-M40 AN AGE OF GOLDEN GLORY

A Galaxy of Sorrows

Corrupted by the Dark Gods of Chaos, the Warmaster Horus leads fully half of the Space Marine Legions into damnation. The nascent Imperium is torn asunder by this civil war, which culminates in the siege of Holy Terra itself. At the battle's climax, the Emperor, Sanguinius and Rogal Dorn teleport aboard the Warmaster's Battle Barge accompanied by their greatest champions. Sanguinius and all but one of his Sanguinary Guard join this attack despite the Primarch's presentiments of doom. Sure enough, the elite Blood Angels are slain one by one, while Sanguinius himself falls in battle with Horus. Though his noble sacrifice makes victory over Horus possible, the angelic Primarch unwittingly triggers a terrible Flaw within the gene-seed of his Legion; this curse will bedevil the Blood Angels for evermore.

The Shield of Sanguinius

Tectonic upheavals on the backwater world of Ironcel V trigger a massive Ork Waaagh!. Dispossessed greenskins flood into space in their billions, led by a bellowing beast known as Warboss Starsmasha. The Waaagh! overruns the maiden world of Ledrith, sweeps aside the renegade war fleet of Lord Borvashik, and descends upon the Redhaven System. Here it is stopped dead by a combined force of Blood Angels, Astra Militarum and Knights of House Griffith. The defence is coordinated by the Blood Angels Chapter Master, Leonid Castivarus, and is masterful in its conception and execution. The war rages for many months and several Imperial worlds are overrun, yet finally the Waaagh! spends its fury against the vaunted Shield of Sanguinius and is utterly destroyed.

A Gathering of Heroes

A combined force of Blood Angels, Angels Encarmine and Blood Drinkers engages with traitor forces on the archeotech world of Hell's Hollow. Though the cultist hosts are swiftly put to death, the attack comes too late to prevent their completion of a heretical ritual. The veil is pierced, and a tide of Daemons spills through into the planet's macrocities. The Blood Angels and their brethren react to this new development with typical courage and resolve. The main strength of the strike force is deployed in a series of holding actions, stemming the daemonic tide long enough for the Death Company to be hurled against the ritual site itself. Amidst an orgy of violence, the black-armoured battle-brothers slaughter everything in their path, closing the rift at the price of their own lives.

M41 AN AGE OF RED WRATH

Cleansing of the Sin of Damnation

A space hulk codenamed *Sin of Damnation* drops out of the warp, dangerously close to Baal. Strike Force Raphael deploys squads of Terminators via boarding torpedoes and a vicious battle erupts throughout miles of tangled corridors, chambers and ducts as the Blood Angels battle the hulk's Genestealer infestation.

Death on Khartas

Captain Zorael leads elements of the Blood Angels 4th Company to the world of Khartas, there to put an end to localised piracy by a ragtag fleet of renegades. Though the pirate fleet is quickly shattered, their flagship breaks up in the Khartan atmosphere. The ship's warp engine suffers a cascade failure and tears a hole in reality, through which pours a host of Khornate Daemons. The Blood Angels – who had made planetfall to check for pirate survivors – find themselves stranded on Khartas, surrounded by an ever growing tide of Daemons.

Though they fight with honour and determination, Sanguinius' scions are soon in danger of being overrun. Their predicament worsens when the mighty Bloodthirster Ka'Bandha slays Captain Zorael in single combat. Just as all seems lost, the Sanguinor appears, plunging like a bolt of golden lightning into the midst of the foe. The angel battles the roaring Daemon back and forth, finally hurling Ka'Bandha down and banishing his corporeal form back to the warp. Rallying behind the Sanguinor, the last of Zorael's men cut a path to the warp engine, deactivating it and ending Khartas' nightmare. In the wake of the madness, the Sanguinor disappears without a trace.

Blood on the Sand

Rebellion and heresy claims the searing death world of D'akhar, and the Blood Angels respond in force. Vicious gunfights rage through the subterranean habs and manufactorums. Meanwhile, the Blood Angels armour meets the traitor tanks upon D'akhar's rad-blasted deserts, capitalising on their speed and the Baal-like terrain to cut their lumbering enemies to pieces in a series of blistering battles.

The Mel'yanneth Skywar

Captain Metraen is charged with the destruction of Aeldari Raiders operating from a fortress hidden in the poisonous atmosphere of the gas giant Mel'yanneth. Harnessing the Chapter's entire fleet of gunships and combat interceptors, Metraen initiates an unprecedented airborne assault. Stormravens jink through the blaze of anti-aircraft fire to disgorge Assault Squads and Terminators directly onto the floating fortress' docking platforms. This hard-hitting infantry force swiftly secures landing zones for Land Raiders and Predators to arrive via Thunderhawk transporters.

As the battle rages through the fortress' hangars and service shafts, the overwhelming firepower and determination of the Blood Angels soon begins to tell. Realising the hopelessness of their situation, the Aeldari pirates abandon their fortress, though not before they have sabotaged its gravity nullifiers. The Blood

Angels are forced to beat a desperate retreat as the fortress is sucked into Mel'yanneth's hungry maw. Only the incredible skill of the Blood Angels gunship pilots, who fearlessly plunge their craft into the deepening gravity well to rescue their battle-brothers, prevents the victory from becoming a devastating defeat.

The World Engine

The Blood Angels 2nd and 4th Companies are despatched to the Vidar Sector to assist against the threat of the Necron World Engine. Following the sacrifice of the Astral Knights Chapter and the destruction of the World Engine, it is Captain Donatos Aphael of the 2nd Company who proposes that a shrine to the Astral Knights be raised upon the planet of Safehold. From that day forth, two Blood Angels of the 2nd Company are permanently assigned to stand guard over the memorial.

Death on Antax

Strike Force Aphael battles Waaagh! Gutstompa on the forge world of Antax. The battle looks likely to go against the Blood Angels, until they unleash the fury of their Death Company. Led into battle by the ancient Death Company Dreadnought Moriar, Captain Aphael and his surviving battle-brothers crush the reeling Waaagh! Gutstompa, ending the threat to Antax amid fire and blood.

The Second War for Armageddon

Waaagh! Ghazghkull descends upon the hive world of Armageddon. The Blood Angels are one of three Space Marine Chapters to respond. Such is Commander Dante's reputation that Tu'Shan of the Salamanders and Marneus Calgar of the Ultramarines cede overall command to him. Fighting is fierce in and around the hive cities, with the determination of the defenders matched only by the unremitting battle-lust of the Orks. The Blood Angels bear the brunt of the close-quarter fighting.

The tactical manoeuvrability of the Blood Angels proves to be crucial in the later stages of the campaign. The 3rd Company, under the command of the newly promoted Captain Erasmus Tycho, forms the heart of an armoured spearhead that cripples the chief Ork supply lines, leaving the Ork Mekboyz without the necessary gubbins and gears to keep their Stompas, Gorkanauts and Morkanauts fully operational. With its heavy guns thus neutralised, the Waaagh! is finally broken before the towering walls of Tartarus Hive, where Dante and Tu'Shan famously fight side by side against Ghazghkull's bodyguard.

What Price Victory?

Captain Castigon leads Strike Force Nobilitus into battle against the Drukhari on Tolos. Amidst the ruins of the planet's agriplexes, the Blood Angels witness the horrors inflicted by the cruel xenos upon the world's populace. So repugnant is the butchery that Castigon and his warriors lose their grip upon their inner fury. The red whirlwind of destruction they visit upon the Drukhari leaves no foe standing, yet still the Blood Angels face shameful censure in the battle's wake, for a victory won in the grip of the Flaw is no victory at all.

The Blackfang Crusade

Judging that the Ork strongholds in the Blackfang System have defied the Imperium for too long, Dante mobilises his entire Chapter. They fight a year-long campaign that not only drives the Orks from the twelve worlds of Blackfang, but also from two neighbouring systems.

Beheading the Serpent

Captain Tycho's 3rd Company is one of many Space Marine strike forces that responds to the threat of Hive Fleet Jormungandr. Though Tycho claims several crucial victories, so reckless are his tactics that fears for his sanity arise.

The Third War for Armageddon

Ghazghkull returns to the arid world of Armageddon at the head of another, vaster Waaagh!. Over two dozen Space Marine Chapters respond this time, Adeptus Astartes from across the galaxy gathering to deny the beast of Armageddon his victory. Though the Blood Angels are already hard-pressed battling the emergent threat of Hive Fleet Leviathan, Captain Tycho leads a force to Armageddon's aid. The consequences of this decision will prove dire indeed, yet honour demands that the Blood Angels do no less.

The Shield of Baal

News reaches Baal that the worlds comprising the Cryptan Shield – intended to hold back the might of Hive Fleet Leviathan – are overrun. Knowing that the consumption of the Cryptus System would open the floodgates for an unstoppable Tyranid invasion of Baal, Commander Dante takes action. At the head of a mighty strike force that comprises the 1st and 2nd Companies of the Blood Angels, Brother Corbulo, Captain Karlaen, Chief Librarian Mephiston and the bulk of Gabriel Seth's Flesh Tearers, Dante strikes out for the Cryptus System.

This mighty force reaches the Cryptus System in time to aid the last, hard-pressed Imperial defenders and avert complete catastrophe. Yet the war that follows is unremittingly savage, with both the Imperial and xenos forces suffering rapidly escalating casualties. The Blood Angels are eventually forced to unleash an ancient weapon of mysterious provenance to annihilate an entire world of the Cryptus System and use its debris to gut the onrushing splinter fleet.

Showing his wisdom, Dante accepts that the Tyranids have been slowed but not stopped. The Blood Angels Commander orders the return to Baal. His Chapter will fight for its survival upon the worlds of its birth.

Angel's Blade

Even as their forces make warp for Baal, further ill tidings reach Commander Dante and his lieutenants. Slipping past the defences around the Cadian Gate, a raiding force of Black Legion, Word Bearers and Crimson Slaughter Chaos Space Marines have struck at the Diamor System. Honour-bound to lend their strength to the fight against the traitors, the Blood Angels despatch forces they can ill afford under First Captain Karlaen and Second Captain Aphael to aid the Imperial war effort. Those noble heroes find themselves fighting a diabolical plan to shatter a planet-sized cage within which ancient daemonic entities are trapped, seizing victory by only the narrowest of margins. Meanwhile, Dante and the remainder of his battle-brothers press on for Baal, to strengthen its defences.

M41 AN AGE OF BLACK DESPAIR

The Tendril Uncoils

The Baal System is reinforced like never before. Answering Commander Dante's call, one successor Chapter after another arrives to lend much – if not all – of their strength to their primogenitors. Slab-sided defences are raised upon the blasted sands of Baal Prime and Secundus, and even around the fortress monastery of Arx Angelicum on Baal itself. Fleets of cruisers and Battle Barges gather in the void around Baal and its moons, their combined might enough to crush star systems and end worlds. Still, as deep-void auspex screens turn blood red with contact runes, and a ten-thousand-mile-wide tidal wave of chitin and flesh surges into the Baal System, it seems unlikely that it will be enough.

Desperate Measures

With the Tyranids closing in, Commander Dante and his closest lieutenants authorise deeds that would have been unthinkable in brighter days. The Blood Angels' precious gene-seed reserves are removed from their storage crypts, packed carefully for transit under the watchful eyes of Sanguinary Priests, and then sent away on a swift ship with a hand-picked complement of guards. At the same time, millennia of tradition are cast aside as Blood Angels gunships gather every viable aspirant they can from amongst the nomadic tribes of Baal Prime and Secundus. These youths are armed, and then ferried to the Arx Angelicum. There they form defence garrisons whose strength will augment that of Sanguinius' sons. At least forty thousand wide-eyed youths are gathered in this way, and told that any who survive the coming battle will surely prove their worthiness to join the Chapter's ranks.

Of the remaining tribesmen little is said. Given what extra weapons and rations the Blood Angels can spare, they are left to hide or stand as they see fit. Any Tyranids they kill will be fewer monstrosities to beset the Blood Angels and their successors, but the tribesmen are not expected to weather the horrors that follow.

The Battle Begins

Unwilling to cede void supremacy to the Tyranids without a fight, Commander Dante orders his naval vessels to strike at the enemy and slow their advance. Across a hundred fronts, the red-armoured void craft of the Blood Angels and their successors strike at the fleshy Tyranid hive ships. Lances and gun decks split the darkness with their fury. Ruptured bio-ships tumble away, slicks of ichor spilling from their sundered innards to freeze in the merciless void. Dozens of Tyranid ships are butchered, hundreds of thousands of warrior organisms slain before they ever see the irradiated sands of Baal. Still the Blood Angels are driven back, every victory carrying its own butcher's bill in flaming hulks and dead battle-brothers.

Soon enough the void war becomes unsustainable as more and more Tyranids flow from the darkness in squamous waves. With their surviving craft forced to fall back and harass the hive fleet's flanks, the Blood Angels now face the full fury of the Tyranid invasion. On Baal, Baal Prime and Baal Secundus, aircraft-sized spores darken the skies in their millions. The Shadow in the Warp settles like a shroud, choking off any further hope of reinforcement. The sons of Sanguinius stand alone.

Death from Above

Tyranids pour from the skies in ever-increasing numbers. Their spores slam down like hellish seed pods to spill ravenous waves of war beasts directly into battle. Orbital lasers and hurtling gunships take a mighty toll upon the xenos, in some regions wreaking such carnage that purple ichor falls like storm rain across the defenders below. Yet still the Tyranid waves come on, Tyrannocytes falling thicker and thicker while Gargoyles and Harpies swoop between them, spitting acidic gruel that sends Blood Angels aircraft spiralling down in flames.

On Baal and Baal Secundus, rippling tides of warrior organisms surge onto the defenders' guns and are shredded amidst storms of fire. Their corpses pile up in hideous drifts, yet still they press forwards, foot by foot. On Baal Prime the situation is worse still, the Tyranids hurling overwhelming forces into battle. Angel's Fall becomes a blood-drenched altar to the gods of battle, its defenders massacred by an avalanche of chitinous bodies and razored talons. Gabriel Seth and his berserk Flesh Tearers lead the counter-attack, tearing the heart from one Tyranid swarm after another, but their victories do not come without cost.

Driven Back

For weeks the fighting rages on. The Tyranid body count spirals upwards with breathtaking speed, Dante's warriors felling hundreds of xenos for every one of their own that falls. Yet fall the sons of Sanguinius do, as their defence lines are breached and overwhelmed one after another. At last, the defenders stand defiant within the Arx Angelicum's final fortifications. Still the Tyranids fall from the skies. Still the slaughter continues.

Secundus Defiant

On Baal Secundus, the Carmine Blades hold firm in the face of each Tyranid attack. Feet planted, bolters roaring, they hold Baal's astropathic relay against impossible odds, bringing honour to their names with each bloody day that dawns.

Last Stand

The greatest Tyranid wave yet slams into the defences of the Arx Angelicum and breaches them. Three successor Chapter Masters fall in the battle of the Dome of Angels alone. Bodies pile high amidst the sundered defences. Still the defenders fight on, even throwing open the gates of the Tower of Amareo and letting the captives loose. If the Blood Angels are to die, they will do so in battle and on their own terms.

The Storm Breaks

The Great Rift tears across the galaxy. Warp storms spill from its howling maw, engulfing the war-torn worlds of the Baal System in empyric insanity. The Tyranids are cut off from their fleet, while on Baal Prime the sudden fury of a massive daemonic incursion is unleashed. Perhaps it is hours that pass, or days. Perhaps it is years. Amidst the reality-bending energies of the warp, Sanguinius' sons and the beasts of Hive Fleet Leviathan fight on towards mutual annihilation. Then, at last, the stars emerge again, revealing not a single bio-ship. Where the xenos craft have gone, none can say, but as the Tyranid ground forces reel in confusion, a new fleet is revealed in their place. The Indomitus Crusade has arrived, Roboute Guilliman guided to Baal by the signal of its astropathic relay. With a word, he unleashes his fury…

Angels and Demigods

The salvation of Baal does not come quickly, or without cost. Even as

Guilliman's forces rain down to relieve the siege of the Arx Angelicum, even as they join forces with the surviving sons of Sanguinius and fight to purge Baal and its moons of xenos, still more Imperial lives are lost. Yet hopeless defeat has become a glorious victory against the odds. Meanwhile, if certain grim secrets of the Blood Angels are laid bare to the eyes of the Ultramarines Primarch, he chooses to keep his own counsel and leaves such things unspoken.

Baal and Baal Secundus are cleansed of Tyranids before a month is out. The slaughter is spearheaded by Primaris Space Marines clad in the panoply of the Blood Angels and their successors. On Baal Prime no such martial efforts are required. The moon has been utterly scoured of life, both Imperial and Tyranid. Though Gabriel Seth and his last surviving Flesh Tearers escaped the unnatural cataclysm, the only sign of life that remains on Baal Prime is the immense Khornate sigil of Ka'Bandha, wrought in Tyranid skulls piled mountainously high and dominating much of the moon's southern hemisphere.

M41 AN AGE OF CRIMSON DAWN

Hope from Horror

In the wake of Leviathan's defeat, the Blood Angels begin to rebuild. Their gene-seed stocks are recalled, taking their rightful place beneath the rising arches of the restored Arx Angelicum. The several thousand grizzled aspirants who survived the siege are all inducted, and those that endure are funnelled into the outsized Scout Companies authorised by Commander Dante for his Chapter and their successors. The ranks are further bolstered by a huge influx of Primaris Space Marines, unfrozen from the vaults of the *Zar-Quaesitor* or produced upon Baal itself using the newly installed mechanisms brought by Archmagos Cawl. With Commander Dante declared regent of the Imperium Nihilus by Guilliman, the Blood Angels and their successors are soon ready to rejoin the war for the Emperor's realm. It is well that they are, for the fight has become more desperate than ever before.

The Galaxy Screams

Even as rebuilding efforts continue on Baal, scattered astropathic messages filter in from the void. Some are little more than formless nightmares so twisted that they are shorn of meaning. Others are the death screams of worlds, violent enough to burn out the receiving Astropaths' minds, but containing no actionable information. However, many are clear enough to be understood, especially those sent from neighbouring systems within the Red Scar. Commander Dante assembles multiple strike forces from amongst his Chapter's newly bolstered ranks, sending the Blood Angels out into the void as a resurgent force for good.

The Relief of Lastransa

Strike Force Aphorael braves a perilous leap through the warp, safely reaching the Pendrakh System. They come in answer to a distress call from the system's capital world, Lastransa, which they find beset. Regiments of turncoat Imperial Guard have perpetrated a cannibalistic rampage across Lastransa's southern continental landmass, and are close to overrunning the defences of the planet's northern hives. Daemons of Khorne fight alongside the feral traitors, and wherever they charge into battle no Imperial defence can stand.

Newly appointed Captain Aphorael leads the fight to relieve the loyalists, orchestrating a masterful campaign of rapid-strike warfare with Primaris Blood Angels at its heart. Inceptor Squads plunge from the upper atmosphere to neutralise the traitors' southern polar ritual sites and cut off their supply of daemonic reinforcements. Meanwhile, forces of Intercessors, Tactical Squads, Hellblasters and Devastators deploy by Drop Pod and gunship to execute the traitor leadership cadres wherever they are found. Stormhawk Interceptors sweep renegade Valkyries from the skies, while below spearheads of Repulsors and Land Raiders execute devastating armoured charges into the enemy's rear lines. Finally, after three weeks of unrelenting carnage, the morale of the traitors collapses and they are crushed between the Blood Angels at their backs, and the resurgent loyalists to their fore.

The Golden Host

Elements of the Blood Angels and the Carmine Blades join the crusade to reclaim the Dhormet System from the grip of the Black Legion. While the Carmine Blades Reiver Squads excel in the vicious shadow war on Heddoth, and the charge of the Death Company and Tallarn 44th Armoured carries victory on Zhongal, a Black Legion counter-attack on the feudal world of Tydor threatens to see the Blood Angels overwhelmed. As Dante and Astorath fight back-to-back amidst the Sanguinary Guard, a golden figure plunges from the heavens to join the fight – the Sanguinor has come. Led by this trio of angelic heroes, the Blood Angels hurl back their attackers, driving the last of the Heretic Astartes over the cliffs of Felhaven into the darkness below.

Bloody Retribution

Hurled across the void by an empyric convulsion, a T'au colonisation fleet begins claiming worlds within the Red Scar. Their efforts are brought to a sudden, violent halt by strike forces of Blood Angels, Flesh Tearers and the Angels Sanguine. The planets of D'sandri and Gendal's Reach are swiftly reclaimed, and the war spills into the Sevensuns System.

From Beyond the Veil

Strike Force Mephiston is lost to the warp while attempting a daring crossing of the Carcharax Tempest to reach the beset world of Ramenghal. The mourning bells tolled on Baal prove to be premature, as a full year after their disappearance Mephiston's forces burst back into reality and fall upon Ramenghal, annihilating the daemonic pleasure cults that have conquered its cities.

The Khovan Incident

Fascinated by the Primaris Space Marines – or more specifically, their potential to advance his research into a cure for the Flaw – Brother Corbulo makes it his business to accompany them into battle wherever he can. Thus Corbulo is on hand during the final attack on the Alpha Legion's Fortress of Lies on Khovan. Spearheaded by Vindicators and Repulsors, the Blood Angels' attack breaches the immense fortification, allowing squads of Intercessors to pour inside. Yet the Alpha Legionnaires draw out the fight, baiting their enemies and striking to wound and goad the Primaris Blood Angels wherever possible.

Though victory is eventually secured, the violence unleashed by several of the Primaris brothers to achieve it is extreme, with traitors torn limb from limb. No official censure is applied to the battle-brothers in question, but Corbulo seeks audience with Dante shortly afterward. His deep disquiet is evident…