

WARHAMMER 40,000 CODEX: BLOOD ANGELS

Official Update for 7th Edition, Version 1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Various – Dreadnoughts

Increase the Attacks (A) characteristic of all Dreadnoughts (of any type) by 2 on the appropriate datasheets and summary profiles.

Various – Scouts

- On the appropriate datasheet and summary profile, change the Weapon Skill (WS) and Ballistic Skill (BS) characteristics on the Scout profile to 4.
- On the appropriate datasheet and summary profile, change the Weapon Skill (WS) and Ballistic Skill (BS) characteristics on the Scout Biker profile to 4.

FAQs

Q: Can Blood Angels use the Skyhammer Annihilation Force?

A: No – the Skyhammer Annihilation Force has the Space Marines Faction, not the Blood Angels Faction.

Q: Does Lemartes take up his own Elites Force Organisation Chart slot in a Blood Angels force roster?

A: Yes. Units take up a slot on a Force Organisation Chart unless otherwise stated.

Q: Can Blood Angels, being Adeptus Astartes, use Space Marine Formations that don't require Centurions, Stormtalon Gunships, and so on?

A: No.

Q: The Vanguard Veteran Squads in Codex: Blood Angels and Codex: Space Marines both have the Heroic Intervention special rule, but the rule differs. Antor Delassio – the Blood Angels Deathwatch Space Marine listed in White Dwarf – again has the Heroic Intervention rule, but uses the Codex: Space Marines version. Has that rule been changed to include the re-rolling of charge dice in all books?

A: No, the rule remains as worded in *Codex: Blood Angels*. Antor Delassio has his own rules that have no effect on the Blood Angels codex.

Q: Is a Blood Angels Librarian Dreadnought's furioso force halberd supposed to have the Specialist Weapon rule?

A: No.

Q: With Gabriel Seth in Codex: Blood Angels, does the Strength bonus from the Furious Charge rule apply before or after the Strength x2 from his weapon?

A: When a model has multiple modifiers you first apply multipliers (his x2 Strength from his weapon) then apply any additions or subtractions (the +1 Strength from Furious Charge). This means Gabriel Seth strikes at Strength 9 in a turn in which he charges.

Q: When using the Skies of Fury special rule to exit a Stormraven Gunship, would a locator beacon prevent the unit from scattering?

A: No – the unit is not arriving from Deep Strike Reserve.

Q: Does the Wall of Death rule give frag cannons 1D3 or 2D3 hits when firing Overwatch?

A: 1D3.

Q: As it is worded, Mephiston's Sanguine Sword psychic power is unique to him but does not belong to a discipline, stopping him from ever taking a primaris power. Should it belong to the Sanguinary discipline, but only be useable by him?

A: Sanguine Sword is a psychic power that is not part of a discipline. Under 'Psychic Focus', *Warhammer 40,000: The Rules* states that powers that are not part of a discipline, such as *Force*, are not considered when determining whether the Psyker has Psychic Focus.

Q: Does Mephiston's Sanguine Sword psychic power take up one of the three powers he can generate on other psychic tables?

A: As his Army List Entry states, he always knows the *Sanguine Sword* psychic power, and may generate two more powers.

Q: How exactly does the Angel's Wrath Intervention Force's Meteoric Impact special rule work? For example, if the Formation deploys in such a way that an enemy unit has 5 models within 6" of one of the Assault Squads and 4 models within 6" of the Vanguard Veteran Squad, does that unit take 9 hits or just 5?

A: The unit suffers a hit for each of their models within 6" of a model from this Formation. However, a unit cannot suffer more hits from Meteoric Impact than there are models in the unit. In the example given, if the unit had 9 or more models, it would suffer 9 hits. If it had fewer than 9 models, it would suffer a number of hits equal to the number of models in the unit.

Q: Can any unit use the Augur Triangulation special rule from the Angel's Fury Spearhead Force to charge in turn 1?

A: No, only certain Blood Angels units (those that can Deep Strike on turn 1) would be able to do so.

Designer's Note:

This was quite an interesting question, with quite an involved answer. For those that are interested, for a unit to be able to charge on turn 1 using this rule, the following needs to happen:

- You need to pass the Angel's Fury Spearhead Force's Reserve Roll in turn 1.*
- You also need the unit you want to charge with to be set up in Deep Strike Reserve, and have an ability that allows it to arrive in turn 1 (for example a unit in a Drop Pod).*
- Then you have to move the Angel's Fury Spearhead Force onto the battlefield as described in Moving On From Reserve. The units that you wish to measure from must disembark, as you cannot measure from the models with teleport homers while they are embarked on vehicles.*
- Then, if there is an area that is within 12" of two models with teleport homers from this Formation, you can choose for your units arriving from Deep Strike Reserve to arrive within 12" of these models.*
- If you do so, those units do not scatter, and can charge in the turn they arrive.*

Note that the Tactical Squads in this Formation cannot themselves charge in the turn they arrive – they haven't arrived from Deep Strike Reserve.