WARHAMMER 40,000

CODEX: BLOOD ANGELS

Official Update Version 1.4

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

All datasheets (excluding SERVITORS)
Add the following ability:
'**Shock Assault**: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

Page 88 – Captain in Gravis Armour
Change Wounds characteristic to 7.

Page 88, 89 and 129 – Primaris Captain, Primaris Lieutenants and Armoury of the Blood Angels, master-crafted auto bolt rifle
Change Type characteristic to Assault 3.

Page 88, 89 and 129 – Primaris Captain, Primaris Lieutenants and Armoury of the Blood Angels, master-crafted stalker bolt rifle
Change Damage characteristic to 3.

Page 91 – Intercessor Squad, Wargear Options
Change the third bullet point to read:
'• The Intercessor Sergeant may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.'

Designer's Note: *This errata reflects the updated datasheet changes found in Chapter Approved 2018.*

Page 91 and 127 – Intercessor Squad and Armoury of the Blood Angels, auto bolt rifle
Change Type characteristic to Assault 3.

Page 91 and 130 – Intercessor Squad and Armoury of the Blood Angels, stalker bolt rifle
Change Damage characteristic to 2.

Page 95 – Aggressor Squad, Aggressor and Aggressor Sergeant
Change Wounds characteristic to 3.
Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

Page 95 – Aggressor Squad, Fire Storm
Change this ability to read:
'When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.'

Pages 97, 110 and 128 – Hand Flamer
Change this weapon's Type in all instances to read 'Pistol D6'.

Page 99 – Company Ancient and Primaris Ancient
Change the Astartes Banner ability on these datasheets to read:
'**Astartes Banner:** Add 1 to the Leadership characteristic of models in **BLOOD ANGELS** units whilst their unit is within 6" of any friendly **BLOOD ANGELS ANCIENTS** with this ability. In addition, roll one D6 each time a **BLOOD ANGELS INFANTRY** model is destroyed within 6" of any friendly **BLOOD ANGELS ANCIENTS** with this ability, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were your Shooting phase, or make a single attack as if it were the Fight phase.'

Page 100 – Company Champion
Change the unit description to read:
'A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.'

Page 101 - Reiver Squad, Terror Troops
Change this ability to read:
'Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).'

Pages 101 and 130 – Reiver Squad and Armoury of the Blood Angels, Grapnel Launchers
Change the first sentence to read:
'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 109, 123 and 128 – Redemptor Dreadnought, Repulsor and Armoury of the Blood Angels, Icarus rocket pod
Change Damage characteristic to 2.

Page 113 – Inceptor Squad, Inceptor and Inceptor Sergeant
Change Wounds characteristic to 3.

Page 118 and 128 – Vindicator and Armoury of the Blood Angels, demolisher cannon
Change Type characteristic to Heavy D6 and Abilities to '-'.

Page 120 and 128 – Land Raider Redeemer and Armoury of the Blood Angels, flamestorm cannon
Change Range characteristic to 12".

Page 122 – Drop Pod, Drop Pod Assault
Add the following to this ability:
'***Matched Play:*** *This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.*'

Page 136 – Upon Wings Of Fire
Change the Command Point cost of this Stratagem to 2CP.

Page 136 – Lucifer-pattern Engines
Change this Stratagem to read:
'Use this Stratagem after declaring that a **Blood Angels Vehicle** (other than a **Dreadnought** or a **Vehicle** that can **Fly**) from your army will Advance. Increase its Move characteristic by 6" (or D6+6" if it is a **Baal Predator**) until the end of the phase instead of rolling a dice.'

Page 143 – Points Values, Heavy Support
Change the points per model value for the Predator to read '90'

FAQs

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?
A: No, the number added is not considered to be a modifier.

Q: Can I use a Signum to increase the Ballistic Skill characteristic of a model when it shoots with a ranged weapon before being removed as a casualty as part of the Astartes Banner ability?
A: No.

Q: Can the Killshot Stratagem be used to affect Baal Predators or Deimos Pattern Relic Predators?
A: No. The Killshot Stratagem can only be used to affect models using the Predator datasheet.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?
A: No, the normal attack sequence ends.

Q: How do the Flakk Missile and Hellfire Shells Stratagems interact with an Armorium Cherub? Are you able to 'reload' the weapon and fire again with the benefit of the Stratagem?
A: No. You can, however, use the Stratagem a second time to affect the second shot (subject to the usual restrictions).

Q: If an Armorium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?
A: No.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?
A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer's Note: *Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.*