

CODEX: BLOOD RAVENS



For millennia, the Blood Ravens have been largely identified by their obsession with uncovering secrets and their use of psykers as a crucial aspect of their martial prowess. Many of these studies pushed the boundaries of Imperial tenets -- often drawing the attention of Inquisitorial elements. The Blood Ravens have consistently exhibited a clear willingness to study their foes prior to eliminating them. However, such knowledge can lead to tragic corruption, as in some cases mere knowledge can be irrevocably damning. Such has proven to be the case in the story of the recently defeated Azariah Kyras.

As much as they are known for their bravery and combat efficiency, the Blood Ravens Chapter is also renowned for its obsession with recovering lost information and technology. These Battle-Brothers have repeatedly shown a willingness to accept non-traditional techniques and extreme approaches so that some lost relic or tome could be recovered and secured within their vaults. Their tendency to rely heavily upon a higher than normal number of psychically-talented Space Marines only serves to further differentiate the Blood Ravens from most other Chapters. Some members of the Adeptus Administratum believe that this reliance upon their psykers is a potential disaster, while others respect and fear the advantages these talented Battle-Brothers have repeatedly provided to their Chapter.

THE LOST HISTORY OF THE CHAPTER

Though the Blood Ravens have a long and glorious history of service to the Emperor, their exact origins and earliest days in the service of the Imperium are obscured and uncertain. Not even their Chapter Master or Librarians can say with any certainty when the Blood Ravens were founded or from which of the First Founding Space Marine Legions the Chapter is descended. The Chapter's written records in its Librarium only go back to the 37th Millennium, though vague references of their service in the litanies of other Chapters and Imperial Adepta prove that they existed and fought the enemies of the Emperor for many centuries before then.

However, the records mentioned are either missing or locked away under an Inquisitorial Seal. The gaps in the Imperial records concerning their origins are so extensive that the Chapter does not even know the origins of its gene-seed or the identity of their Primarch. The fact that the Blood Ravens' own records and Chapter lore are lost along with those kept by the Inquisition on the Chapter is a suspicious indicator that suggests that a concerted effort was made by operatives within many Imperial Adepta, including the Inquisition and the Blood Ravens themselves, to eliminate almost all trace of the Blood Ravens' past from Imperial records. Why this erasure was carried out remains unknown but the event is known as the "Un-Founding" by the Blood Ravens. What is odder still is that records on the Blood Ravens were discovered on Eldar knowledge worlds hidden in the Eye of Terror and guarded by the enigmatic Eldar Harlequin. Since the Blood Ravens prize the pursuit of knowledge greatly, it is ironic that the Astartes of this Chapter know so little about their own origins or the earliest centuries of their service to the Emperor of Mankind.

For millennia, the Blood Ravens have been largely identified by their obsession with uncovering secrets and their use of psykers as a crucial aspect of their martial prowess. Many of these studies pushed the boundaries of Imperial tenets -- often drawing the attention of Inquisitorial elements. The Blood Ravens have consistently exhibited a clear willingness to study their foes prior to eliminating them. However, such knowledge can lead to tragic corruption, as in some cases mere knowledge can be irrevocably damning. Such has proven to be the case in the story of the recently defeated Azariah Kyras.



"Knowledge is power. Guard it well."

- Blood Ravens Chapter motto

ARMOURY OF THE BLOOD RAVENS

WARGEAR RELICS

Mantle of the Great Father - 60pts

The Mantle of the Great Father is a set of Artificer Armour with a built in 3+++ shield generator. It also Grants the Crusader USR to its bearer.

The Testament of Molinas - 40pts

Units within 12" of the bearer of The Testament of Molinas may re-roll all failed Morale and Pinning Tests. In the assault phase, units within range may re-roll all failed To Hit rolls in the first round of combat.

Wings of Shrike - 25pts

This Jump Pack can be used in both the Movement Phase and the Assault phase. When a model equipped with the Wings of Shrike makes Hammer of Wrath attacks, they are resolved at 2+ Strength and have the Strikedown special rule.

May Choose 1:

ARCANUM PSYKER RELICS

Bane of Ulkair - 15pts

| Name | Rng | S | AP | Type |
|----------------|-----|------|----|------------------------------|
| Bane of Ulkair | - | User | 2 | Melee, Master-Crafted, Force |

The Bane of Ulkair grants the bearer Preferred Enemy (Chaos)

Might of Moriah - 25pts

| Name | Rng | S | AP | Type |
|-----------------|-----|----|----|--|
| Might of Moriah | - | +2 | 2 | Melee, Master-Crafted, Force, Warp Resonance |

A Psyker Equipped with The Might of Moriah generates warp charges as if he was Mastery level 4, but may only use 3 powers..

May Choose 1:

RELIC SCOUT WEAPONS

Darkstalker - 5pts

| Name | Rng | S | AP | Type |
|-------------|-----|---|----|---------------------|
| Darkstalker | 30" | 4 | 4 | Rapid Fire, Rending |

Silent Judgement - 10pts

| Name | Rng | S | AP | Type |
|------------------|-----|---|----|--|
| Silent Judgement | 36" | X | 3 | Heavy 1, Sniper, Master-Crafted, Rending |

Shredder - 10pts

| Name | Rng | S | AP | Type |
|----------|-------|---|----|------------------|
| Shredder | 6-12" | 4 | 5 | Assault 3, Shred |

| Name | Rng | S | AP | Type |
|----------|------|---|----|------------------|
| Shredder | 0-5" | 5 | 3 | Assault 3, Shred |

May Choose 1:

RELIC HEAVY WEAPONS

Unrelenting Fury - 20pts

Some whisper that the death cries of the Guardsmen of Kronus can be heard when the weapon spews its hail of bolts.

| Name | Rng | S | AP | Type |
|------------------|-----|---|----|----------------------------------|
| Unrelenting Fury | 36" | 5 | 4 | Heavy 6, Master-Crafted, Pinning |

Emperor's Light - 35pt

Originally crafted in the legendary forges of Mars, all artificers who examine it are in awe of its near flawless construction.

| Name | Rng | S | AP | Type |
|-----------------|-----|---|----|---|
| Emperor's Light | 36" | 7 | 2 | Heavy 1, 3" Blast Master-Crafted, Blind |

Lance of Aurelia - 30pt

Let the fire within be eclipsed by the fury in its wielder's heart. -so reads the artificer's seal stamped into the bottom of this weapon's grip.

| Name | Rng | S | AP | Type |
|------------------|-----|---|----|-------------------------------------|
| Lance of Aurelia | 48" | 9 | 1 | Heavy 1, Master-Crafted, Armourbane |

May Choose 1:

RELIC PISTOLS

Hive-killer Bolt Pistol - 15pts

This Astartes MK4d Bolt Pistol has been outfitted with Hellfire ammunition and a faster cyclor. While it's recoil is cumbersome, it's lethality is feared.

| Name | Rng | S | AP | Type |
|-------------------------|-----|---|----|--|
| Hive-Killer Bolt Pistol | 12" | 4 | 5 | Assault 3, Master-Crafted, Poisoned (2+) |

Infernus - 25pts

Infernus is a hand flamer whose fury was brought about in the third Aurelian crusade against the heretics of the black legion.

| Name | Rng | S | AP | Type |
|----------|----------|---|----|--|
| Infernus | Template | 3 | 6 | Pistol, Master-Crafted, Soulblaze, Gets Hot! |

The Herald of War - 30pts

In every recorded use of the Herald, the battle lasted for many weeks - often turning from a brief engagement to a protracted siege. Rumours persist that where the weapon is found war is soon to follow.

| Name | Rng | S | AP | Type |
|-------------------|-----|---|----|---|
| The Herald of War | 12" | 7 | 2 | Pistol, Master-Crafted, Rage, Gets Hot! |

May Choose 1:

RANGED WEAPON RELICS

Gelid Truth - 15pts

With this bolter held in one hand – the other arm nothing but a bloody ruin – Sergeant Corallis continued to fell Orks at an incredible pace. Inspired by his devotion and marksmanship, the Blood Ravens held firm that day.

| Name | Rng | S | AP | Type |
|-------------|-----|---|----|---------------------------|
| Gelid Truth | 24" | 4 | 5 | Assault 4, Master-Crafted |

Invocation of Wrath - 20pts

Fitted Typhon Pattern shrapnel rounds, and customized for a higher fire rate, this boltgun is a fierce weapon against the enemies of man.

The Invocation of Wrath is a Master-Crafted Boltgun fitted with an Auxiliary Grenade Launcher and Shredder rounds.

| Name | Rng | S | AP | Type |
|---------------------|-----|---|----|----------------------------------|
| Invocation of Wrath | 24" | 4 | 4 | Salvo 2/3, Master-Crafted, Shred |

The Dawn Star - 30pts

"The light of the Emperor shall be brought to all corners of the galaxy, and His chosen warriors wield this mighty weapon against His enemies."

- Translated from the High Gothic inscription on this Plasma Gun.

| Name | Rng | S | AP | Type |
|---------------|-----|---|----|---|
| The Dawn Star | 24" | 7 | 2 | Assault 2, Master-Crafted, Precision Shots, Gets Hot! |

Lamentation of Heretics - 25pts

This peerless Heretic-pattern flamer bears the seals of the Inquisition and the Sisters of Battle. It is said to be a gift from the Order of the Lost Rosetta, an order with connections to the Blood Ravens.

| Name | Rng | S | AP | Type |
|-------------------------|----------|---|----|--------------------------------------|
| Lamentation of Heretics | Template | 4 | 4 | Assault 1, Master-Crafted, Soulblaze |

MELEE WEAPON RELICS

Doom of Apostasy - 40pts

Legend has it that the Black Templar High Marshal Sigelandus wielded this mighty Thunder Hammer during the Terran Crusade.

| Name | Rng | S | AP | Type |
|------------------|-----|----|----|---|
| Doom of Apostasy | - | X2 | 2 | Melee, Master-Crafted, Concussive, Strikedown, Unwieldy |

The Blood Claws of Typhon - 40pts

The Blood Claws of Typhon are a pair of Master-Crafted Lightning Claws, with a set of Twin-Linked flamers built in to the palm of the gauntlet.

After the extended campaign on Kronus, young sergeant Karolus was granted a battlefield commendation after reports of his heroism reached his company's leadership. When his power claw's field generator failed, he fought on undaunted - and when he returned; it had the blood of every Xeno race encountered on the blades. The power field has been reactivated, and has never since failed, but the blood was left inside the field in his honour.

| Name | Rng | S | AP | Type |
|-----------------------|-----|------|----|--|
| Blood Claws of Typhon | - | User | 3 | Melee, Master-Crafted, Shred, Combi-Flamer |

| Name | Rng | S | AP | Type |
|--------------------------------|----------|---|----|---------------------------|
| Blood Claws of Typhon (Flamer) | Template | 4 | 5 | Assault 1, Master-Crafted |

Axe of the Raven - 35pts

Etched with symbols of the Fire Hawks Chapter, this axe was found lodged in the corpse of a Traitor Marine of the Alpha Legion in the aftermath of the Tartarus campaign. How it came to be there - or who wielded it - remains a mystery.

| Name | Rng | S | AP | Type |
|------------------|-----|----|----|--|
| Axe of the Raven | - | +2 | 2 | Melee, Master-Crafted, Smash, Armourbane |

Tartarus - 20pts

Sgt Maticl of the Blood Ravens 3rd Company engraved this sword's guard with the name of the Ork-infested world he and his brother set about liberating. Maticl died on Tartarus, but his blade continues the fight in other hands.

Grants Preferred Enemy (Orks)

| Name | Rng | S | AP | Type |
|----------|-----|----|----|--------------------------------|
| Tartarus | - | +1 | 4 | Melee, Master-Crafted, Rampage |

The Fist of Rukt - 30pts

The Fist of Rukt is a Master-Crafted Power Fist engraved with the blessings of Mikelus, a famed chaplain of the Blood Ravens, this power fist delivers the mercy of death to those who stand against the chapter.

| Name | Rng | S | AP | Type |
|------------------|-----|----|----|--|
| The Fist of Rukt | - | X2 | 2 | Melee, Master-Crafted, Concussive, Strikedown, Unwieldy, Specialist Weapon |

The Raven's Blade - 25pts

The Raven's Blade is a Master-Crafted Relic Blade Blessed by Chaplain Elizur on the eve of the ninth Flagellant Heresy. This blade's inscription reads "Let the stars die and Mankind end before this sword returns unblooded to its sheath."

| Name | Rng | S | AP | Type |
|-------------------|-----|----|----|--|
| The Raven's Blade | - | +2 | 3 | Melee, Master-Crafted, Precision Strikes, Two-handed |

May Choose 1:

May Choose 1:

HEROES OF THE BLOOD RAVENS



GABRIEL ANGELOS

Like many of the Blood Ravens, Gabriel was born on the planet of Cyrene, from whence the Chapter often drew recruits. Gabriel was an accomplished leader of his peers before he even entered his teen years, and passed the Blood Trials set by the Blood Raven Chaplains through working in tandem with fellow aspirant Isador Akios.

Many years later, with an entire Company of Blood Ravens under his command, Gabriel returned to Cyrene, to preside over the Blood Trials and recruit new members into the Chapter. But Gabriel found something very wrong during the trials, and cut them short. He quickly returned to his Strike Cruiser, and sent a coded signal out of the system. Within months of the signal, ships of the Inquisition and the Imperial Navy appeared over Cyrene and began the cleansing. Accompanying the Ordo Malleus was a full Brotherhood of Grey Knights. With the Blood Ravens and a detachment of Storm Troopers, the Grey Knights took the cleansing to the surface. What they found was not a Chaos cult per se, but a world ready to embrace change. Ideas like democracy, un-registered psykers and free trade with xenos were now wide spread. Gabriel assisted with the destruction of his world but ordered one squad of Blood Ravens, led by Sergeant Ulray to remain off the grid, searching for someone.

That person was Esmond Angelos, Gabriel's father. Gabriel refused to believe his father, a retired Imperial Guard soldier, would turn away from the Emperor. He fully intended to take Esmond back with him to the Chapter. But to Gabriel's horror, he discovered his father not only supported rebellion against the Imperium, but was one of the major political leaders. Esmond had used the fact his own son had been taken by the Space Marines as reason to despise the Imperium. Esmond cursed Gabriel for his role as an Imperial butcher and wished he had died with his mother in childbirth. Gabriel whispered one last prayer for Cyrene and put a bolt shell through his father's skull.

In recent times Gabriel has led a crusade into the Aurelia subsector, battling Orks, a Tyranid Hive Fleet, and even his own brothers. In battle with the Daemon Prince once imprisoned inside the Maledictum, and the renegade Chapter Master Azariah Kyras whom it had possessed, Angelos lost his right eye, his left arm and both his legs.

After defeating Kyras, Angelos's broken body was lifted from the debris by Captain Apollo Diomedes. Angelos recovered, with the aid of augmetics to replace his lost limbs and eye, and was hailed as the Blood Ravens' new Chapter Master.

"While the enemies of the Emperor still draw breath, there can be no peace."

- Gabriel Angelos, Blood Raven Chapter Master

| Name | Unit Type | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------|---------------------------------|----|----|---|---|---|---|---|----|----------|
| Gabriel Angelos | Infantry, Independent Character | 7 | 5 | 4 | 5 | 4 | 5 | 4 | 10 | 2+ / 4++ |

Wargear:

- Iron Halo
- Frag & Krak Grenades
- Artificer Armour
- God-Splitter
- Bolt Pistol

Special Rules:

- **Chapter Tactics (Blood Ravens)**
- **Eternal Warrior**

Cybernetic Enhancements: After his battle with Kyras much of Gabriel's body had to be rebuilt with so much cybernetics that he would put Marnus Calgar to shame. As a result he is more resilient than before. This grants him +1 Toughness (already included in profile).

Inspiring Presence: Even before becoming Chapter Master, Gabriel was known for his uncommon leadership capabilities. All friendly units in a range of 12" can use Gabriel's Leadership when testing for Morale, Pinning and Fear.

God of War: If Gabriel Angelos is your Warlord, he can choose any Warlord Trait from the Space Marine Warlord Traits table.

God Splitter: God-Splitter is a powerful Daemonhammer gifted to Gabriel Angelos of the Blood Ravens 3rd Company by Inquisitor Mordecai Toth on the planet Tartarus, to combat the Daemon of the Maledictum. Just like every Daemonhammer, God-Splitter strikes with the speed of a lightning bolt.

| Name | Rng | S | AP | Type |
|--------------|-----|----|----|---|
| God-Splitter | - | 10 | 1 | Melee, Master-Crafted, Daemonbane, Concussive, Strikedown, Two-Handed |

Daemonbane: Attacks from this weapon force units with the Daemon USR to re-roll all successful saves granted by that rule.

APOLLO DIOMEDES

Apollo Diomedes is the Captain of the Blood Ravens Space Marine Chapter Honour Guard and the right-hand man of the Chapter's former Chapter Master and Chief Librarian, Azariah Kyras. During the Second Aurelian Crusade, he arrived in Sub-sector Aurelia and ordered all Blood Ravens forces in the region to stand down in their operations against the Forces of Chaos, an order that the Aurelian Force Commander and Captain Gabriel Angelos ignored.

As his investigation continued, Aramus discovered to his horror that the source of the Chaotic corruption within the Chapter was none other than Azariah Kyras himself, who had fallen under the sway of the Greater Daemon of Nurgle named Ulkair on the ancient world of Aurelia over a millennium before and spread his taint to Galan aboard the Space Hulk Judgement of Carrion. Kyras had escaped the doomed planet Aurelia when it was consumed by a Warp Storm aboard the Space Hulk with the aid of Ulkair and had returned to the Chapter with his dark seed of corruption when he met with a Blood Ravens expedition exploring the Hulk that included Galan.

Daring open conflict with Captain Diomedes' forces in their base-camp on Calderis, Sergeant Aramus attacked Apothecary Galan, slaying the Traitor and his Chaos-tainted bodyguard of Terminators, a battle which ended in a confrontation with Captain Diomedes himself. Reluctant to accept the corruption of his political patron within the Chapter, Diomedes found himself torn but let Sergeant Aramus and his comrades leave Calderis and continue their operations against the Black Legion warband of Araghost the Pillager. Captain Diomedes along with Cyrus, Martellus and The Ancient, led the uncorrupted portions of the Blood Ravens Chapter during the Cleansing of Aurelia.

Named by Kyras as the greatest warrior the Blood Ravens have ever seen, Diomedes does have a fatal flaw: pride. Because of this, along with his long service under Kyras, it took a long time for Diomedes to accept Kyras' betrayal of the Emperor and his Battle-Brothers, much to the annoyance of the irascible Veteran Scout Sergeant Cyrus as well as Techmarine Martellus. In fact, it nearly brings him to ruin when he is finally faced with the truth.

On the Space Hulk the Judgement of Carrion, Diomedes begins to fall to despair when he realizes that he has been serving a traitor for many years. It is the intervention of the Ancient who has taken a vow of silence who prevents his fall to Chaos. The Ancient reveals himself to be Tarkus who says he had to slay his friend Avitus who fell to Chaos, and that he now sees the same signs in Diomedes, and will end him if he has too and stop the corrupt Chapter Master by himself if necessary. Tarkus reminds Diomedes that though they have served a traitor these many years, even he cannot take away their duty to the Emperor. Emboldened by his speech Diomedes leads his men off of the Space Hulk and defeats Kyras, saving the sector as well as the Chapter from destruction.

Apollo Diomedes still continues to serve with the Blood Ravens Chapter as the Captain of its Honour Guard, which now serves Gabriel Angelos.



| Name | Unit Type | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------|---------------------------------|----|----|---|---|---|---|---|----|----------|
| Apollo Diomedes | Infantry, Independent Character | 6 | 6 | 4 | 4 | 4 | 5 | 4 | 10 | 2+ / 4++ |

Wargear:

- Iron Halo
- Frag & Krak Grenades
- Artificer Armour

Special Rules:

- And They Shall Know no Fear
- Eternal Warrior

Unflinching Resolve - Diomedes, and any friendly unit chosen from Codex: Space Marines with Chapter Tactics (Blood Ravens) which he joins, may choose to automatically pass or fail any Morale check or Pinning test they are called upon to make, and have the Stubborn USR.

Weapons Expert - As a veteran of the 1st company, Apollo has brought every weapon in the Space Marine arsenal to bear against his foes, and time and time again, he has done so with a ruthless efficiency.

Apollo must select up to any 2 weapons from any of the Ranged, Melee, or Pistol Relic lists, but may not take 2 items from the same section. Alternatively, he may select 1 weapon from the Relic Heavy Weapons list.

Apollo may also take a single Wargear Relic from the Blood Raven's armoury, as well as the below Special Issue Wargear:

- Auspex - 5pts
- Digital Weapons - 10pts
- Melta Bombs - 5pts
- Teleport Homer - 5pts

I know that I cannot serve the Chapter in the same manner as before. But you, Gabriel, Chapter Master is fitting. None shall find you wanting...

- Captain Apollo Diomedes



TECHMARINE MARTELLUS

Martellus is a Techmarine who served aboard the Blood Ravens Strike Cruiser Armageddon. Martellus served under the Blood Ravens Force Commander Aramus throughout the Tyranid invasion of Sub-sector Aurelia during the First Aurelian Crusade. During the climactic battle on Typhon Primaris, Martellus was aboard a Thunderhawk gunship supporting the Space Marines on the ground. The Tyranid horde eventually overwhelmed the gunship, forcing it to crash-land deep in the jungle Highlands. Assumed lost to the Chapter, Martellus was in fact the sole survivor of the crash. Alone in the Tyranid-infested jungle, rendered immobile and with no means of communication, over the course of several months Martellus worked feverishly to repair the severe damage to his cybernetic enhancements in order to regain his mobility.

A year later, during the Second Aurelian Crusade, wounded and with minimal ammunition, he finally managed to transmit a message to his Chapter that was later received by both the forces of the 3rd and 4th Companies guarding the sub-sector. A small deployment of 4th Company Astartes was sent to extract Martellus along with the data from the Astronomic Array. Ten years later, Martellus would be amongst the few Loyalist Blood Ravens fighting alongside Gabriel Angelos against the majority of their own Chapter which had been

| Name | Unit Type | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|-----------------------|----|----|---|---|---|---|---|----|----|
| Techmarine | Infantry, Independent | 4 | 5 | 4 | 4 | 2 | 4 | 3 | 9 | 2+ |
| Martellus | Character | | | | | | | | | |

Wargear:

- Frag & Krak Grenades
- Artificer Armour
- Mechanicus Pattern Servo-harness
- Power Axe
- Mechanicus Pattern Boltgun

Special Rules:

- And They Shall Know no Fear
- Tarantula Sentry Reserves

Blessings of the Ommissiah - In each of your Shooting phases, instead of firing his weapons, a character with this special rule may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add the following modifiers where applicable:

- Each servitor with a servo-arm in the character's unit +1
- The character has a servo-harness +1

If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately

Mechanicus Pattern Servo-harness - This ancient Servo Harness contains many specialized tools long forgotten to many except the most revered Techpriests of Mars. How this relic ended up in the possession of the Blood Raven's Techpriests, none can tell.

The Mechanicus Pattern Servo-harness Grants the Bearer +2 to all Blessing of the Ommissiah vehicle repair rolls, instead of +1.

Tarantula Sentry Reserves

Martellus may purchase up to 2 Tarantula Sentry guns, which are treated as independent units, and take no slots on the FOC. Any turrets purchased this way always start the game in reserves, but may choose to roll for reserves in any turn after the first, arriving on a 3+, rather than rolling for reserves as normal. Additionally, turrets deployed in this way do not scatter if deployed within 6" of Martellus.

May take up to 2 Tarantula Sentry Guns armed with Twin-Linked Heavy Bolters for 15pts per model.

Each Tarantula Sentry gun may replace its Heavy Bolters with one of the following:

- Multi-Melta & Searchlight - 5pts
- Twin-Linked Lascannon - 10pts

Fire Modes

A Tarantula Sentry Gun can fire in one of two ways and you must decide which mode it will be set up in before deploying them. You cannot change its mode once you have decided, it remains in that mode for the rest of the game.

• **Point Defence Mode:** The Tarantula Sentry Gun is set up with a fixed firing arc. In this mode, the gun will engage enemy targets up to 36" away that are in a fixed 90° arc to its front.

• **Sentry Mode:** The Tarantula Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight and can fire all around itself.



SCOUT SERGEANT CYRUS

Cyrus is a Space Marine Scout Sergeant who served in the 10th Company of the Blood Ravens. He participated in the Kaurava Campaign and survived the three Aurelian Crusades fought in the Korianis Sector. He has proven himself invaluable to his Chapter by successfully training a great number of its Neophytes and Scout Marines during their service in the 10th Company.

Cyrus is a demanding sergeant, but he is also patient and fair-minded, and these traits inspire fanatical devotion from his Initiates. Among the Blood Ravens' Scouts, a simple nod of approval from Cyrus is said to mean more than a dozen commendations from the Chapter.

| Name | Unit Type | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------------------|---------------------|----|----|---|---|---|---|---|----|----|
| Scout Sergeant Cyrus | Infantry, Character | 4 | 6 | 4 | 4 | 2 | 4 | 3 | 9 | 4+ |

Wargear:

- Frag & Krak Grenades
- Sniper Rifle
- Poisoned Blade (2+)
- Teleport Homer
- Melta Bombs

May replace Sniper Rifle with weapon from the Scout Relic list.

Special Rules:

- And They Shall Know No Fear

Deathwatch Veteran - Cyrus favours subtle and unconventional tactics of warfare which earned him the attention of the Chamber Militant of the Ordo Xenos of the Inquisition – the elite xenos-hunting Deathwatch. During his period in service to the Long Watch, he faced various xenos species hostile to the interests of Mankind. His experience in fighting these foul creatures proved invaluable when the Blood Ravens faced the swarms of a splinter of Hive Fleet Leviathan during the First Aurelian Crusade. Cyrus and any squad he is part of has the Preferred Enemy (Xenos) USR.

Lictor Scale Cloaks - Cyrus learnt from his time in the Deathwatch that chameleonic hide of the deadly Tyranid Lictors could be re-purposed for his own use, making him a shadow in the dark until the time to strike.

Cyrus and his unit may take Lictor Scale Cloaks instead of Camo Cloaks for 2pts per model.

SERGEANT AVITUS

Avitus's greatest weapon is his unmatched hatred for the enemy particularly non-humans and guardsmen. Since the campaign on Victory Bay, he has unleashed his weapons with a new fury attributed to the time he fought against traitorous Guardsmen. Many of his squad mates did not survive the fighting, something that changed Avitus forever. He has thought Guardsmen as weaklings and traitors to this day until he stood with them against the Tyranids, then he recognized their fighting spirit. Still, it would be unwise to arouse his fury as he is known to destroy everything in his path in such a state. Avitus' squad mates often said that they did not fear the enemy but feared Avitus' rage.



| Name | Unit Type | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------|---------------------|----|----|---|---|---|---|---|----|----|
| Sergeant Avitus | Infantry, Character | 4 | 5 | 4 | 4 | 2 | 5 | 3 | 9 | 3+ |

Wargear:

- Frag & Krak Grenades
- Heavy Bolter

May replace Heavy Bolter with weapon from the Relic Heavy Weapons list.

Special Rules:

- And They Shall Know No Fear
- Stubborn
- Tactical Doctrines

Grizzled Veteran - Avitus is a grizzled veteran of many wars, and has many wounds to show for it. He cares little, for every wound he has sustained he has inflicted ten times that to the enemies of man.

Avitus has the Feel No Pain (4+)

Tactical Doctrines

- Focus Fire!

Once per game after declaring a shooting target, Avitus and his unit may declare they are Using Focus Fire! All weapons in the unit gain the Rending USR. May not be used in the same turn as Suppressive Fire! is declared.

- Suppressive Fire!

Once per game after declaring a shooting target, Avitus and his unit may declare they are Using Suppressive Fire! All weapons in the unit gain the Pinning USR. May not be used in the same turn as Focus Fire! is declared.



SERGEANT THADDEUS

Recently promoted to Sergeant, Thaddeus has made a name for himself battling the feral Orks of Calderis and Typhon. Brash and idealistic, he leads his Assault Marines with undisguised enthusiasm.

A native of Meridian, Thaddeus was an under-city gang leader when Davian Thule recruited him to become a Blood Raven. Although his days as a ganger are long gone, Thaddeus maintains the brazen attitude he learned in the under-city.

| Name | Unit Type | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|---------------------|----|----|---|---|---|---|---|----|----|
| Thaddeus | Infantry, Character | 5 | 4 | 4 | 4 | 2 | 5 | 3 | 9 | 3+ |

Wargear:

- Frag & Krak Grenades
- Bolt Pistol
- Chainsword

May replace Bolt Pistol and Chainsword with weapons from the Relic Pistol and Relic Melee lists.

Special Rules:

- And They Shall Know No Fear

Wrathful Tactician - Any Vanguard Veteran unit joined by Thaddeus may use their Jump Pack in both the Movement Phase and the Assault Phase. They may still only re-roll 2 dice as a result of Heroic Intervention.

In Addition, he confers the Counter Attack and Hit and Run USRs to his unit.

Heroic Intervention - Vanguard Veteran Squads ignore the penalty for disordered charges. Furthermore, a Vanguard Veteran Sergeant automatically passes the Initiative test if he wishes to make a Glorious Intervention.

TARKUS, THE ANCIENT

A veteran of centuries of campaigning, Tarkus leads his Tactical Marines into combat with confidence and a steely demeanour. Slow to anger, Tarkus is a rock-solid second-in-command, and expert tactician.

Tarkus served with Davian Thule in the Kronus campaign, and quickly established himself as one of Thule's most trusted advisors. Tarkus twice distinguished himself in the campaign, first against the Tau, and once more against the Necrons, and was awarded Terminator Honors for his valour, after being selected to protect the bomb designed to bring down the Thur'Abis Plateau and bury the Necron force. During the fighting, Tarkus managed to neutralize a Tomb Spyder in the critical moments while the detonator was being armed. With no weapon that could damage the Necron horror, Tarkus rushed into the face of the Tomb Spyder and held a frag grenade in a joint near the head.

The explosion crippled the Tomb Spyder, but resulted in the loss of Tarkus' left hand and forearm (since replaced by cybernetics) and the heavy scarring on the left side of his face. However, this turned out to be a crucial point in the battle and gave the detonator time to go into failsafe mode, bringing down the plateau and burying the Necron base beneath it.



| Name | Unit Type | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|---------------------|----|----|---|---|---|---|---|----|----|
| Tarkus | Infantry, Character | 4 | 5 | 4 | 4 | 2 | 5 | 3 | 9 | 3+ |

Wargear:

- Frag & Krak Grenades
- Special Issue Boltgun & Close Combat weapon

May replace Boltgun with weapons from the Relic Ranged Weapon list.

Special Rules:

- And They Shall Know No Fear

Tactical Advance - Declared before moving once per game, for the duration of one turn, declare that Tarkus and his squad will initiate Tactical Advance. For the duration of Tactical Advance, Tarkus and his squad are under the effects of the Slow and Purposeful USR, but gain a +1 BS, and may re-roll all failed armour saves until the start of your Next Turn.



| Name | Unit Type | WS | BS | S | Front | Side | Rear | I | A | HP |
|--------------|------------------|----|----|---|-------|------|------|---|---|----|
| Davian Thule | Vehicle (Walker) | 6 | 5 | 6 | 12 | 12 | 10 | 5 | 4 | 4 |

Wargear:

- Extra Armour
- Nostrum's Farewell

| Name | Rng | S | AP | Type |
|--------------------|-----|---|----|----------------------------|
| Nostrum's Farewell | 36" | 6 | 4 | Heavy 5, Rending, Hailfire |

| Name | Rng | S | AP | Type |
|-------------------------------|----------|---|----|------------------|
| Nostrum's Farewell (Hailfire) | Template | 6 | 4 | Torrent, Rending |

- Fist Of The Furioso

| Name | Rng | S | AP | Type |
|---------------------|-----|----|----|--|
| Fist Of The Furioso | - | 10 | 1 | Melee, Master-Crafted, Concussive, Strikedown, Unwieldy, Seismic Smash |

Special Rules:

Hailfire - Once per game, Thule may unleash an un-ending torrent of lead upon his foes with his legendary Assault Cannon.

En-lieu of making regular shooting attack with Nostrum's Farewell, you may elect to use the Hailfire profile, using the rules for Torrent weapons.

Seismic Smash - If an enemy unit declares an assault on Davian Thule, before firing for Overwatch, you may declare that you are going to use Seismic Smash instead of firing normally. If the assaulting unit successfully rolls its charge range, the enemy piles in as normal. Once all models have been moved, calculate any Hammer of Wrath attacks normally. If a Glancing or Penetrating hit is caused, Seismic Smash cannot be used. You may place a large blast Marker in base contact anywhere around Thule, resolved using the profile for Fist Of The Furioso.

War of Murder - The vehicle gains the Monster Hunter special rule. In addition, friendly Space Marine units within 6" of the vehicle gain the Fearless special rule.

DAVIAN THULE

When the Blood Ravens proved victorious in the Dark Crusade, they collected their spoils of war and preserved some of the Chapters' secrets on the planet. The Inquisition's Ordo Hereticus questioned their actions in assaulting fellow Imperials, but Captain Thule was eventually cleared of all suspicion by claiming that he was just 'following orders' from his Chapter Master just as General Alexander had been following the orders of his Segmentum Command. The Inquisition reported that the problem on Kronus lay with the Imperium's convoluted bureaucracy and lack of clear lines of command and not with the taint of Chaos or heresy. The darkest time for the Blood Ravens Chapter began after they completed the Dark Crusade. The survivors of the shattered 1st Kronus Imperial Guard Regiment bore a deep hatred for the Blood Ravens, even though Captain Thule had arranged safe transport for the Guardsmen who actually fought against his Marines, and Thule and the Blood Ravens Chaplain honoured the dead body of Governor-Militant Lukas Alexander for following his orders so fervently. They also, however, executed every one of the soldiers of the 1st Kronus Regiment's 5th Company for their rebellion against the rest of the Regiment.

Thule had suffered grievous wounds in the final battle with the Necron Lord of Kronus, including the loss of one of his eyes which the Chapter Apothecaries replaced with a cybernetic prosthesis. Nevertheless, Captain Thule had survived the Dark Crusade and led the Blood Ravens to victory in their campaign on Kronus. Thule was next made Force Commander of the Blood Ravens operations in Sub-sector Aurelia, the Chapter's primary source of new recruits, and was charged with protecting the primary Blood Ravens recruiting worlds of Calderis, Typhon Primaris, and Meridian. During the Blood Ravens' first contact with the Tyranids of the splinter Hive Fleet assaulting the sub-sector, Captain Thule was badly wounded and poisoned by a Tyranid host that had swarmed over his defensive position. Injured and mortally poisoned he was incapable of commanding and was on the verge of death, until his replacement as the Blood Ravens' Aurelian Force Commander recovered a sample of the venom that was killing him from a Tyranid hive. After the new Force Commander completed the tasks needed to gain the cure for the Tyranid toxin, Davian Thule was removed from stasis, healed and had his ravaged body implanted with the cybernetic life support systems of a Dreadnought walker so that he could continue to serve the Chapter. It was later learned that Captain Thule had found and read the records that told the true story of the Blood Ravens' mysterious origins during the Kronus Campaign...but had destroyed them once he had learned the truth about the Chapter's Founding.

JONAH ORION

Jonah Orion is a powerful Psyker who served as a Librarian of the Blood Ravens Space Marine Chapter under Captain Gabriel Angelos, Commander of the Watch and leader of the Blood Ravens' 3rd Company, since the Tartarus campaign. During the First Aurelian Crusade, he was one of the Chapter's Librarians tasked with battling against the Tyranid Hive Mind of the encroaching splinter fleet of Hive Fleet Leviathan who had entered Sub-sector Aurelia intent on devouring all of its worlds. This bought time for Captain Gabriel and his Company to make their way towards Aurelia. While traveling through the Warp, Jonah would end up being the sole survivor of the dozen Librarians, Navigators and Astropaths accompanying Captain Angelos. Following this ordeal, Jonah's powerful psychic abilities would play an instrumental role in rooting out several pockets of Tyranid bioforms left over from the original invasion over the following year. During the Third Aurelian Crusade, Jonah would sell his life dearly, battling against the daemonically ascended and Chaos-corrupted Chapter Master, Azariah Kyras, upon the Dead World of Cyrene.



Hear my warnings, unbelievers, carried to your minds by the power of the Prince of Excess himself. We have raised altars in this land so that we may sacrifice you to our gods. Veterans of 10 millennia of unholy war wait to grind you beneath the tread of their mighty boots. The chosen of Khorne hunger to add you to their bloody tally. The Blood God Himself has marked this land and will claim your skulls for His throne! There is no hope in opposing the inevitable. Put down your arms, unbelievers, and bow before the forces of Chaos Undivided.

- *Eliphaz the Inheritor*

| Name | Unit Type | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|---------------------------------|----|----|---|---|---|---|---|----|----|
| Jonah Orion | Infantry, Independent Character | 5 | 4 | 4 | 5 | 3 | 4 | 2 | 10 | 3+ |

Wargear:

- Bolt Pistol
- Force Sword
- Psychic Hood
- Frag & Krak grenades

May replace Bolt Pistol and Force Sword with weapons from the Relic Pistol and Arcanum Psyker Relic lists.

Special Rules:

- And They Shall Know No Fear
- Psyker (Mastery Level 3)
- Chapter Tactics (Blood Ravens)

Master Of Prescience - When generating psychic powers, Jonah may re-roll any roll of the dice to see which powers he knows.



FORCE ORGANIZATION

Chapter Tactics

Psychic Preparation

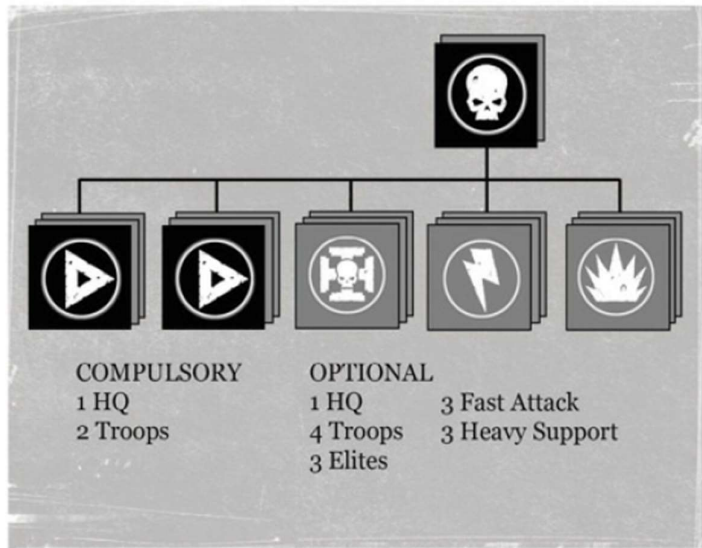
The chapter will use its Librarians to the fullest in predicting enemy movements and likely behaviour. Once all possible occurrences have been discerned, the Blood Ravens will strike swiftly and with full force, never varying from the original plan.

If a Librarian is your Warlord, all Troops and Fast Attack type models in your force may redeploy using the Scouts Universal Special Rule. In addition, when attempting to Seize the Initiative, you do so on a roll of 5+ instead of a 6.

None Shall Find Us Wanting

After internal strife and corruption left the Blood Raven's chapter in all but ruin, drastic measures were taken to destroy all traces of heresy from their Chapter's ranks and records. While the Imperium at large may forget the treachery committed in their name, the Blood Ravens shall not, and shall bear the scars of their betrayal till the end.

Space Marine models using Chapter Tactics (Blood Ravens) have the Stubborn USR. When facing units from the Chaos Space Marines or Chaos Demons codex, they also gain the Hatred (Chaos) USR.



Chapter of Heroes

Any named Blood Raven Heroes, whether they be a HQ choice or a Veteran Sergeant upgrade for squads, may take Blood Raven Chapter Relics. These relics may be restricted to a certain category dependant on the squad's combat role (i.e. Tarkus the Ancient may only take Ranged Weapon Relics) and are further limited to 1 relic per category. Each relic may only be taken once. The "Blood Raven Captain" may also take relics in this way.

HQ

Any Codex: Space Marines army using Chapter Tactics: Blood Ravens may take any of the below, using 1 HQ slot on the Force Organization Chart:

- **Captain Apollo Diomedes** - 135pts
- **Chief Librarian Jonah Orion** - 115pts
- **Techmarine Martellus** - 85pts

ELITES

Any Codex: Space Marines army using Chapter Tactics: Blood Ravens may take the below, using 1 Elite slot on the Force Organization Chart:

- **Venerable Dreadnought Davian Thule** - 225pts

SERGEANT UPGRADES

Any Vanguard Veteran Squad may replace it's sergeant with:

- **Sergeant Thaddeus** - 65pts

Any Sternguard Veteran Squad may replace it's sergeant with:

- **Tarkus the Ancient** - 65pts

Any Devastator Squad may replace it's sergeant with:

- **Sergeant Avitus** - 65pts

Any Space Marine Scout Squad may replace it's sergeant with:

- **Scout Sergeant Cyrus** - 65pts

LORD OF WAR

Any Codex: Space Marines army using Chapter Tactics: Blood Ravens may take Gabriel Angelos using up 1 Lord of War slot on the Force Organization Chart.

- **Gabriel Angelos, Blood Raven Chapter Master** - 245pts