

The cover art features a central figure of a Dark Angel, a heavily armored warrior in green and brown armor with a white tunic bearing a red Maltese cross. The figure is shown from the waist up, with a fierce, screaming expression. A lightning bolt strikes the figure's chest. The background is a dark, industrial landscape with a large, skeletal, mechanical structure in the distance. The overall tone is dark and dramatic.

WARHAMMER
40,000

CODEx ADEPTUS ASTARTES

DARK ANGELS

FORGES OF THE DARK ANGELS

The following section details background and rules information that describe the forces used by the Dark Angels – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Dark Angels miniatures into an army ready to fight battles in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Lion's Blade Strike Force is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Lion's Blade Strike Force are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Lion's Blade Strike Force, that entire Strike Force is your Primary Detachment.

LION'S BLADE STRIKE FORCE

The Lion's Blade Strike Force allows you to represent the typical structure of a Dark Angels army on the Warhammer 40,000 battlefield. Whether you wish to field a full Battle Company with support elements to cleanse an entire star system of foes, or a force assembled to tackle a specific threat, the choices below offer a great way to pick your army.

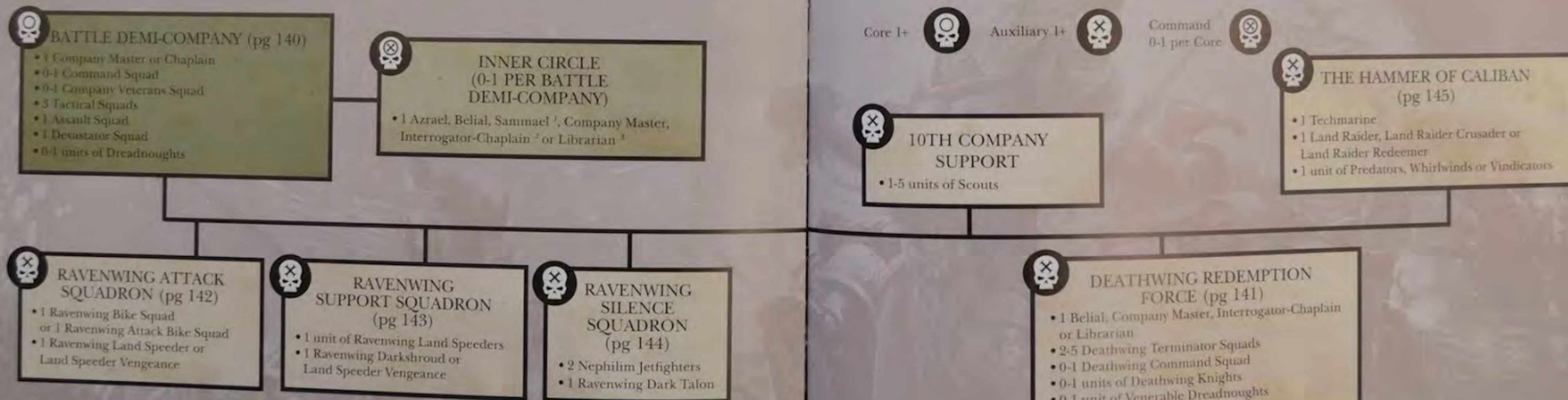
For example, Adam's Dark Angels collection consists of Azrael, Belial, a Company Master, an Interrogator-Chaplain, four Tactical Squads, a Scout Squad, two units of Deathwing Terminators, a Ravenwing Bike Squad, an Assault Squad, a Ravenwing Land Speeder, a Nephilim Jetfighter, a Devastator Squad and a Land Raider.

If Adam wishes to organise his collection using the Battle-forged method – as described in *Warhammer 40,000: The Rules* – all of his units need to be part of a Detachment or a Formation. Adam achieves this by choosing one Lion's Blade Strike Force and one Combined Arms Detachment from *Warhammer 40,000: The Rules*.

The Lion's Blade Strike Force in Adam's army consists of one Core choice, one Command choice and two Auxiliary choices. Specifically, it consists of an Inner Circle (Azrael), a Battle

Demi-company (the Company Master, three Tactical Squads, the Assault Squad and the Devastator Squad), a Ravenwing Attack Squadron (the Ravenwing Bike Squad and the Land Speeder) and a Deathwing Redemption Force (Belial and both of the Deathwing Terminator Squads).

Adam's last Tactical Squad (Troops), his Scout Squad (Troops), his Interrogator-Chaplain (HQ), his Nephilim Jetfighter (Fast Attack) and his Land Raider (Heavy Support) form a Combined Arms Detachment. As all of his units belong to a Detachment or a Formation, Adam's army is a Battle-forged army. The units that are part of the Lion's Blade Strike Force therefore have the Supreme Fire Discipline Command Benefit, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit. Finally, Adam chooses Azrael to be his Warlord – the Lion's Blade Strike Force is therefore his army's Primary Detachment.



RESTRICTIONS:

This Detachment must include a minimum of one Core choice and one Auxiliary choice. It can optionally include any number of additional Core or Auxiliary choices, in any combination, and up to one Command choice for each Core choice. Only the datasheets listed above can be included in this Detachment, and all units in the Detachment must have the Dark Angels Faction.

¹ Sabreclaw may be taken in place of Sammael.

² Asmodai may be taken in place of an Interrogator-Chaplain.

³ Ezekiel may be taken in place of a Librarian.

COMMAND BENEFITS:

Company Support: If a Lion's Blade Strike Force includes two Battle Demi-companies, one including a Company Master and the other including a Chaplain, then together they form a Battle Company. Any unit from the Battle Company that has the option to take a Rhino (pg 120), Razorback (pg 121) or Drop Pod (pg 122) as a Dedicated

Transport may take one at no points cost (though they must pay for any additional upgrades and options as normal).

Supreme Fire Discipline: Unless linking, all models in this Formation that have the Grim Resolve special rule fire Overwatch using their normal Ballistic Skill characteristic.

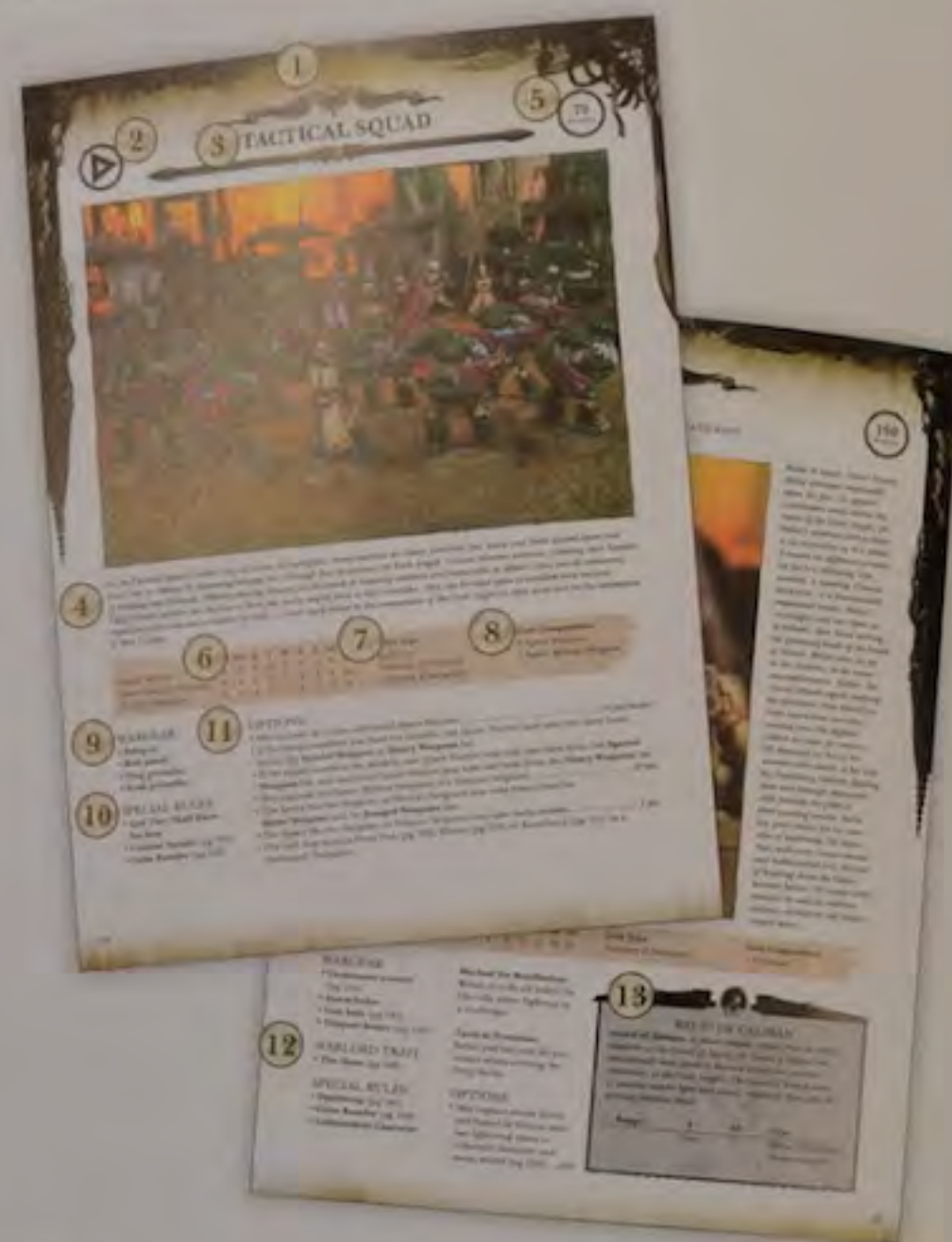
DATASHEETS

Each Dark Angels unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this book, have the Dark Angels Faction.
- Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support or Lords of War. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.
- Unit Name:** Here you will find the name of the unit.
- Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- Unit Profile:** This section will show the profiles of any models the unit can include.
- Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Bike or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades are taken.
- Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix of this book. The cost for all the unit's basic equipment is included in its points cost.
- Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this book (pg 148) or in the Special Rules section of Warhammer 40,000: The Rules.



- Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.
- Warlord Traits:** Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.
- Relics of Caliban:** Some entries have unique items of wargear, the description and rules for which will be listed here.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.

DARK ANGELS WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

Ranged Weapons.....pg 149

A model may replace its boltgun, bolt pistol and/or

Melee weapon with one of the following:

- Boltgun.....free
- Storm bolter.....5 pts
- Combi-flamer, -grav, -melta or -plasma.....10 pts
- Grav-pistol or plasma pistol.....15 pts

Melee Weapons.....pg 150

A model may replace its boltgun, bolt pistol and/or

Melee weapon with one of the following:

- Chainsword.....free
- Lightning claw.....15 pts
- Power weapon.....15 pts
- Power fist.....25 pts
- Thunder hammer.....30 pts

Terminator Weapons

A model wearing Terminator armour may replace its storm bolter with one of the following:

- Combi-flamer, -melta or -plasma.....5 pts
- Lightning claw.....10 pts
- Thunder hammer.....25 pts

A model wearing Terminator armour may replace its power weapon with one of the following:

- Lightning claw.....5 pts
- Storm shield.....5 pts
- Power fist.....10 pts
- Chainfist or thunder hammer.....15 pts

Terminator Heavy Weapons

A model wearing Terminator armour may replace its storm bolter with one of the following:

- Heavy flamer.....10 pts
- Plasma cannon.....15 pts
- Assault cannon.....20 pts
- Cyclone missile launcher¹.....25 pts

Heavy Weapons

A model may replace its boltgun with one of the following:

- Heavy bolter or multi-melta.....10 pts
- Missile launcher (with frag and krak missiles).....15 pts
- May also take flakk missiles.....10 pts
- Plasma cannon.....15 pts
- Lascannon.....20 pts
- Grav-cannon with grav-amp.....35 pts

Special Weapons

A model may replace its Melee weapon or boltgun with one of the following:

- Flamer.....5 pts
- Meltagun.....10 pts
- Grav-gun or plasma gun.....15 pts

Special Issue Wargear.....pg 151

A model may take up to one of each of the following:

- Auspex.....5 pts
- Combat shield.....5 pts
- Melta bombs.....5 pts
- Digital weapons.....10 pts
- Jump pack².....15 pts
- Conversion field.....20 pts

Dreadnought Weapons

A model may replace its multi-melta with one of the following:

- Twin-linked autocannon.....5 pts
- Twin-linked heavy bolter.....5 pts
- Twin-linked heavy flamer.....5 pts
- Plasma cannon.....5 pts
- Assault cannon.....10 pts
- Twin-linked lascannon.....15 pts

Dark Angels Standards

A model may take up to one of the following:

- Company standard.....15 pts
- Chapter banner (one per army).....25 pts
- Sacred standard.....35 pts

Relics of Caliban.....pg 155

Only one of each relic may be taken per army. A model may replace one weapon with one of the following:

- Shroud of Heroes¹.....10 pts
- Foe-smiter.....15 pts
- Lion's Roar.....20 pts
- Mace of Redemption.....30 pts
- Monster Slayer of Caliban.....40 pts
- The Eye of the Unseen¹.....40 pts

Dark Angels Vehicle Equipment.....pg 154

A model may take up to one of each of the following:

- Dozer blade⁴.....5 pts
- Storm bolter.....5 pts
- Extra armour.....10 pts
- Hunter-killer missile.....10 pts



¹ Does not replace the model's storm bolter.
² May not be taken by a Techmarine, or a model equipped with Terminator armour or a Space Marine bike.
³ Does not replace one of the character's weapons.
⁴ May not be taken by a Land Raider of any type.





BELIAL

GRAND MASTER OF THE DEATHWING

190
POINTS



Blade in hand, Grand Master Belial advances implacably upon his foes. No greater swordsman exists within the ranks of the Dark Angels, for Belial's expertise with a blade is as instinctive as it is lethal. It makes no difference whether his foe is a bellowing Ork warlord, a towering Tyranid bio-horror, or a daemonically empowered heretic; Belial's onslaught soon sees them cut to ribbons, their blood slicking the gloaming blade of the Sword of Silence. Belial takes no joy in his victories, or his heroic accomplishments. Rather, the Grand Master expects nothing but perfection from himself in every sword-blows and shot, treating even the slightest failure as cause for censure. He demands no less of the warriors who march at his side, his Deathwing brethren fighting their way through impossible odds beneath the glare of their exacting master. Belial has good reason for his stern style of leadership. He knows that, with every chance missed and battle-brother lost, the task of hunting down the Fallen becomes harder. No matter what miracles he and his brethren achieve, absolution will always require more...

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Belial	6	5	4	4	3	5	4	10	2+	Infantry (Character)	1 (Unique)

WARGEAR:

- Terminator armour (pg 154)
- Storm bolter
- Iron halo (pg 152)
- Teleport homer (pg 153)

WARLORD TRAIT:

- The Hunt (pg 148)

SPECIAL RULES:

- Deathwing (pg 148)
- Grim Resolve (pg 148)
- Independent Character

Marked for Retribution:

Belial re-rolls all failed To Hit rolls when fighting in a challenge.

Tactical Precision:

Belial and his unit do not scatter when arriving by Deep Strike.

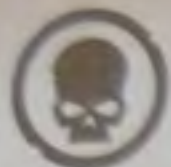
OPTIONS:

- May replace storm bolter and Sword of Silence with two lightning claws or a thunder hammer and storm shield (pg 153)....free

RELIC OF CALIBAN

Sword of Silence: A power weapon crafted from the same meteorite as the Sword of Secrets, the Sword of Silence has traditionally been gifted to the most lethal close-quarters combatant in the Dark Angels. The Sword of Silence seems to swallow nearby light and sound, absorbing them into its glowing obsidian blade.

Range	S	AP	Type
-	User	3	Melee, Fleshbane, Master-crafted



SAMMAEL

GRAND MASTER OF THE RAVENWING

200
POINTS



Screaming over the heads of his foes upon the ancient jetbike Corvex, Grand Master Sammael strikes like the Lion's own blade. Courageous to the point of madness, the master of the Ravenwing weaves low over the battlefield, hurtling between the striding legs of Titans or hammering through the ranks of the foe with the Raven Sword flashing brightly. Sammael's cloak streams behind him as he arcs through the skies, resembling the dark wings of some vast raven as he sweeps ahead of the warriors under his command. Of course, the Grand Master and his jetbike are far more than a figurehead; the ferocious blasts of Corvex's plasma cannon reduce even the mightiest foes to vitrified ash, while Sammael's every sword blow leaves contrails of blood streaming through the air behind it.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Sammael	6	5	4	5	3	5	3	10	3+	Jetbike (Character)	1 (Unique*)

* You may not include Sammael and Sableclaw in the same army.

WARGEAR:

- Bolt pistol
- Plasma cannon
- Twin-linked storm bolter
- Frag grenades
- Krak grenades
- Iron halo (pg 152)
- Teleport homer (pg 153)

WARLORD TRAIT:

- Rapid Manoeuvre (pg 148)

SPECIAL RULES:

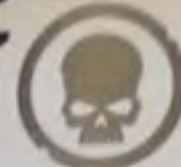
- Eternal Warrior
- Fearless
- Grim Resolve (pg 148)
- Hatred
- Hit & Run
- Independent Character
- Ravenwing (pg 148)
- Scout
- Skilled Rider

Swift Vengeance: Sammael can fire up to two ranged weapons in the Shooting phase.

RELIC OF CALIBAN

Raven Sword: This sword is one of a number of blades fabricated out of a meteorite that struck the Rock at Al Baradad, shortly after the fall of Caliban. It was named the Raven Sword, for it is traditionally the weapon of the Grand Master of the Ravenwing. Like the other relics whose origin it shares, the Raven Sword has a razor-sharp edge that has never dulled. Alone amongst its brothers, however, it makes a low keening sound when swung that few foes have heard and lived to speak of.

Range	S	AP	Type
	User	2	Melee, Master-crafted



SABLECLAW

GRAND MASTER OF THE RAVENWING'S LAND SPEEDER

200
POINTS



A dark shadow falls across the foe as Sammael's personal Land Speeder, Sableclaw, sweeps overhead. This is followed moments later by a vicious barrage of explosions – a withering hail of assault cannon and heavy bolter fire churning through the enemy ranks and leaving trails of torn corpses in its wake. Where return fire lashes skyward, it is unable to penetrate Sableclaw's mysterious defences and bursts into harmless blossoms of smoke. So protected, Grand Master Sammael is able to lead his Ravenwing into the deadliest of firestorms, directing his pilot's shots to hit key targets, and reaching down with his Raven Sword to strike the heads from the foe as Sableclaw speeds past.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Sableclaw	5	14	14	10	2	Vehicle (Fast, Skimmer, Character)	1 (Unique*)

* You may not include Sammael and Sableclaw in the same army.

WARGEAR:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Iron halo (pg 152)

WARLORD TRAIT:

- Rapid Manoeuvre (pg 148)

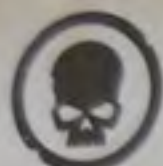
SPECIAL RULES:

- Deep Strike
- Grim Resolve (pg 148)
- Ravenwing (pg 148)
- Scout
- Skilled Rider

RELIC OF CALIBAN

Raven Sword: The keening of the Raven Sword rises in a shriek as Sammael swings it from his seat aboard Sableclaw.

At the end of the Movement phase, nominate one enemy unit not locked in combat that this model has moved over that turn. That unit takes D3+1 hits resolved at Strength 4 AP2, using Random Allocation. These hits have the Ignores Cover special rule, but do not benefit from any of the model's other special rules. Against vehicles, these hits are resolved against the target's rear armour.



INTERROGATOR-CHAPLAIN

110
POINTS



The sinister, hooded forms of the Interrogator-Chaplains stalk the battlefield, ever ready to dispense violent and bloody absolution. Where the enemy resists, the Interrogator-Chaplains cut deep like scalpels slicing into flesh, leading their brothers in the pitiless dissection of the foe. Privy to the secrets of the Inner Circle, these menacing warrior-priests are charged with securing the confessions of the Fallen. This is a dark and terrible task, for the subjects of their interrogations are ancient and powerful beings with wills of iron. An Interrogator-Chaplain must therefore be capable of any deed – no matter how cruel or horrific – if it will break his victim's resolve. This readiness to inflict sanity-flaying horrors upon their victims extends beyond the torture chambers of the Rock; an Interrogator-Chaplain in battle knows precisely where to strike his victims for maximum effect. With every swing of his crozius, an Interrogator-Chaplain elicits piteous wails of agony from his foes. Thus does a wave of terror spread before this skull-helmeted figure, the enemy sure in the knowledge that death itself comes to claim them.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Interrogator-Chaplain	5	5	4	4	3	5	3	10	3+	Infantry (Character)	1 Interrogator-Chaplain

WARGEAR:

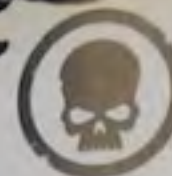
- Bolt pistol
- Crozius arcanum (pg 150)
- Frag grenades
- Krak grenades
- Rosarius (pg 153)

SPECIAL RULES:

- Deathwing (pg 148)
- Fear
- Grim Resolve (pg 148)
- Independent Character
- Preferred Enemy (Chaos Space Marines)
- Zealot

OPTIONS:

- May take items from the **Melee Weapons**, **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of Caliban** lists.
- May take a power fist 25 pts
- May take a Space Marine bike (pg 153) 20 pts
- If neither a power fist or Space Marine bike is taken, an Interrogator-Chaplain may replace his bolt pistol, frag and krak grenades with Terminator armour (pg 154) and storm bolter 30 pts
- An Interrogator-Chaplain in Terminator armour may take items from the **Terminator Weapons**, **Special Issue Wargear** and/or **Relics of Caliban** lists.
- An Interrogator-Chaplain in Terminator armour may replace his storm bolter with a combi-flamer, -melta or -plasma 5 pts



ASMODAI

MASTER INTERROGATOR-CHAPLAIN

140
POINTS



The ends justify the means. No member of the Dark Angels' Inner Circle personifies this concept as completely as Asmodai, whose spectacularly violent excesses make him a figure of fear to friend and foe alike. Whether upon the field of battle, or within the firelit gloom of the Rock's dungeons, Asmodai's wicked blades are ever red with the blood of his victims. In the eyes of the Master Interrogator-Chaplain, guilt is as insidious as it is widespread, and his self-appointed duty is to root it out no matter where it lies.

Asmodai is a zealous exemplar in whose sight enemies quail and allies fight all the harder. His sonorous hymns and rousing bellows of hatred are amplified through his vox grill, their impact all the greater for their contrast to the usual quiet stoicism of the Dark Angels. Whether holding together a defence line, as was his duty upon the Daemon world of Amity, or leading a forlorn hope through the blazing breach of an enemy fortress, as he did against the palace of the Traitor of Rhain, Asmodai stokes his brothers' righteous hatred into an inferno.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Asmodai	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Bolt pistol
- Crozius arcanum (pg 150)
- Frag grenades
- Krak grenades
- Rosarius (pg 153)

WARLORD TRAIT:

- The Hunt (pg 148)

SPECIAL RULES:

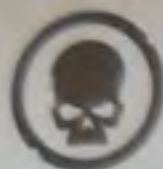
- Deathwing (pg 148)
- Fear
- Grim Resolve (pg 148)
- Independent Character
- Preferred Enemy (Chaos Space Marines)
- Zealot

Master of Repentance: If Asmodai slays the enemy Warlord in a challenge, you immediately score D3 extra Victory Points.

RELIC OF CALIBAN

Blades of Reason: This is an ancient and horrific device, saturated with arcane cruelty and the sorrow of Manikand. Its many sharply honed and well-polished blades are rich with scriptures of repentance, and criss-crossing the weapon's head are cables and fine neural-wires powered by a mystic science that amplifies pain to agonies beyond endurance.

Range	S	AP	Type
	User	-	Melee.
			Instant Death.
			Specialist Weapon



LIBRARIAN

65
POINTS



Enemies fall to the ground screaming in agony and terror as the Dark Angels Librarian advances upon them. An insidious, fear-inducing cloud emanates from him, called into being by his sinister psychic powers. The Librarian's eyes glow and his lips move in silent mantras, armoured fingers forked into arcane symbols as he cuts and thrusts with the blade of his mind. The Librarian's powers wind like razored tendrils through his foes' psyches, shredding sanity and excising knowledge with a surgeon's skill. Against his interromantic powers, even the most heavily armoured warriors are all but defenceless. One after another, they clutch their skulls with shaking hands, crumple to the floor as their life-force is extinguished, or turn their guns upon themselves in a desperate effort to block out the horror. Disruption ripples outward from the Librarian, panic and confusion leaving the enemy as easy prey for the battle-brothers that march at his back with bolters thundering and flamers roaring. So perish all who seek to stand against the Dark Angels – cowering on their knees, begging for the benediction of a swift death.

Librarian	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Librarian

WARGEAR:

- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades
- Psychic hood

SPECIAL RULES:

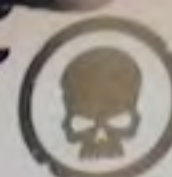
- Deathwing (pg 148)
- Grim Resolve (pg 148)
- Independent Character
- Psyker (Mastery Level 1)

PSYKER:

A Librarian generates his powers from the **Daemonology**, **Divination**, **Interromancy** (pg 156), **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.

OPTIONS:

- May upgrade to Psyker (Mastery Level 2) 25 pts
- May take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of Caliban** lists.
- May take a Space Marine bike (pg 153) 20 pts
- If a Space Marine bike is not taken, a Librarian may replace his bolt pistol, frag and krak grenades with Terminator armour (pg 154) 25 pts
- A Librarian in Terminator armour may take one of the following:
 - Storm bolter 5 pts
 - Combi-flamer, -melta or -plasma 10 pts
- A Librarian in Terminator armour may take items from the **Special Issue Wargear** and/or **Relics of Caliban** lists.



EZEKIEL

GRAND MASTER OF LIBRARIANS

145
POINTS



Like an angel of death, Ezekiel strides fearlessly through the ranks of the foe and leaves naught but pain-twisted corpses in his wake. Those not slain outright by the barbed thought-worms of Ezekiel's mind meet their end beneath the killing edge of his force sword. It is said that many simply throw down their weapons and plead for mercy beneath Ezekiel's icy gaze, for a single glance reveals the look of one who has stared deeply into the soul of Man, and found something lacking. Yet the Grand Master of the Dark Angels' Librarians has no mercy to give, as the headless corpses of countless battlefields can attest. As one of the key members of the Dark Angels' Inner Circle, Ezekiel is the bearer of the Book of Salvation. This potent artefact is a precious icon to the Chapter's battle-brothers, who are taught from their earliest days as Scouts that its secrets must never, ever fall into enemy hands. Thus do the brothers under Ezekiel's command fight all the harder, chanting the sonorous hymnal of the Sacred Secret as they slay with extreme prejudice any enemy foolish enough to threaten Ezekiel and the tome he bears.

Ezekiel	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	5	5	4	4	8	5	3	10	2+	Infantry (Character)	1 (Unique)

WARGEAR:

- Master-crafted bolt pistol
- Master-crafted force sword
- Frag grenades
- Krak grenades
- Psychic hood

WARLORD TRAIT:

- Courage of the First Legion (pg 148)

SPECIAL RULES:

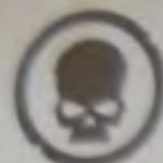
- Deathwing (pg 148)
- Grim Resolve (pg 148)
- Independent Character
- Psyker (Mastery Level 3)

PSYKER: Ezekiel generates his powers from the **Daemonology**, **Divination**, **Interromancy** (pg 156), **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.

RELIC OF CALIBAN

Book of Salvation: This renowned tome lists the names of all the Fallen who have been captured by the Dark Angels. Only the Inner Circle knows the contents of this book, but the whole Chapter understands that its protection is paramount.

All friendly models with the Dark Angels Faction within 6" of Ezekiel at the start of the Fight sub-phase have +1 Attack until the end of the phase.



COMPANY MASTER

90
POINTS



Blades held ready, the Company Masters lead their brothers into battle with grim determination. They are supreme warriors, but unforgiving and coldly distant figures whose strategic brilliance echoes that of the Lion himself. Brooding and reserved, the Masters of the Dark Angels are not given to the inspirational theatrics common amongst their counterparts in some other Chapters. Rather, they devote all of their attention to the complete annihilation of the enemy, and in this duty they are never found lacking. Advancing at a steady pace, Company Masters place every blade-thrust with precision, embodying the meticulous lethality for which their Chapter is known. All the while, they show consummate tactical mastery, maintaining an awareness of troop dispositions and grand-scale battlefield manoeuvres that would put the most skilled strategium adept to shame. Strategic brilliance is a fundamental requirement of Company Masters, for they must be ever mindful of their Chapter's hidden agenda, ready to shift their focus to the hunt for the Fallen at any moment and swiftly redeploy their forces no matter the cost.

Company Master	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 Company Master

WARGEAR:

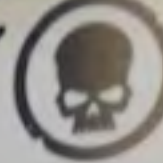
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Iron halo (pg 152)

SPECIAL RULES:

- Deathwing (pg 148)
- Grim Resolve (pg 148)
- Independent Character

OPTIONS:

- May replace chainsword with a relic blade (pg 151) 25 pts
- May take a storm shield (pg 153) 15 pts
- May take artificer armour (pg 154) 20 pts
- May take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear and/or Relics of Caliban** lists.
- May replace bolt pistol, chainsword, frag and krak grenades with Terminator armour (pg 154), storm bolter and power sword 30 pts
- A Company Master in Terminator armour may replace his power sword with a relic blade 10 pts
- A Company Master in Terminator armour may take items from the **Terminator Weapons, Special Issue Wargear and/or Relics of Caliban** lists.



CHAPLAIN

90
POINTS



The Chaplains of the Dark Angels are stern war-priests whose rhetoric stirs the solemn hearts of their battle-brothers. Clad in night-black armour and wearing skull helmets whose eye lenses blaze with inner light, Dark Angels Chaplains are grim and frightening figures. They maintain a steady stream of charned catechisms and exhortations as battle rages around them, arming their brothers in faith and conviction. Ignoring the shots and shrapnel that rebound from their protective force fields, the Chaplains call upon their comrades to let their righteous hatred flow, stoking their just revulsion toward heretic, xenos and witch alike. As battle is joined, the Chaplains stride to the fore, brandishing aloft their iconic weapons of office and spitting words of detestation into the faces of the foe. Their every blow is calamitous, crushing bone and buckling armour plate amid crackling blasts of energy. The Dark Angels battle-brothers fight ever harder, driven on by the selfless example of their Chaplains. All the while, the Chaplains watch the warriors at their side with a seaward eye, alert for weakness and quick to stamp it out.

Chaplain	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Chaplain

WARGEAR:

- Bolt pistol
- Crozius arcanum (pg 150)
- Frag grenades
- Krak grenades
- Rosarius (pg 153)

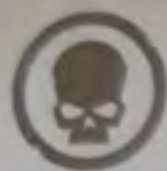
SPECIAL RULES:

- Grim Resolve (pg 148)
- Independent Character
- Zealot

OPTIONS:

- May take items from the **Melee Weapons, Ranged Weapons and/or Special Issue Wargear** lists. 20 pts
- May take a Space Marine bike (pg 153)





TECHMARINE

65
POINTS

'BE SLOW TO ANGER, QUICK TO ACTION. THE PATIENT WARRIOR KNOWS THAT ONE WELL-PLACED SHOT CAN END A WAR.'
- from the teachings of Lion El'Jonson



Amid the fury of battle, even the mightiest engines of war can be crippled, reduced to smoking wrecks by the heretical works of the foe. It is the task of the Techmarines to repair this damage, to shepherd their mechanised flock through the horrors of one war zone after another and sustain their machine spirits through the sorest tests of faith. In this duty, the Techmarines of the Dark Angels Armoury are both fearless and selfless, braving the most murderous cauldrons of enemy fire to reach damaged vehicles in need of aid. Under the covering fire of gun Servitors and fellow battle-brothers, and often taking up their own formidable weapons to keep the foe at bay, the Techmarines work with icy calm to re-route power flows, spot-weld repairs to armour plating, and coax motive actuators and weapon systems back into life.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Techmarine	4	5	4	4	2	4	2	9	2+	Infantry (Character)	1 Techmarine
Servitor	3	3	3	3	1	3	1	8	4+	Infantry	

WARGEAR:

- TECHMARINE**
- Bolt pistol
 - Power axe
 - Frag grenades
 - Krak grenades
 - Servo-arm (pg 151)

- SERVITOR**
- Servo-arm

SPECIAL RULES:

- TECHMARINE**
- And They Shall Know No Fear
 - Grim Resolve (pg 148)
 - Independent Character

Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a Techmarine can 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 1 for each Servitor with a servo-arm in his unit, and an additional 1 if the Techmarine has a servo-harness. 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.

Bolster Defences: After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this cannot be one you have purchased as part of your army). The terrain piece's cover save is increased by 1 for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered once.

SERVITOR

Mindlock: If it does not contain a Techmarine, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+, this special rule has no effect this turn. On a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves.

OPTIONS:

- TECHMARINE**
- May take a Space Marine bike (pg 153) 20 pts
 - May replace servo-arm with a servo-harness (pg 153) .. 25 pts
 - May take items from the **Melee Weapons, Ranged Weapons, and/or Special Issue Wargear** lists.
 - May take up to five Servitors 10 pts each

SERVITOR

- Up to two Servitors may replace their servo-arm with one of the following:
 - Heavy bolter 10 pts/model
 - Multi-melta 10 pts/model
 - Plasma cannon 20 pts/model



TACTICAL SQUAD

70
POINTS



As the Tactical Squad's volleys ring out across the battlefield, enemy warriors are blown from their feet, heads and limbs blasted apart and torsos torn to ribbons by drumming boltgun fire. Through this devastation the Dark Angels Tactical Marines advance, chanting their hymnals of loathing and fortitude. Whether pressing forward on the attack or standing stubborn and immovable in defence, these heavily armoured, highly skilled warriors are the bane of their foes and a mighty boon to their comrades. They can be relied upon to complete their mission regardless of the cost and no matter the odds – a trait much prized by the commanders of the Dark Angels in their secret war for the redemption of their Chapter.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Space Marine	4	4	4	4	1	4	1	8	3+	Infantry	4 Space Marines
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+	Infantry (Character)	1 Space Marine Sergeant
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads (pg 148)
- Grim Resolve (pg 148)

OPTIONS:

- May include up to five additional Space Marines 14 pts/model
- If the squad numbers less than ten models, one Space Marine may take one item from either the **Special Weapons** or **Heavy Weapons** list.
- If the squad numbers ten models, one Space Marine may take one item from the **Special Weapons** list, and one other Space Marine may take one item from the **Heavy Weapons** list.
- May upgrade the Space Marine Sergeant to a Veteran Sergeant 10 pts
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs 5 pts
- The unit may select a Drop Pod (pg 122), Rhino (pg 120) or Razorback (pg 121) as a Dedicated Transport.

SCOUT SQUAD

55
POINTS



Slipping through the tangled terrain of the battlefield with their weapons held ready, Dark Angels Scouts shadow their foes like a hunter stalks his prey. Conscious of their Sergeants' stern glares, these novice warriors whisper newly-learned hymnals of righteous detestation as they slide into firing positions and stare down their weapons' sights. Only when the moment is perfect do they squeeze their triggers, sniper rifles and bolters spitting death into the midst of the unsuspecting foe. Enemy warriors spin from their feet in sprays of blood, even as the Scouts advance, weapons blazing, to finish off the shocked survivors. The battlefield is the proving ground of the Dark Angels Scouts, the theatre in which they can show their worthiness to progress through the ranks and learn the mysteries of their noble Chapter.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Scout	4	4	4	4	1	4	1	8	4+	Infantry	4 Scouts
Scout Sergeant	4	4	4	4	1	4	1	8	4+	Infantry (Character)	1 Scout Sergeant
Veteran Scout Sergeant	4	4	4	4	1	4	2	9	4+	Infantry (Character)	

WARGEAR:

- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads (pg 148)
- Grim Resolve (pg 148)
- Infiltrate
- Move Through Cover
- Scout

OPTIONS:

- May include up to five additional Scouts 11 pts/model
- The entire squad may take camo cloaks (pg 151) 2 pts/model
- Any model may replace its boltgun with a Space Marine shotgun free
- Any model may replace his boltgun with a sniper rifle 1 pt/model
- One Scout may replace his boltgun with one of the following:
 - Heavy bolter 8 pts
 - o May also take hellfire shells (pg 152) 5 pts
 - Missile launcher (with frag and krak missiles) 15 pts
 - o May also take flakk missiles 10 pts
- May upgrade the Scout Sergeant to a Veteran Scout Sergeant 10 pts
- The Scout Sergeant or Veteran Scout Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Scout Sergeant or Veteran Scout Sergeant may take melta bombs 5 pts



COMPANY VETERANS SQUAD

90
POINTS



Moving with unhurried menace, their robes flowing in the ash-clogged winds of war, the Company Veterans advance toward their objective. Their eye-lenses blaze from beneath heavy cowls as the foe comes into sight; their weapons are raised – the full fury of the Rock's Armoury primed and ready. Taking careful aim, the Veterans let fly, their solemn silence broken by the sudden thunder of their guns. Plasma blasts howl through the air to explode amid the foe with ruinous force. Hails of bolts and goutts of flame reduce enemy warriors to scorched and blasted corpses. The Veterans raise their weapons in a warrior's salute, a moment's honour spared not for the detestable foe, but for the Lion who gave his sons the strength to slay them. Then, with oaths of vengeance upon their lips, the Company Veterans charge.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	4 Veterans
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Veteran Sergeant

WARGEAR:

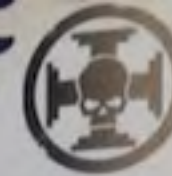
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads (pg 148)
- Grim Resolve (pg 148)

OPTIONS:

- May include up to five additional Veterans 18 pts/model
- Any model may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- For every five models in the squad, one Veteran may take an item from the **Special Weapons** list.
- One Veteran may take an item from the **Heavy Weapons** list.
- Any model may take melta bombs..... 5 pts/model
- Any model may take one of the following:
 - Combat shield (pg 152) 5 pts/model
 - Storm shield (pg 153) 10 pts/model
- The unit may select a Drop Pod (pg 122), Rhino (pg 120) or Razorback (pg 121) as a Dedicated Transport.



COMMAND SQUAD

90
POINTS



Beneath the ancient glory of one of their Chapter's honoured banners, the Command Squad fights with cold determination. Acting as bodyguards to a hero of the Chapter's Inner Circle, these hand-picked Veterans are pledged to follow their master's every command without a second's hesitation. Should brothers fall wounded, the Apothecary tends their hurts and gets them back into the fight. Should a mighty warrior of the foe bar their path, the Company Champion steps forth to do battle, the honour of his brothers mantled upon his broad shoulders. Meanwhile, the remaining Veterans maintain a constant hail of fire directed into the foe, picking out crucial targets at their lord's direction and sealing their victims' doom with a barrage of bolt shells and plasma blasts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	5 Veterans
Company Champion	5	4	4	4	1	4	2	9	3+	Infantry (Character)	
Apothecary	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve (pg 148)

Honour or Death (Company Champion only): A model with this special rule must issue and accept a challenge whenever possible. If there is more than one friendly model in a combat with this rule, you may select which model issues or accepts the challenge.

OPTIONS:

- One Veteran may take an item from the **Dark Angels Standards** list.
- One Veteran may be upgraded to a Company Champion, replacing his chainsword with a Blade of Caliban and combat shield (pg 152) 15 pts
- One Veteran may be upgraded to an Apothecary, taking a narthecium (pg 152) 15 pts
- Any Veteran may take melta bombs 5 pts/model
- Any Veteran may take a storm shield (pg 153) 10 pts/model
- Any Veteran may take items from the **Melee Weapons**, **Ranged Weapons** and/or **Special Weapons** lists.
- The unit may select a Drop Pod (pg 122), Rhino (pg 120) or Razorback (pg 121) as a Dedicated Transport.



DEATHWING TERMINATOR SQUAD

200
POINTS



Whether teleporting into battle amid a great corona of crackling energy discharge or striding down the assault ramp of a hulking Land Raider, the Terminators of the Deathwing obliterate all before them. Their firepower is a storm of death, shredding the enemy with such fury that many do not even realise they are under attack before they are turned into smoking offal. Striding over the ruin of their foes, the Deathwing press the attack with merciless efficiency, return fire rebounding from the super-dense plates of their bone white Terminator armour. Those who seek to meet these avenging angels at close quarters fare no better, for every mighty swing of the Terminators' power fists sees another victim splattered in pieces across their comrades. Soon, nothing remains of the foe but mangled, smouldering remnants.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Deathwing Terminator	4	4	4	4	1	4	2	9	2+	Infantry	4 Deathwing Terminators
Deathwing Sergeant	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 Deathwing Sergeant

WARGEAR:

- Terminator armour (pg 154)
- Storm bolter
- Power fist (Deathwing Terminator only)
- Power sword (Deathwing Sergeant only)

SPECIAL RULES:

- Deathwing (pg 148)
- Grim Resolve (pg 148)
- Split Fire

OPTIONS:

- May include up to five additional Deathwing Terminators 40 pts/model
- Any model may replace all of its weapons with:
 - Two lightning claws..... free
 - Thunder hammer and storm shield (pg 153)..... 10 pts/model
 - Thunder hammer and power fist..... 5 pts/model
- Any model may replace its power fist with a chainfist..... 5 pts/model
- For every five models in the squad, one Deathwing Terminator may take an item from the **Terminator Heavy Weapons** list.
- The unit may take a perfidious relic of the Unforgiven (pg 153) 15 pts
- The unit may select a Land Raider (pg 136), Land Raider Crusader (pg 137) or Land Raider Redeemer (pg 138) as a Dedicated Transport.



DEATHWING COMMAND SQUAD

200
POINTS



Armoured boots crushing bone and rubble to dust, the warriors of the Deathwing Command Squad advance at the side of their commanding officer and lend their might to his own. With their penchant for deploying by mass teleport straight into the heart of the enemy army, the Deathwing often finds itself beset from all sides. At such times, the Deathwing Command Squad provide a rock-solid rallying point, their standard flying proud above the maelstrom of screaming faces and clashing blades. Armed for close range annihilation of the foe, these elite battle-brothers support the hero to whom they have been assigned, tearing through every threat that stands in his path.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Deathwing Terminator	4	4	4	4	1	4	2	9	2+	Infantry	5 Deathwing Terminators
Deathwing Sergeant	4	4	4	4	1	4	2	9	2+	Infantry (Character)	
Deathwing Apothecary	4	4	4	4	1	4	2	9	2+	Infantry (Character)	
Deathwing Champion	5	4	4	4	1	4	2	9	2+	Infantry (Character)	

WARGEAR:

- Terminator armour (pg 154)
- Storm bolter
- Power fist

SPECIAL RULES:

- Deathwing (pg 148)
- Grim Resolve (pg 148)
- Honour or Death (pg 113) (Deathwing Champion only)
- Split Fire

OPTIONS:

- One Deathwing Terminator may be upgraded to a Deathwing Sergeant, replacing his power fist with a power sword free
- One Deathwing Terminator in the army may take:
 - Deathwing Company Banner (pg 152) 20 pts
 - Sacred Standard (pg 153) 35 pts
- One Deathwing Terminator in the army may be upgraded to the Deathwing Champion, replacing all of his weapons with the Halberd of Caliban (pg 151) 5 pts
- One Deathwing Terminator in the army may be upgraded to the Deathwing Apothecary, replacing his power fist with a narthecium (pg 152) 5 pts
- Any Deathwing Terminator may replace all of his weapons with:
 - Two lightning claws..... free
 - Thunder hammer and storm shield (pg 153)..... 10 pts/model
 - Thunder hammer and power fist..... 5 pts/model
- Any Deathwing Terminator may replace his power fist with a chainfist..... 5 pts/model
- Any Deathwing Terminator may take an item from the **Terminator Heavy Weapons** list.
- One Deathwing Terminator may take a perfidious relic of the Unforgiven (pg 153) 15 pts
- The unit may take a Land Raider (pg 136), Land Raider Crusader (pg 137) or Land Raider Redeemer (pg 138) as a Dedicated Transport.



DREADNOUGHTS

100
POINTS



Enemies are scattered before the blazing heavy weapons of a Dreadnought like leaves in a gale. If still-living Dark Angels are severe and vengeful, the revenant pilots of these war machines are even more so. They advance unflinching into the heaviest enemy fire, war-hymnals booming from their vox-amps with all the righteous anger of the Lion. Some Dreadnoughts relive their warrior-duels of old, crushing the foe with their mighty power fists before grinding their broken bodies underfoot. Others act as implacable walking tanks, scything down enemy infantry with hails of heavy bolter or assault cannon fire, or blasting armoured war engines apart with searing swathes of burning promethium and swarms of super-karak missiles. Whichever role these armoured walkers choose, they are lethal in the extreme.

	[Armour]										Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP			
Dreadnought	4	4	6	12	12	10	4	4	3		Vehicle (Walker)	1 Dreadnought

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Grim Resolve (pg 148)

OPTIONS:

- May include up to two additional Dreadnoughts..... 100 pts/model
- Any model may take items from the **Dreadnought Weapons** list.
- Any model may replace its power fist with built-in storm bolter with one of the following:
 - Missile launcher 10 pts/model
 - Twin-linked autocannon..... 15 pts/model
- Any model may replace its built-in storm bolter with a built-in heavy flamer 10 pts/model
- Any model may take extra armour 10 pts/model
- If the unit contains no additional Dreadnoughts, it may select a Drop Pod (pg 122) as a Dedicated Transport.



VENERABLE DREADNOUGHTS

125
POINTS



Armour painted in the bone white of the Deathwing, Dark Angels Venerable Dreadnoughts are invaluable weapons in the war against the Fallen. These are the eldest and most determined members of the Inner Circle, warriors who have fought to absolve their Chapter's shame for – in many cases – thousands of years. Though it takes much to rouse these timeless heroes from their slumbers, once on the field of battle they are the embodiment of the Dark Angels' vengeful wrath. Their every shot is perfectly placed, punching through weak spots in enemy armour to blow tanks sky high or fell the greatest champions of the foe. Their every blow in close combat hits like a strike from the Primarch himself, hurling broken enemies through the air. None can stand before these ancients and live, not even the mightiest of the Fallen.

	[Armour]										Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP			
Venerable Dreadnought	5	5	6	12	12	10	4	4	3		Vehicle (Walker)	1 Venerable Dreadnought

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Deathwing (pg 148)
- Grim Resolve (pg 148)

Venerable: If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second result, even if it is worse than the first.

OPTIONS:

- May include up to two additional Venerable Dreadnoughts..... 125 pts/model
- Any model may take items from the **Dreadnought Weapons** list.
- Any model may replace its power fist with built-in storm bolter with one of the following:
 - Missile launcher 10 pts
 - Twin-linked autocannon..... 15 pts
- Any model may replace its built-in storm bolter with a built-in heavy flamer 10 pts
- Any model may take extra armour 10 pts
- If the unit contains no additional Venerable Dreadnoughts, it may select a Drop Pod (pg 122) as a Dedicated Transport.



DEATHWING KNIGHTS

235
POINTS



Shields locked and maces of absolution glowing, the Deathwing Knights advance upon their quarry with the inevitability of death. A cold fury burns within their hearts, for these warriors know of Luther, of his heresies and of the stain he and his followers have left upon their Chapter's honour. Their anger at this betrayal is channelled into every battle; the Deathwing Knights swing their maces with a strength born of hatred for all those who impede their quest for redemption. These warriors are their Chapter's ultimate weapon against the Fallen, capable of crushing any resistance and subduing even the mightiest foes. Neither Warp-infused Daemon nor rampaging Tyranid monstrosity can stand against their righteous wrath, for the Deathwing Knights fight for the very soul of their Chapter.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Deathwing Knight	5	4	4	4	1	4	2	9	2+	Infantry	4 Deathwing Knights
Knight Master	5	4	4	4	1	4	3	9	2+	Infantry (Character)	1 Knight Master

WARGEAR:

- Terminator armour (pg 154)
- Mace of absolution (pg 151) (Deathwing Knight only)
- Flail of the Unforgiven (pg 151) (Knight Master only)
- Storm shield (pg 153)

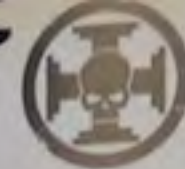
SPECIAL RULES:

- Deathwing (pg 148)
- Grim Resolve (pg 148)
- Hammer of Wrath
- Precision Strikes

Fortress of Shields: Any model in this unit that is equipped with a storm shield (including models with the Independent Character special rule that have joined it) and is in base contact with at least two other models from this unit has +1 Toughness.

OPTIONS:

- May include up to five additional Deathwing Knights 45 pts/model
- The unit may take a perfidious relic of the Unforgiven (pg 153) 15 pts
- The unit may select a Land Raider (pg 136), Land Raider Crusader (pg 137) or Land Raider Redeemer (pg 138) as a Dedicated Transport.



RAVENWING COMMAND SQUAD

120
POINTS



Roaring into battle at the side of one of their Chapter's greatest heroes, the Black Knights of the Ravenwing Command Squad ride down all who bar their path. Like the Knights of old Caliban, these pitch-clad warriors thunder out of the gloom in the wake of their heroic leader to smite their monstrous foes. Plasma talons rake the enemy ranks, blasting even heavily armoured warriors to drifting ash, while every swing of a corvus hammer sees another chest crushed, another head sent spinning through the air. Beneath the shadow of their fluttering standard, the warriors of the Ravenwing Command Squad form a rallying-point for one of the most fearsome fast-strike forces in the galaxy, their heroic example leading their brothers to greatness time and again.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ravenwing Black Knight	4	4	4	5	1	4	2	9	3+	Bike	3 Ravenwing Black Knights
Ravenwing Apothecary	4	4	4	5	1	4	2	9	3+	Bike (Character)	
Ravenwing Champion	5	4	4	5	1	4	2	9	3+	Bike (Character)	

WARGEAR:

- Bolt pistol
- Plasma talon (pg 150)
- Corvus hammer (pg 150)
- Frag grenades
- Krak grenades
- Teleport homer (pg 153)

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve (pg 148)
- Honour or Death (pg 113) (Ravenwing Champion only)
- Hit & Run
- Ravenwing (pg 148)
- Scout
- Skilled Rider

OPTIONS:

- May include up to three additional Ravenwing Black Knights 40 pts/model
- One Ravenwing Black Knight in the army may take:
 - Ravenwing Company Banner (pg 153) 20 pts
 - Sacred Standard (pg 153) 35 pts
- Up to two Ravenwing Black Knights may replace their plasma talon with a Ravenwing grenade launcher (pg 150) free
- One Ravenwing Black Knight in the army may be upgraded to the Ravenwing Apothecary, taking a narthecium (pg 152) 30 pts
- One Ravenwing Black Knight in the army may be upgraded to the Ravenwing Champion, replacing his corvus hammer with a Blade of Caliban (pg 150) 5 pts



RHINO

35
POINTS



With a tireless determination to match that of the warriors they carry into battle, the Rhino APCs of the Dark Angels shrug off incoming fire and plough through obstacles that bar their way. The storm bolters of these dauntless transports play left and right, spitting streams of shells into the foe and scouring them from the Rhinos' path. Only once they have reached their destination do the Rhinos skid to a halt, engines rumbling and storm bolters continuing to roar. With a whine of hydraulics, the Rhinos' hatches swing open, squads of Dark Angels deploying to gun down their foes with ruthless efficiency. Swift, reliable and resilient, the Rhino APC is as stoic a steed as the Sons of the Lion could hope for, and it forms an indispensable part of their arsenal.

Rhino	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	11	11	10	3	Vehicle (Tank, Transport)	1 Rhino

WARGEAR:

- Storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

Repair: If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

TRANSPORT:

- **Transport Capacity:** Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** Two models can fire from the Rhino's top hatch.
- **Access Points:** The Rhino has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the Dark Angels Vehicle Equipment list.



RAZORBACK

55
POINTS



Blasts of potent firepower precede the Razorback into battle, its turret swivelling rapidly as it hammers the foe with salvos of fire. A hybrid of battle tank and transport, the Razorback serves as the preferred mount for Company Veterans and Command Squads alike. As it roars forward, the Razorback provides fast-moving fire support for those forces advancing alongside it. This role continues after its passengers have disembarked; thanks to its turret-mounted weaponry, the Razorback is able to eliminate armoured threats, cull large numbers of enemy infantry, or blast open gaps in the foe's defences through which its accompanying warriors can charge. Few vehicles can boast this level of tactical versatility, making the Razorback an ideal transport for the fast-moving, elite forces of the Dark Angels.

Razorback	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	11	11	10	3	Vehicle (Tank, Transport)	1 Razorback

WARGEAR:

- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

TRANSPORT:

- **Transport Capacity:** Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** None.
- **Access Points:** The Razorback has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the Dark Angels Vehicle Equipment list.
- May replace its twin-linked heavy bolter with one of the following:
 - Twin-linked heavy flamer 20 pts
 - Twin-linked assault cannon 20 pts
 - Twin-linked lascannon 20 pts
 - Lascannon and twin-linked plasma gun free



DROP POD

35
POINTS



Fired from the launch bays of orbiting Strike Cruisers, Dark Angels Drop Pods plummet toward the planet below. Within, squads of battle-brothers meditate upon the battle to come, ignoring the violent shaking of the pods' atmospheric re-entry as they recite mantras of readiness and renew oaths of detestation. Plunging towards the battlefield, the Drop Pods fire their retros at the last moment, the armoured capsules slamming down amidst the panicked enemy with sledgehammer force. Within, electro-candles flare from amber to green, warriors raise their heads from prayer, and bolters are hefted in readiness. A second later, the Drop Pods' locking bolts release with a bang, their hatches crash down, and the Sons of the Lion charge forth like a storm of vengeance to slaughter the unworthy.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Drop Pod	4	12	12	12	3	Vehicle (Open-topped, Transport)	1 Drop Pod

WARGEAR:

- Storm bolter

SPECIAL RULES:

Drop Pod Assault: Drop Pods and units embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.

Immobile: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised result that cannot be repaired in any way. This does not cause it to lose a Hull Point.

Inertial Guidance System: If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.

TRANSPORT:

- **Transport Capacity:** Ten models or one Dreadnought of any type.

OPTIONS:

- May replace storm bolter with a deathwind launcher (pg 149) 15 pts
- May take a locator beacon (pg 154) 10 pts



ASSAULT SQUAD

70
POINTS



Chanting mantras of wrath and vengeance, the warriors of the Dark Angels Assault Squads strike their foes like a breaking storm. Beneath the Assault Marines' veneer of monastic solemnity lies a passion every bit as fierce as that of their counterparts in other Chapters, a fire that burns all the hotter for being strictly controlled. Where a less disciplined warrior might rain a flurry of wasteful, reckless blows upon his foe, a Dark Angel will target his enemy's weak-points with a focussed fury; each blade-swing will be perfectly placed, and driven with all the strength and hatred the battle-brother can muster. In this way, Dark Angels Assault Marines hew through armour and flesh, hacking down their foes with the unstoppable might of the righteous.

	WS BS S T W I A Ld Sv										Unit Type	Unit Composition
	4	4	4	4	1	4	1	8	3+			
Space Marine	4	4	4	4	1	4	1	8	3+		Infantry	4 Space Marines
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+		Infantry (Character)	1 Space Marine Sergeant
Veteran Sergeant	4	4	4	4	1	4	2	9	3+		Infantry (Character)	

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads (pg 148)
- Grim Resolve (pg 148)

OPTIONS:

- May include up to five additional Space Marines 14 pts/model
- The entire squad may take jump packs (pg 152) 3 pts/model
- Up to two Space Marines may replace their bolt pistols with one of the following:
 - Flamer 5 pts/model
 - Plasma pistol 15 pts/model
- For every five models in the unit, one model may replace its bolt pistol and chainsword with an eviscerator 25 pts
- May upgrade the Space Marine Sergeant to a Veteran Sergeant 10 pts
- The Space Marine Sergeant or Veteran Sergeant may take items from the Melee Weapons and/or Ranged Weapons lists.
- The Space Marine Sergeant or Veteran Sergeant may take a combat shield (pg 152) 5 pts each
- and/or melta bombs 5 pts each
- If the squad does not take jump packs, it may then take a Drop Pod (pg 122), Rhino (pg 120) or Razorback (pg 121) as a Dedicated Transport.



RAVENWING BIKE SQUAD

75
POINTS



Speeding through the smoke-wreathed hell of battle come the warriors of the Ravenwing. The throaty roar of Space Marine bikes is the only warning their foes have before the black-clad huntsmen of the 2nd Company descend upon them in force. Following strict doctrines of lightning warfare, the Ravenwing slice like blackened blades through the ranks of the foe before breaking off and speeding away once more. As their panicked victims struggle to process the destruction wrought in their midst, the Ravenwing strike again and again. Even the mightiest foes are cut apart and eventually massacred, left as tattered, bloody remnants in the bikers' wake. So do the Ravenwing ride their prey to ground and seal their doom.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ravenwing Biker	4	4	4	5	1	4	1	8	3+	Bike	2 Ravenwing Bikers
Ravenwing Sergeant	4	4	4	5	1	4	1	8	3+	Bike (Character)	1 Ravenwing Sergeant
Ravenwing Veteran Sgt.	4	4	4	5	1	4	2	9	3+	Bike (Character)	
Ravenwing Attack Bike	4	4	4	5	2	4	2	8	3+	Bike	

WARGEAR:

- Bolt pistol or chainsword
- Heavy bolter (Attack Bike only)
- Frag grenades
- Krak grenades
- Space Marine bike (pg 153)
- Teleport homer (pg 153)

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads (pg 148)
- Grim Resolve (pg 148)
- Hit & Run
- Ravenwing (pg 148)
- Scout

OPTIONS:

- May include up to three additional Ravenwing Bikers..... 25 pts/model
- Up to two Ravenwing Bikers may each take one item from the **Special Weapons** list.
- May upgrade the Ravenwing Sergeant to a Ravenwing Veteran Sergeant..... 10 pts
- The Ravenwing Sergeant or Ravenwing Veteran Sergeant may:
 - Take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
 - Take melta bombs..... 5 pts
- May include one Ravenwing Attack Bike (pg 125)..... 45 pts
 - The Ravenwing Attack Bike may replace its heavy bolter with a multi-melta..... 10 pts



RAVENWING ATTACK BIKE SQUAD

45
POINTS



Those designated as the Ravenwing's quarry are dangerous foes, possessed of potent weapons and armoured fighting vehicles that can wreak havoc amongst the ranks of the 2nd Company. To neutralise such threats, Ravenwing Attack Squadrons frequently include whole squads of heavily armed Attack Bikes. Speeding alongside their battle-brothers, the crews of these swift gun-platforms play the devastating fire of their weapons across the foe. Attack Bikes armed with heavy bolters punch volleys of shells into infantry, tearing ragged wounds in the enemy battle line through which their comrades race. Meanwhile, those Attack Bikes that mount multi-meltas direct their fire towards the enemy's armoured vehicles, vaporising massive battle tanks with each roaring shot.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ravenwing Attack Bike	4	4	4	5	2	4	2	8	3+	Bike	1 Ravenwing Attack Bike

WARGEAR:

- Bolt pistol
- Heavy bolter
- Frag grenades
- Krak grenades
- Space Marine bike (pg 153)
- Teleport homer (pg 153)

OPTIONS:

- May include up to two additional Ravenwing Attack Bikes..... 45 pts/model
- Any Ravenwing Attack Bike may replace its heavy bolter with a multi-melta..... 10 pts

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve (pg 148)
- Hit & Run
- Ravenwing (pg 148)
- Scout





RAVENWING LAND SPEEDERS

50
POINTS



Skimming fast and low over the battlefield, Ravenwing Land Speeders sweep above their prey like murderous shadows. Mixed marks of Land Speeders make up these squadrons, standard attack craft holding formation with Tornado and Typhoon support skimmers as they race toward the foe. The amount of firepower generated by these squadrons is tremendous, each pass engulfing the foe in a cauldron of explosions that leaves blazing wreckage and smoking corpses in their wake. Wherever the bikers of the Ravenwing face overwhelming odds, the Land Speeders swoop down to even them. Wherever the quarry looks set to escape, the skimmers race after them, arrow swift, crippling their transports with pinpoint fire. To the foe, the Land Speeders seem to strike everywhere at once, always with deadly speed and violence.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Ravenwing Land Speeder	4	10	10	10	2	Vehicle (Fast, Skimmer)	1 Ravenwing Land Speeder

WARGEAR:

- Heavy bolter

SPECIAL RULES:

- Deep Strike
- Ravenwing (pg 148)

Anti-grav Upwash: Whilst this unit includes at least three Ravenwing Land Speeders, it can move an additional 6" when moving Flat Out.

OPTIONS:

- May include up to four additional Ravenwing Land Speeders..... 50 pts/model
- Any Ravenwing Land Speeder may replace its heavy bolter with one of the following:
 - Heavy flamer free
 - Multi-melta 10 pts
- Any Ravenwing Land Speeder may take one of the following:
 - Heavy bolter 5 pts/model
 - Heavy flamer 5 pts/model
 - Multi-melta 15 pts/model
 - Assault cannon 20 pts/model
 - Typhoon missile launcher (pg 150) 25 pts/model



RAVENWING DARKSHROUD

80
POINTS



The Ravenwing Darkshroud skims low across the battlefield, wreathed in a crackling nimbus of gloaming shadow. This strange energy rolls in waves from the sepulchral statue that looms at the vehicle's rear, enshrined upon its armoured dais. Advancing around it, the Dark Angels fade in and out of sight as fearsome, half-seen wraiths with fire in their eyes. Enemy fire directed at the Darkshroud – or at those engulfed by its pall-like energy field – simply flickers out of being, searing bolts of energy reduced to dying glimmers while missiles and rockets fall out of the air. Meanwhile, the Darkshroud draws ever closer, its ominous presence shielding and inspiring the Sons of the Lion even as it terrifies the foe.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Ravenwing Darkshroud	4	10	10	10	3	Vehicle (Fast, Skimmer)	1 Ravenwing Darkshroud

WARGEAR:

- Heavy bolter

SPECIAL RULES:

- Deep Strike
- Ravenwing (pg 148)
- Scout
- Shrouded

Icon of Old Caliban: Friendly units with the Dark Angels Faction within 6" of one or more Ravenwing Darkshrouds gain the Fear and Stealth special rules (though this does not affect the Darkshrouds themselves). Furthermore, enemy units cannot fire Overwatch at friendly units with the Dark Angels Faction that are within 6" of one or more Ravenwing Darkshrouds at the start of the Assault phase.

OPTIONS:

- May replace heavy bolter with an assault cannon 15 pts



NEPHILIM JETFIGHTER

170
POINTS



Swift, agile and heavily armed, the Nephilim makes for an exceptional air superiority fighter. Whether dogfighting amid the tangled spires of an industrial world, or screaming through the storm-lashed canyons of a mountain range, the Nephilim is winged death to enemy flyers. Dark Angels make for tenacious pilots, and once a battle-brother of the Ravenwing has an aircraft in his sights the target's destruction is almost guaranteed. Foes hurl their craft into ever more desperate evasive manoeuvres, their panic reaching fever pitch just moments before a salvo of blacksword missiles punches them from the sky in a tumbling ball of flame. Ground vehicles are no safer, for the strafing runs of these agile fighter craft leave tanks and transports crippled and blazing – easy game for the ground-based huntsmen of the Ravenwing.

Nephilim Jetfighter	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	11	11	11	3	Vehicle (Flyer)	1 Nephilim Jetfighter

WARGEAR:

- Twin-linked heavy bolter
- Avenger mega bolter (pg 149)
- Six blacksword missiles (pg 149)

SPECIAL RULES:

- Missile Lock
- Ravenwing (pg 148)
- Strafing Run

Unrelenting Hunter: When shooting at enemy vehicles, a Nephilim Jetfighter can choose to treat any Weapon Destroyed result as an Immobilised result instead.

OPTIONS:

- May replace avenger mega bolter with a twin-linked lascannon..... 5 pts



RAVENWING DARK TALON

160
POINTS



The Ravenwing Dark Talon glides through the skies like a great bird of ill omen. As its shadow passes overhead, the enemy cower in terror, for here is the most horrific weapon that the Ravenwing have at their disposal. The Dark Talon is their killing blow, the final grim and terrible sight that their prey will see, and it is equipped accordingly. Alongside racks of hurricane bolters for shredding the worshippers of the Fallen, the Dark Talon mounts weapons based upon ancient technology from the depths of the Rock. The first of these, the stasis bomb, is used to disrupt the flow of time itself in order to weaken and disorient its prey. Far more extreme is the rift cannon, a monstrous weapon that rips asunder the very fabric of reality in order to cast its victims into the void beyond.

Ravenwing Dark Talon	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	11	11	11	3	Vehicle (Flyer, Hover)	1 Ravenwing Dark Talon

WARGEAR:

- Two hurricane bolters (pg 149)
- Rift cannon (pg 150)
- Stasis bomb

SPECIAL RULES:

- Ravenwing (pg 148)
- Strafing Run

STASIS BOMB

The stasis bomb combines explosives with ancient and little understood technology that causes any not slain by the blast to become frozen in time. At battle's end, these unfortunate souls will be handed over to the Interrogator-Chaplains for judgement.

Range	S	AP	Type
4	4	5	Bomb 1, Large Blast, Vast Stasis Anomaly, One Use Only

Vast Stasis Anomaly: Any unit hit by one or more weapons with this special rule reduces its Weapon Skill and Initiative by 3 (to a minimum of 1) until the end of the turn. Furthermore, if a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Initiative test for each Wound suffered or be removed from play as a casualty.



RAVENWING BLACK KNIGHTS

120
POINTS



Terrifying figures upon snarling, armoured steeds, the Black Knights of the Ravenwing ride down their foes without mercy. In their gauntlets they grip weighty corvus hammers, a single blow from which can smash the head from a traitor Space Marine. Those foes not struck from their feet at close quarters are instead gunned down at range, the searing blasts of the Knights' plasma talons making short work of even the largest beasts. Yet more terrifying still than all of their vaunted weaponry is the sheer, single-minded conviction of these grim hunters. Nothing can deter the Black Knights once their hunt has begun, and if they must hack their way through an ocean of foes to reach their prey then they will do so without the slightest hesitation.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ravenwing Black Knight	4	4	4	5	1	4	2	9	3+	Bike	2 Ravenwing Black Knights
Ravenwing Huntmaster	4	4	4	5	1	4	2	9	3+	Bike (Character)	1 Ravenwing Huntmaster

WARGEAR:

- Bolt pistol
- Plasma talon (pg 150)
- Corvus hammer (pg 150)
- Frag grenades
- Krak grenades
- Teleport homer (pg 153)

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve (pg 148)
- Hit & Run
- Ravenwing (pg 148)
- Scout
- Skilled Rider

OPTIONS:

- May include up to seven additional Ravenwing Black Knights..... 40 pts/model
- For every three models in the unit, one Ravenwing Black Knight may replace his plasma talon with a Ravenwing grenade launcher (pg 150) free
- The Ravenwing Huntmaster may replace his corvus hammer with a power weapon..... 12 pts
- The Ravenwing Huntmaster may take melta bombs 5 pts



RAVENWING LAND SPEEDER VENGEANCE

120
POINTS



A low, sinister hum fills the air as the Land Speeder Vengeance bears down upon the foe. Cold light flares, the speeder's menacing plasma storm battery glowing ever brighter as its power cores cycle rapidly up to full force. The hum becomes a crackling moan, and then a nerve-shredding howl as the Vengeance opens fire. Fierce white light strobes across the battlefield, momentarily transforming the warriors of both sides into monochrome shadows. Then the Vengeance's plasma salvo slams home into its target, completely obliterating it and leaving nothing behind but glowing vapour and a glassy crater. Such firepower would be frightening enough from a ponderous battle tank. Mounted on a lightning fast attack skimmer it is more terrifying still, clear proof that the vengeance of the Dark Angels is inescapable.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Land Speeder Vengeance	4	10	10	10	3	Vehicle (Fast, Skimmer)	1 Land Speeder Vengeance

WARGEAR:

- Heavy bolter
- Plasma storm battery (pg 149)

SPECIAL RULES:

- Deep Strike
- Ravenwing (pg 148)

- OPTIONS:
- May replace heavy bolter with an assault cannon..... 15 pts



DEVASTATOR SQUAD

70
POINTS



The firepower of a Dark Angels Devastator Squad can tear apart even the mightiest enemy war engine, or scour whole squads of infantry from the battlefield amid thunderous explosions. The Sons of the Lion take well to the use of heavy weaponry, for the power to annihilate targets with a single, well-aimed volley tallies with the methodical and considered teachings of Lion El'Jonson. The Devastators of the Dark Angels stand unflinching in the midst of incoming enemy fire, steadily waiting to take the perfect shot that will lay their enemies low. Only when such an opportunity presents itself do their mighty weapons speak as one, unleashing death and destruction upon the Emperor's foes. Such a way of war takes all the training and discipline a battle-brother can muster, but these are qualities which no Dark Angel lacks.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Space Marine	4	4	4	4	1	4	1	8	3+	Infantry	4 Space Marines
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+	Infantry (Character)	1 Space Marine Sergeant
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades
- Signum (pg 153) (Space Marine Sergeant and Veteran Sergeant only)

SPECIAL RULES:

- And They Shall Know No Fear
- Combat Squads (pg 148)
- Grim Resolve (pg 148)

OPTIONS:

- May include up to five additional Space Marines 14 pts/model
- Up to four Space Marines may take items from the **Heavy Weapons** list.
- The unit may take an armorium cherub (pg 151) 5 pts
- May upgrade the Space Marine Sergeant to a Veteran Sergeant 10 pts
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs 5 pts
- The unit may select a Drop Pod (pg 122), Rhino (pg 120) or Razorback (pg 121) as a Dedicated Transport.

PREDATORS

75
POINTS



Barging forward through the wreckage of the battlefield, the Predator battle tanks of the Dark Angels crush the unrighteous beneath their grinding treads. Some Chapters' warriors, most notably the individualistic and impulsive Space Wolves, scorn Dark Angels tank crews as stolid and unimaginative. Yet what some mistake for a lack of initiative is in fact a well-drilled and methodical approach to battle that sees their Predator squadrons act with impressive synchronicity. The tanks roll into battle, their fire-patterns carefully calculated to provide cover for one another's advance. When a choice target comes into sight the Predators triangulate their targeting augurs before laying down barrages of fire that no foe can survive.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Predator	4	15	11	10	3	Vehicle (Tank)	1 Predator

WARGEAR:

- Autocannon
- Searchlight
- Smoke launchers

SPECIAL RULES:

Killshot: Whilst this unit includes three Predators, all Predators in the unit have the Monster Hunter and Tank Hunters special rules.

OPTIONS:

- May include up to two additional Predators 75 pts/model
- Any Predator may replace its autocannon with a twin-linked lascannon 25 pts/model
- Any Predator may take two side sponsons which are both armed with one of the following: 20 pts/model
- Heavy bolters 40 pts/model
- Lascannons
- Any Predator may take items from the **Dark Angels Vehicle Equipment** list.



WHIRLWINDS

65
POINTS



Behind the relentless advance of the Dark Angels, Whirlwind tanks rumble into position. Their multiple missile launchers swivel to the skies before spitting forth a roaring volley of lethal warheads. Screaming in over the Dark Angels lines, the Whirlwinds' missiles pummel enemy positions, throwing fire and bodies high into the air amid great gouts of flame and ruptured earth. Finally, the bombardment stops, leaving a pall of thick black smoke drifting over a fire-blasted hellscape of bloody meat and burning wrecks. The Dark Angels stalk forward into this riven wasteland, bolters barking as they put down the shell-shocked survivors. Meanwhile, the Whirlwinds are already on the move, cogitators calculating a new firing solution as they prepare to unleash the Lion's fury once again.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Whirlwind	4	11	11	10	3	Vehicle (Tank)	1 Whirlwind

WARGEAR:

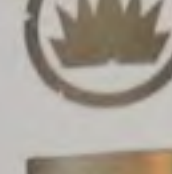
- Whirlwind multiple missile launcher (pg 150)
- Searchlight
- Smoke launchers

SPECIAL RULES:

Suppressive Bombardment: Whilst this unit includes three Whirlwinds, each model's Whirlwind multiple missile launcher has the Pinning and Shred special rules.

OPTIONS:

- May include up to two additional Whirlwinds 65 pts/model
- Any Whirlwind may take items from the Dark Angels Vehicle Equipment list.



VINDICATORS

120
POINTS



Peering over their barricades, the enemy's eyes widen in horror as they see the bulky silhouettes of Vindicators grinding toward them. Gunners rake the Dark Angels siege-tanks with panicked fire, yet they can do little more than scratch their dark green paintwork. Hornfired troopers throw down their weapons and turn to flee, but they are too late. As one, the muzzles of the tanks' demolisher cannons belch fire, lobbing their massive shells at the enemy lines. The earth-shaking force of the blast that follows seems apocalyptic to those nearby. White fire roars outward. Plasteel, rockcrete, and screaming defenders are all vapourised in an instant. As the smoke clears, all that remains is a blazing rent in the enemy's defences, through which the Dark Angels continue their implacable advance.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Vindicator	4	13	11	10	3	Vehicle (Tank)	1 Vindicator

WARGEAR:

- Demolisher cannon (pg 149)
- Searchlight
- Smoke launchers

SPECIAL RULES:

Linebreaker Bombardment: Whilst this unit includes three Vindicators that can all fire their demolisher cannons, the unit can fire a single Linebreaker Bombardment instead of firing normally. To do so, nominate one model in the unit as the firer; the firer's demolisher cannon changes its type from Large Blast to Apocalyptic Blast and gains the Ignores Cover special rule.

OPTIONS:

- The squadron may include up to two additional Vindicators 120 pts/model
- Any Vindicator may take a siege shield (pg 154) 10 pts/model
- Any Vindicator may take items from the Dark Angels Vehicle Equipment list.



LAND RAIDER

250
POINTS



Like a tracked fortress, the Land Raider rolls into battle with enemy fire bouncing harmlessly from its mighty hull. Within, its Dark Angel crewmen maintain a constant mantra, reciting the Thousand and One Canticles of Enforced Absolution as they guide their relic war engine towards the foe. An ancient and belligerent presence, the Land Raider's machine spirit echoes their chant in the snarl of its engine and the pulsing thunder of its guns. Foes disintegrate before its fury, while within the tank's transport bay its passengers offer solemn praise to their armoured protector. Whether painted the green of the old Calibanite forests, or clad in the bone white of the elite Deathwing, the Land Raider is a force of both destruction and deliverance upon the field of battle.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Land Raider	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider

WARGEAR:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

SPECIAL RULES:

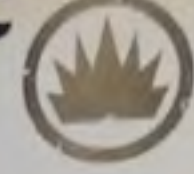
- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- Transport Capacity: Ten models.
- Fire Points: None.
- Access Points: The Land Raider has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta 10 pts
- May take items from the Dark Angels Vehicle Equipment list.



LAND RAIDER CRUSADER

250
POINTS



Roaring through no-man's land, the Land Raider Crusader smashes over ruins and wreckage without slowing. As it nears the enemy lines, the armoured behemoth swings its guns to bear, raking the foe's defences with a howling storm of fire. Enemy infantry are blown off their feet or flash-blasted to ash, moments before the massive tank crashes straight through their sundered ranks like a battering ram. With a whine, the Crusader's assault ramp hinges open, clouds of incense billowing forth from its shadowed interior. Striding through this coiling smoke come the Dark Angels, weapons already raised and spitting death into the reeling foe. No battle cries accompany this grim spectacle, just the roar of gunfire and the screams of the dying as the enemy's defences collapse.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Land Raider Crusader	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider Crusader

WARGEAR:

- Twin-linked assault cannon
- Two hurricane bolters (pg 149)
- Frag assault launchers (pg 154)
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- Transport Capacity: Sixteen models.
- Fire Points: None.
- Access Points: The Land Raider Crusader has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta 10 pts
- May take items from the Dark Angels Vehicle Equipment list.

LAND RAIDER REDEEMER

240
POINTS



A terror weapon without equal, the Land Raider Redeemer grinds through the anarchic tangle of urban warfare with its flamestorm cannons blazing. Wherever the foe dig in to resist the Dark Angels' attack, white-hot sheets of flame boil through their ranks. Warriors reel from their strongpoints, enveloped in crackling shrouds of flame. Ash billows upon the wind, the enemy choking upon the blasted remnants of their own comrades as they fall back before the Redeemer's terrifying wrath. The Dark Angels gunners remain unmoved by the horrors they inflict, solemnly intoning rites of purgation as they watch the enemy shrivel and blacken before their eyes. Redemption is the ultimate goal of the Lion's sons, and under their direction this mighty tank lives up to its name.

Land Raider Redeemer	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider Redeemer

WARGEAR:

- Twin-linked assault cannon
- Two flamestorm cannons
- Frag assault launchers (pg 154)
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- Transport Capacity: Twelve models.
- Fire Points: None.
- Access Points: A Land Raider Redeemer has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta 10 pts
- May take items from the Dark Angels Vehicle Equipment list.

AZRAEL

SUPREME GRAND MASTER OF THE DARK ANGELS

215
POINTS



Amid the whirling storm of battle, with screaming foes on all sides, Supreme Grand Master Azrael remains icily calm. Face set in a scowl of righteous disgust, he sweeps the Sword of Secrets in killing arcs. His foes fall dismembered, their dying blows glancing from Azrael's ornate armour to no avail. All the while, the Supreme Grand Master issues a steady stream of concise commands, conducting his brothers to form a single, mighty weapon to smite the foe. Azrael's strategic skills are second to none, his operations faultlessly planned down to the most minute detail. His abilities in battlefield command are no less stellar, the Supreme Grand Master responding with decisive genius to every ebb and flow of battle. Azrael is never surprised, never caught off guard, and rarely faced with any situation for which he has not already planned several cunning contingencies. This heroic leader fights with the strength, skill and presence of the Primarch himself, knowing that every foe slain is another step taken along the never-ending path to absolution.

Azrael	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	6	5	4	4	4	5	4	10	2+	Infantry (Character)	1 (Unique)

WARGEAR:

- Master-crafted combi-plasma
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Deathwing (pg 148)
- Feel No Pain
- Grim Resolve (pg 148)
- Independent Character

Master Tactician: An army that includes Azrael adds +1 to any Seize the Initiative rolls it makes.

Rites of Battle: All friendly models with the Dark Angels Faction can use Azrael's Leadership value in place of their own.

Supreme Strategist: When determining Warlord Traits for Azrael, choose any trait from the Dark Angels Warlord Traits table (pg 148).

RELICS OF CALIBAN

Sword of Secrets: First of the mighty Heavenfall blades, the Sword of Secrets is an incredibly powerful weapon.

Range	S	AP	Type
	+2	3	Melee, Master-crafted

Lion Helm: An ancient artefact said to have been worn by El'Jonson himself, this helm generates a powerful force field.

The Lion Helm is carried by a Relic Bearer (see the perfidious relic of the Unforgiven on page 153). The Lion Helm confers a 4+ invulnerable save to Azrael, all models in his unit, and any vehicle he is embarked in.

BATTLE DEMI-COMPANY



Composed of grim, resolute and utterly determined warriors, the Battle Demi-companies of the Dark Angels are the obsidian-hard foundations around which the Chapter's strike forces are built. Even a single Dark Angels battle-brother is a force to be reckoned with, his discipline, fortitude and ability a match for dozens of lesser men. A squad of these monastic master-combatants is more terrifying still. When gathered into whole Battle Demi-companies, the Dark Angels are the equal of any foe in the galaxy. Rigorously drilled, bound together by unbreakable ties of rhetoric and brotherhood, these warriors operate upon the battlefield like a single, lethally efficient machine. Objectives are held with stoic determination, the enemy breaking like waves against the indomitable cliffs of the Dark Angels' ranks.

FORMATION:

- 1 Company Master (pg 106) or Chaplain (pg 107)
- 0-1 Command Squad (pg 113)
- 0-1 Company Veterans Squad (pg 112)
- 3 Tactical Squads (pg 110)
- 1 Assault Squad (pg 123)
- 1 Devastator Squad (pg 132)
- 0-1 unit of Dreadnoughts (pg 114)

RESTRICTIONS:

None.

SPECIAL RULES:

Fire Discipline: Unless Jinking, all models in this Formation that have the Grim Resolve special rule count their Ballistic Skill as 3 instead of 2 when firing Overwatch.

Objective Secured: A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

DEATHWING REDEMPTION FORCE



Though they fight to defend Humanity, the brethren of the Dark Angels' Inner Circle know that their hunt for the Fallen must always be foremost in their thoughts. The Deathwing Redemption Force stands ready to strike en masse at their command – a weapon meant to crush the strength of the Fallen and their followers with a single thunderous blow. It is a measure of how seriously the capture of the Fallen is taken by the Dark Angels that the Deathwing Redemption Force has might enough to swing the course of an entire war; when not actively on the hunt, it is the Chapter's ultimate weapon against the most terrible of enemy threats. When the fate of whole worlds hangs in the balance, these warriors deploy with sudden, devastating force to destroy their foes utterly.

FORMATION:

- 1 model chosen from the following list:
 - Belial (pg 99)
 - Company Master (pg 106)
 - Interrogator-Chaplain (pg 102)
 - Librarian (pg 104)
- 2-5 Deathwing Terminator Squads (pg 116)
- 0-1 Deathwing Command Squad (pg 117)
- 0-1 units of Deathwing Knights (pg 118)
- 0-1 units of Venerable Dreadnoughts (pg 115)

RESTRICTIONS:

If it is taken, the unit of Venerable Dreadnoughts in this Formation may only include one model, which must be given a Drop Pod (pg 122) as a Dedicated Transport. All Independent Characters in this Formation must have Terminator armour (pg 154).

SPECIAL RULES:

- Preferred Enemy (Chaos Space Marines)

Deathwing Assault: All units in this Formation must be placed in Deep Strike Reserve. Immediately after determining Warlord Traits, make a secret note of which of your turns you would like each Deathwing Redemption Force in your army to arrive: your turn 2, 3 or 4. All units in this Formation automatically arrive by Deep Strike at the start of the chosen turn.

If this Formation includes a Venerable Dreadnought embarked in a Drop Pod, the Drop Pod automatically arrives at the start of the chosen turn, and ignores the normal rules that determine when a Drop Pod arrives.

Take the Fight to the Enemy: Units from this Formation can either shoot and then Run, or Run and then shoot, in the Shooting phase of the turn they arrive by Deep Strike.



RAVENWING ATTACK SQUADRON



Dust clouds billow behind the Ravenwing Attack Squadron as it hurtles into battle. Striking swiftly, the 2nd Company huntsmen drive hard into the midst of the enemy, many foes falling before they even realise their danger. With massed firepower, the Attack Squadron mow their victims down in huge numbers. They plough a bloody furrow through the heart of battle, bursting from the foe's rear ranks before wheeling about and diving back into the fray once more. It is these high-speed attacks for which the Ravenwing are rightly feared, yet this is not the only trick they have to play. Should some vital quarry be sighted, or a mighty enemy strongpoint need to be purged, the hunters activate their teleport homers and – amid a crackling storm of light – summon the merciless warriors of the Deathwing to join the fight.

FORMATION:

- 1 Ravenwing Bike Squad (pg 124)
or 1 Ravenwing Attack Bike Squad (pg 125)
- 1 unit of Ravenwing Land Speeders (pg 126)
or 1 Ravenwing Land Speeder Vengeance (pg 131)

RESTRICTIONS:

The unit of Ravenwing Land Speeders may only include one model.

SPECIAL RULES:

- Scout

Attack Squadron: If the Ravenwing Land Speeder or Ravenwing Land Speeder Vengeance from this Formation scores one or more hits upon an enemy unit in the Shooting phase, then all models in this Formation's Ravenwing Bike Squad or Ravenwing Attack Bike Squad add 1 to their Ballistic Skill characteristic when shooting at the same target for the rest of the phase.

Summon the Deathwing: Friendly units composed entirely of models with the Deathwing special rule do not scatter when they Deep Strike, so long as the first model is placed within 12" of a model from this Formation. For this to work, the model from this Formation must have been on the battlefield at the start of the turn.



RAVENWING SUPPORT SQUADRON



If the Attack Squadrons are the sword of the Ravenwing, then the Support Squadrons are their shield. Skimming fast and low over the field of battle, the Land Speeders of the Support Squadrons scan constantly for anything that might threaten the mission. Where heavily armoured war engines or entrenched artillery attempt to devastate the Ravenwing formations, the Support Squadrons swoop low overhead, missiles and plasma blasts reducing the weapons of the foe to blazing scrap. Where infantry mass in sufficient quantities to swamp the huntsmen of the 2nd Company, the Support Squadron's Land Speeders pass back and forth, raking the enemy with bullets, bolts and fiery blasts. In this way, the Support Squadrons combine their strength with their land-bound brothers to crush the foe completely.

FORMATION:

- 1 unit of Ravenwing Land Speeders (pg 126)
- 1 Ravenwing Land Speeder Vengeance (pg 131)
or 1 Ravenwing Darkshroud (pg 127)

RESTRICTIONS:

The unit of Ravenwing Land Speeders must include at least 2 models.

SPECIAL RULES:

- Grim Resolve (pg 148)
- Interceptor
- Strafing Run

Ravenshield: When an enemy unit declares a charge against a friendly unit with the Ravenwing special rule, models from this Formation within 24" of that friendly unit can choose to fire Overwatch against the charging unit (even though vehicles cannot normally fire Overwatch). Template weapons can only use the Wall of Death special rule if they are within 6" of the friendly unit. Remember that a unit can still only fire Overwatch once per turn.

Support Squadron: All vehicles in this Formation must form a single Vehicle Squadron as described in *Warhammer 40,000: The Rules*. However, this Vehicle Squadron counts as two units for the purposes of calculating Victory Points if it is completely destroyed.



RAVENWING SILENCE SQUADRON



At the culmination of the hunt, the Ravenwing's prey must be snatched from the field of battle. No enemy reinforcements can be allowed to rescue them, and none must slip the net to tell of what they have witnessed. It is the task of the Ravenwing Silence Squadron to ensure these rules are adhered to. A single ominous Dark Talon screams down from the skies with a dedicated wing of Nephilim escorts in tow. While the Dark Talon captures its vital target – ideally a Fallen Dark Angel – the Nephilim Jetfighters peel off to cover the extraction. Arrowing through the skies, they cripple escaping transports, mow down fleeing foes and eliminate airborne threats. Utterly merciless in their purge, the Nephilim ensure that no enemy gets close to the Dark Talon while it executes its capture-run, and that no-one lives to tell the tale.

FORMATION:

- 2 Nephilim Jetfighters (pg 128)
- 1 Ravenwing Dark Talon (pg 129)

RESTRICTIONS:

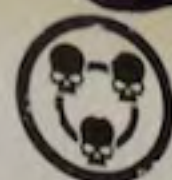
None.

SPECIAL RULES:

Capture Run: When making a Bombing Run (see *Warhammer 40,000: The Rules*) with the stasis bomb of this Formation's Ravenwing Dark Talon, do not roll for scatter; the stasis bomb hits automatically. Furthermore, enemy models that suffer an unsaved Wound from the stasis bomb must roll two dice and pick the highest result when taking their Initiative tests to see if they are removed as casualties.

In missions that use Victory Points to determine the winner, the Slay the Warlord Secondary Objective is worth D3 additional Victory Points to the controlling player at the end of the game if the enemy Warlord was removed as a casualty as a result of a Capture Run.

Fighter Escort: When making Reserve Rolls, make a single roll for this entire Formation, which you can choose to re-roll. On a successful Reserve Roll, all of the units in this Formation arrive from Reserve.



THE HAMMER OF CALIBAN



Only the mightiest foes are worthy of the death dealt by the Hammer of Caliban. Named for the beast-slaying weapons once wielded by the Knights of the Order, this formation concentrates the fury of the Rock's Armoury into a single, mighty hammerblow. Comprising multiple squadrons of heavily armoured battle tanks under the auspices of the Chapter's finest Techmarines, the Hammer of Caliban is most often deployed when the enemy have multiple monstrous beasts or war engines in the field. Like the knights of their ancient home world, the tank-crews of the Hammer of Caliban ride their armoured steeds to war, charging down their massive prey and blasting them apart with the fire of their heavy weapons.

FORMATION:

- 1 Techmarine (pg 108)
- 1 unit chosen from the following list:
 - Land Raider (pg 136)
 - Land Raider Crusader (pg 137)
 - Land Raider Redeemer (pg 138)
- 1 unit chosen from the following list:
 - Predators (pg 133)
 - Whirlwinds (pg 134)
 - Vindicators (pg 135)

RESTRICTIONS:

This Formation's unit of Predators, Whirlwinds or Vindicators must include three models.

SPECIAL RULES:

- Monster Hunter
- Tank Hunters

Hammer of Heretics: This Formation's Techmarine must begin the game embarked upon this Formation's Land Raider, Land Raider Crusader or Land Raider Redeemer. Whilst the Techmarine from this Formation is embarked upon the Transport vehicle from this Formation, that vehicle's Ballistic Skill is increased to 5.

Might of the Lion: All vehicles in this Formation must form a single Vehicle Squadron as described in *Warhammer 40,000: The Rules*. However, this Vehicle Squadron counts as 2 units for the purposes of calculating Victory Points if it is completely destroyed.



APPENDIX

This section of the book details many of the rules for using an army of Dark Angels in your games of Warhammer 40,000, including their unique Warlord Traits, wargear, psychic powers, Tactical Objectives and additional Detachments. The profiles page at the end provides a list of unit and weapon profiles for reference during your games.

DARK ANGELS SPECIAL RULES

There are a number of special rules that are common to several Dark Angels units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other rules are simply listed by name – these are all described in the Special Rules section of Warhammer 40,000: The Rules.

COMBAT SQUADS

It is sound doctrine for Space Marine units to remain flexible, splitting into two entities as the tactical situation dictates. A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in Reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Ravenwing Bike Squads count as being at full strength when they include seven models. If split into combat squads, this unit will divide into three units: two units of three models and a single Ravenwing Attack Bike.

DEATHWING

No traitor can stay the wrath of the Dark Angels 1st Company. A model with this special rule has the Fearless and Hatred (Chaos Space Marines) special rules.

GRIM RESOLVE

The Sons of the Lum are renowned for their ruthless tenacity, composure and fine discipline in battle. Models with this special rule have the Stubborn special rule and, unless Jinking, count their Ballistic Skill as 2 when firing Overwatch.

RAVENWING

The Dark Angels 2nd Company are the huntmen of the Chapter, and undisputed masters of mounted combat. A model with this special rule can re-roll failed cover saves when it jinks.

WARLORD TRAITS

When generating Warlord traits for a Warlord with the Dark Angels Faction, you can either roll on one of the Warlord Traits tables in Warhammer 40,000: The Rules or roll on the table below.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- The Hunt:** This Warlord is renowned for rooting out members of the Fallen from their hiding places – no heretic is safe from his fierce scrutiny. Your Warlord has the Precision Shots special rule. In addition, your Warlord's shooting attacks have the Ignores Cover special rule.
- Courage of the First Legion:** The Dark Angels have ever been famous for standing fast beside their leaders, for their loyalty never falters. Your Warlord, and all friendly units with the Dark Angels Faction within 12" of him, have the Fearless special rule.
- For the Lion!** It is deeds, not words, that truly stoke a Dark Angel to cold fury. This leader inspires his battle-brothers through the courage of his actions. Your Warlord and his unit have the Furious Charge special rule.
- Brilliant Planning:** The commanders of the Dark Angels share a measure of their Primarch's mounted ability to coordinate attacks. While your Warlord is alive and on the battlefield, you can add 1 to or subtract 1 from any of your Reserve Rolls (choose after you roll the dice).
- Rapid Manoeuvre:** This Warlord is known for his ability to swiftly redeploy into ideal attack positions, outmanoeuvring the foe before crushing them utterly. Your Warlord and his unit add 3" to their maximum move distance when they move Flat Out, Turbo-boost, Run and make charge moves.
- Hold At All Costs:** A Dark Angels commander can call upon the famed tenacity of his Chapter's warriors to defend crucial objectives. Your Warlord and his unit have the Feel No Pain special rule whilst they are within 3" of an Objective Marker.

ARMOURY OF THE ROCK

This section of Codex: Dark Angels lists the weapons and equipment used by the Dark Angels, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named characters is detailed in the appropriate entry in the datasheets (pages 99 to 139), while equipment used by all other types of units are detailed here.

RANGED WEAPONS

Profiles for the following ranged weapons are listed on the profiles page (pg 160). Their full rules can be found in Warhammer 40,000: The Rules.

Assault cannon	Grav-gun	Multi-melta
Autocannon	Grav-pistol	Plasma cannon
Boltgun	Grav-cannon	Plasma gun
Bolt pistol	Heavy bolter	Plasma pistol
Combi-weapon	Heavy flamer	Sniper rifle
Flamer	Lascannon	Space Marine shotgun
Flamestorm cannon	Meltagun	Storm bolter

AVENGER MEGA BOLTER

The avenger mega bolter opens up with a thunderous roar, filling the air with a deadly hail of heavy bolt shells. Jutting from the nose of the Nephilim Jetfighter, this weapon is the ideal tool for tearing apart light aircraft, or shredding infantry with high-speed strafing runs.

Range	S	AP	Type
48"	6	4	Heavy 5

BLACKSWORD MISSILES

Streaking through the air like blades of vengeance, blacksword missiles leave ominous dark contrails in their wake. Each missile impacts with a deafening crack, swatting enemy aircraft from the sky as spinning fireballs.

Range	S	AP	Type
36"	7	3	Heavy 1, One Use Only



CYCLONE MISSILE LAUNCHER

Borne on the broad shoulders of a Terminator battle-brother, the cyclone missile launcher spits salvos of high impact warheads. Triggered with a thought, the weapon can fire either frag missiles for slaughtering tightly-packed enemy infantry, or krak missiles capable of punching through the thickest armour.

A Terminator can fire his cyclone missile launcher in addition to his storm bolter.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

DEATHWIND LAUNCHER

Explosions ripple outward in a furious storm as the deathwind launcher opens up. Designed to purge Drop Pod landing zones, these missile launchers are short-ranged but punishingly effective.

Range	S	AP	Type
12"	5	-	Heavy 1, Large Blast

DEMOLISHER CANNON

Few weapons command the terror evoked by the blunt maw of the demolisher cannon. Firing ferociously destructive high explosive shells, the demolisher can level an enemy bunker or reduce a battle tank to a crater with a single shot.

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

HURRICANE BOLTER

The aptly named hurricane bolter spews forth a torrential barrage of shots, reducing whole squads to red mist in seconds.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

PLASMA STORM BATTERY

Like a supernova born amid the fires of battle, the blast of the plasma storm battery annihilates anything it touches. Whether spitting multiple bolts of energy or loosing a single, monstrous blast, this weapon spells death to all before it.

	Range	S	AP	Type
Burst mode	36"	7	2	Heavy 3, Gets Hot
Charged mode	36"	7	2	Heavy 1, Gets Hot, Large Blast

PLASMA TALON

Amongst molten metal and flesh turns to steaming vapour as the plasma talons of the Black Knights let fly. Lesser victims are simply incinerated from existence by the fire of these terrifying weapons, while even the most resilient foes are left incinerated and reeling, wide open for the Black Knights' devastating charge.

Range	S	AP	Type
18"	7	2	Rapid Fire, Gets Hot, Twin-linked

RAVENWING GRENADE LAUNCHER

Calibrated to maintain lethally accurate fire at extreme speeds, this weapon punishes the enemy with spreads of explosive munitions.

	Range	S	AP	Type
Frag shell	24"	3	6	Rapid Fire, Blast
Krak shell	24"	6	4	Rapid Fire
Rad shell	12"	3	-	Assault 1, Blast, Rad Poisoning
Stasis shell	12"	3	-	Assault 1, Blast, Stasis Anomaly

Rad Poisoning: When attacking with a weapon that has this special rule, a To Wound roll of 6 causes 2 Wounds on the target unit, regardless of the target's Toughness. Each Wound is allocated and saved against separately.

Stasis Anomaly: All models in a unit hit by one or more weapons with this special rule suffer a -1 penalty to their Weapon Skill and Initiative (to a minimum of 1) until the end of the turn.

RIFT CANNON

The scintillating beam of the rift cannon cracks a hole in reality itself, creating a deadly implosion. Those not drugged screaming into the breach are left temporarily blinded, their vision a surreal, static image of the moment before the rift howled into existence.

Range	S	AP	Type
18"	10	2	Heavy 1, Blast, Blind, Rift Vortex

Rift Vortex: If any double is rolled when rolling for scatter for an attack made by this weapon, resolve the rest of the attack as if the weapon had the Vortex special rule.

TYPHOON MISSILE LAUNCHER

This versatile weapon is specially adapted for high-speed assaults.

	Range	S	AP	Type
Frag missiles	48"	4	6	Heavy 2, Blast
Krak missiles	48"	8	3	Heavy 2

WHIRLWIND MULTIPLE MISSILE LAUNCHER

Whirlwind multiple missile launchers suppress the foe with punishing salvos of long range warheads.

Whirlwind multiple missile launchers have two different profiles. All Whirlwind multiple missile launchers in the squadron must use the same profile each time the squadron fires.

	Range	S	AP	Type
Vengeance	12"-48"	5	4	Ordinance 1, Barrage, Large Blast
Incendiary castellan	12"-48"	4	5	Ordinance 1, Barrage, Ignores Cover, Large Blast

MELEE WEAPONS

Profiles for the following Melee weapons are listed on the profiles page (pg 160). Their full rules can be found in *Warhammer 40,000: The Rules*.

Chainfist	Lightning claw
Chainsword	Power fist
Close combat weapon	Power weapon
Eviscerator	Thunder hammer
Force weapon	

BLADE OF CALIBAN

Ancient and lethal relics of war, the Blades of Caliban are carried only by those heroic Company Champions who have earned the right in battle. Heavy, ornate weapons graven with the names of their previous wielders, these energised swords cut through all but the thickest armour with ease.

Range	S	AP	Type
-	+1	3	Melee

CORVUS HAMMER

Swung with vengeful might by its Black Knight wielder, the corvus hammer smashes its victim from their feet in a shocking spray of blood. Adapted from the traditional monster-slaying weapons of the old Calibanite knights, these sharp-beaked hammers punch through armour and crush bone to powder.

Range	S	AP	Type
-	+1	-	Melee, Rending

CROZIUS ARCANUM

The crozius serves as both a sacred staff of office and a weapon for Dark Angels Chaplains. An energy field boosts the crozius arcanum's mauling power.

Range	S	AP	Type
-	+2	4	Melee, Concussive

FLAIL OF THE UNFORGIVEN

Lashing through the air with cruel force, the flail of the Unforgiven tears great strips from armour, flesh and bone alike. Wielded by the leaders of the Deathwing Knights, these archaic weapons are used with furious force to castigate all unworthy scum that stand in the Dark Angels' path, and foreshadow the horrific fate that awaits those Fallen who are taken to the dungeons of the Rock.

Range	S	AP	Type
-	+2	3	Melee, Concussive, Fleshbane

HALBERD OF CALIBAN

The Company Champion of the Deathwing traditionally carries this massive weapon, reforged from a Blade of Caliban shattered in battle long ago and incorporating the same grim technologies that power the weapons of the Deathwing Knights. The name of every brother to wield this weapon is microscopically etched into its blade, while the ground finger bones of the Fallen burn amid everlasting flames within censers fitted in the weapon's haft.

Range	S	AP	Type
-	+2	2	Melee, Two-handed



SPECIAL ISSUE WARGEAR

Rules for the following items can be found in *Warhammer 40,000: The Rules*.

Frag grenades*	Melta bombs
Krak grenades	Psychic hood

* See assault grenades.

ARMORIUM CHERUB

Cherubim are cyborg constructs created to assist the Emperor's servants. Among the Adeptus Astartes they are rarely seen outside of the Librarians, save for those few that relay targeting data and carry spare ammunition for Devastator Squads.

One use only. One model in a unit equipped with an armorium cherub can re-roll all failed To Hit rolls in one Shooting phase. An armorium cherub is represented by a separate miniature that will always remain as close as possible to the unit that selected it. The model itself is purely decorative and is always ignored for game purposes – just move it to one side if it gets in the way. Remove the armorium cherub once it has been used or once the unit that selected it has been completely destroyed.

MACE OF ABSOLUTION

Wreathed in glowing smoke, these massive weapons are as sinister in aspect as they are lethal in application, and are capable of obliterating even the mightiest heretics in a blaze of killing light.

Range	S	AP	Type
-	+2	3	Melee, Concussive, Smite

Smite: When a model equipped with this weapon makes its close combat attacks, it can choose instead to make a single Smite attack. If it does so, roll To Hit as normal but resolve the Attack at Strength x2, AP2.

RELIC BLADE

The relic blades of the Dark Angels are solemnly bestowed upon their greatest warriors. Few foes can stay the wrath of these coldly glowing blades, or endure their scything blows.

Range	S	AP	Type
-	+2	3	Melee, Two-handed

SERVO-ARM

These massive articulated utility-claws are primarily used to facilitate battlefield repairs, but are strong enough to crush the life from a foe and wreck armoured vehicles, should the need arise.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy

AUSPEX

A short-ranged scanning device, the auspex detects hidden heretics no matter where they hide.

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase.

CAMO CLOAK

Dark Angels Scouts clad in camo cloaks slip unseen across the battlefield. The material of these garments absorbs light and shifts its hue and texture to match its surroundings, allowing the novitate warriors to remain unseen until the moment they strike.

A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save.

CHAPTER BANNER

The Dark Angels' Chapter Banner is a relic that dates back to the days of the Great Crusade – they will fight like heroes to defend it, determined not to dishonour themselves in its presence.

Friendly units with the Dark Angels Faction within 12" of a model equipped with the Chapter banner re-roll failed Morale checks, Pinning tests and Fear tests. In addition, all friendly models with the Dark Angels Faction in the same unit as this banner have +1 Attack whilst the bearer is alive.

COMBAT SHIELD

Often styled after those carried by the Knights of the Order, these lightning shields are wreathed in potent force fields capable of parrying aside even the most devastating blow.

A combat shield confers a 6+ invulnerable save.

COMPANY STANDARD

The company standards of the Dark Angels are precious heirlooms, hand-crafted over the millennia by skilled artisans and heavy with the honour of the Chapter.

Friendly units with the Dark Angels Faction within 12" of a model equipped with the company standard re-roll failed Morale checks, Pinning tests and Fear tests.

CONVERSION FIELD

Crackling and sparking like a miniature version of the force field around the Rock itself, this strange shield enfolds its wearer in its protective energies. Shots and blows that strike the field are converted instantly into a flash of energy that leaves assailants blinded and reeling.

A conversion field confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test.

DEATHWING COMPANY BANNER

Depicting a shattered tower and a fallen angel, the Deathwing Company Banner is redolent with veiled meanings. It is one of the most precious relics of the Dark Angels 1st Company, whose battle-brothers will protect it with their lives.

Friendly units with the Dark Angels Faction within 12" of a model equipped with the Deathwing Company Banner re-roll failed Morale checks, Pinning tests and Fear tests. In addition, all friendly models with the Deathwing special rule in the same unit as this banner have +1 Attack whilst the bearer is alive.



DIGITAL WEAPONS

Stabbing light and sudden agony are the enemy's only warning as these miniature weapons trigger. Fitted into gauntlets, rings and the like, digital weapons are extremely short-ranged lasers that give their wielder a lethal edge in close combat.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.



GRAV-AMP

The grav-amp is a wonder of archeotech that focusses and strengthens the field of the bearer's grav-weapons.

When rolling to Wound with a grav-weapon, or to determine its effects on a vehicle, the bearer can re-roll the result.

HELLFIRE SHELLS

Each hellfire shell contains a reservoir of concentrated bio-acid. Upon detonation, this incredibly caustic substance sprays across its targets, burning away flesh and sinew with hideous speed.

Each time a weapon equipped with hellfire shells fires, the controlling player can choose whether to fire a hellfire shell or to use the ordinary profile for that weapon.

Range	S	AP	Type
24"	1	-	Heavy 1, Blast, Poisoned (2+)

IRON HALO

The iron halo is a symbol of exceptional bravery and wisdom. It contains a powerful energy field that acts as a ward against the weapons of the enemy. An iron halo is capable of rendering useless even the most potent of attacks.

An iron halo confers a 4+ invulnerable save.

JUMP PACK

A jump pack enables the wearer to take great bounding leaps across the battlefield and make a boosted flight over short distances. Space Marines often enter battle via airdrop deployment, wearing jump packs and leaping from low-flying Thunderhawk Gunships, issuing controlled bursts to slow their descent to the ground.

Models equipped with jump packs gain the Jump unit type as described in *Warhammer 40,000: The Rules*.

NARTHECIUM

This device, along with the reductor, is employed to heal wounded Dark Angels or, if this is impossible, to remove the progenoid gland containing the battle-brother's precious gene-seed.

As long as the bearer of the narthecium is alive, all models in his unit have the Feel No Pain special rule.

PERFIDIOUS RELIC OF THE UNFORGIVEN

Ancient relics from the old Legion that have been recaptured by the Deathwing are sometimes carried into battle by the wraith-like figures known as Watchers in the Dark. The exact nature or function of most of these revered relics is unknown – they are as mysterious as the cowed figures that bear them. What is known is their effect on the battlefield – their presence alone dampens the power of enemy psykers and fills the Dark Angels' opponents with feelings of dread.

A perfidious relic of the Unforgiven is borne to battle by a Relic Bearer. A Relic Bearer is represented by a separate miniature that will always remain as close as possible to the unit that selected it. The model itself is purely decorative and is always ignored for game purposes – just move it to one side if it gets in the way. Remove the Relic Bearer once the unit that selected it has been completely destroyed.

Models in a unit that includes a Relic Bearer carrying a perfidious relic of the Unforgiven have the Adamantium Will and Fear special rules.

RAVENWING COMPANY BANNER

Flying proud from its adamantium banner-pole, the standard of the Ravenwing shows a cowed figure slaying a horned, skull-headed serpent that, unbeknownst to most, represents the Fallen.

Friendly units with the Dark Angels Faction within 12" of a model equipped with the Ravenwing Company Banner re-roll failed Morale checks, Pinning tests and Fear tests. In addition, all friendly models with the Ravenwing special rule in the same unit as this banner automatically pass Initiative tests when attempting to Hit & Run and roll one additional dice when determining the distance of a Hit & Run move whilst the bearer is alive.

ROSARIUS

A rosarius is a gorget or amulet worn by Dark Angels Chaplains, both for protection and as a symbol of office. A rosarius emits a protective energy field around the wearer, and is capable of deflecting blows and shots that would smash a ferrocrete bunker. It is believed that the stronger its bearer's belief in the might of the Emperor, the stronger a rosarius' force field will be.

A rosarius confers a 4+ invulnerable save.

SACRED STANDARD

Hanging in the Great Hall of the Rock, there are those standards of the Dark Angels that are precious works of art. Since before the Horus Heresy the Dark Angels have guarded icons such as the Standard of Fortitude, the Standard of Devotion and the Standard of Retribution, all of which command fanatical levels of devotion from the warriors of the Chapter. These relics are borne into only the most desperate of battles, for though their effect upon the Dark Angels is truly inspiring, each one is irreplaceable. More than once, whole strike forces of Unforgiven have been deployed simply to recover such a banner lost upon the field of battle.

Friendly units with the Dark Angels Faction within 12" of a model equipped with a sacred standard re-roll failed Morale checks, Pinning tests and Fear tests. In addition, all friendly models with the Dark Angels Faction in the same unit as this banner have the Counter-attack and Relentless special rules whilst the bearer is alive.

SERVO-HARNESS

Pistons hissing and actuators whirring, the servo-harness enfolds its wearer in the manifest blessings of the Omnissiah. Bearing a multitude of crushing claws and hissing plasma torches, this multi-limbed harness aides its wearer by repairing Dark Angels vehicles, not to mention tearing apart the foe.

A servo-harness gives the bearer two servo-arms, a plasma cutter and a flamer. In the Shooting phase, the bearer can fire both harness-mounted weapons, or one harness-mounted weapon and another weapon.

	Range	S	AP	Type
Plasma cutter	12"	7	2	Assault 1, Gets Hot, Twin-linked

SIGNUM

A targeting auto-cogitator of prodigious power, the signum swiftly calculates optimal trajectories and imparts the data directly to the machine spirits of weapons within its bearer's squad.

At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If he does so, one model in his unit is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made.

SPACE MARINE BIKE

Engines snarling like the beasts of old Caliban, the bikes of the Ravenwing bear their riders into battle with speed and surety. Well armoured and able to traverse even the densest terrain, the Space Marine bike is a versatile, durable and faithful steed.

Models equipped with Space Marine bikes change their unit type to Bike, as described in *Warhammer 40,000: The Rules*. Space Marine bikes are fitted with a twin-linked boltgun.

STORM SHIELD

A storm shield is a solid shield that has an energy field generator built into it. Though the bulk of the shield offers some physical protection, much more impressive is the energy field. It is capable of deflecting almost any attack – blows that would normally cut through even Terminator armour fail to make a scratch.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack for being armed with two Melee weapons in an assault.

TELEPORT HOMER

Teleport homers emit a powerful signal enabling orbiting Strike Cruisers to lock on to them with their teleportation equipment.

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer of the teleport homer must have been on the battlefield at the start of the turn.

ARMOUR

ARTIFICER ARMOUR

Embellished by the finest artificers in the Dark Angels Armoury, these leather suits afford the wearer protection to rival even Terminator armour.

Artificer armour confers a 2+ Armour Save.



TERMINATOR ARMOUR

Terminator armour is the best protection a Space Marine can be equipped with. It is even said that Terminator armour can withstand the titanic energies at a plasma generator's core, and that this was, in fact, the armour's original purpose.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.

Vengeful Strike: A model with the Deathwing special rule that arrives by Deep Strike treats all of its ranged weapons as having the Twin-linked special rule until the end of the turn.

DARK ANGELS VEHICLE EQUIPMENT

Rules for the following vehicle upgrades can be found in *Warhammer 40,000: The Rules*.

Dozer blade	Searchlight
Extra armour	Smoke launchers
Hunter-killer missile	Storm bolter

FRAG ASSAULT LAUNCHERS

The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out.

Any unit charging into close combat on the same turn as it disembarks from a transport vehicle equipped with frag assault launchers counts as having frag grenades.

LOCATOR BEACON

The locator beacon is a signalling package that contains a teleport homing device, broad-spectrum communicators and geo-positional tracking. When activated, the locator beacon streams detailed positional uploads in Adeptus Astartes coded signals, allowing for precision reinforcement by reserve forces.

Friendly units do not scatter when they Deep Strike, so long as the first model is placed with 6" of a model equipped with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

SIEGE SHIELD

Due to their effectiveness in rubble-strewn city fights and urban assaults, Vindicators are often fitted with enormous siege shields which enable them to bulldoze through obstacles with impunity.

A vehicle with a siege shield automatically passes Dangerous Terrain tests.



RELICS OF CALIBAN

These artefacts are ancient heirlooms that are maintained in places of honour on the Rock. Only the mightiest of Dark Angels are worthy of using such storied items, and having their heroics and deeds added to the continuing legends of the items themselves. Only one of each of the following relics may be chosen per army.

FOE-SMITER

This ornate storm bolter was wrought by Fedorovich the Great, one of the greatest Martian weaponsmiths of the era of the Great Crusade. Fedorovich forged many of the master-crafted weapons still prized by the Imperium today. Even by comparison to these, Foe-smiter has always been considered special. It was presented with honour to the first Grand Master of the Deathwing, and continues to lay low the enemies of the Chapter to this day.

Range	S	AP	Type
24"	4	4	Assault 4, Master-crafted, Shred

LION'S ROAR

One of the most unusual pieces in the arsenal of the Rock is the combi-weapon known as the Lion's Roar. The single-shot plasma blast it fires is accompanied by a devastating roar, from whence the weapon gets its name. The Lion's Roar is issued to heroes of the Chapter and over the years it has proven to be an ideal weapon for those leading boarding missions, bunker assaults or a forlorn hope. Whether its heroic bearer survives the battle or not, the Lion's Roar has always been recovered and returned to its place of honour in the Rock's armouries.

The Lion's Roar is a Master-crafted combi-weapon. The secondary weapon has the following profile:

Range	S	AP	Type
24"	7	2	Assault 1, Blast, Gets Hot, Master-crafted, One Use Only

MACE OF REDEMPTION

The Mace of Redemption is perhaps the greatest of the weapons forged by the Dark Angels to hunt their traitorous comrades. Blessed with incantations of vengeance, the hollow centre of this sacred power maul flares white-hot when it smites a foe. It is said that, with the mace in hand, Supreme Grand Master Raphael struck down the Daemon Prince ruler of the blasphemous world of New Caliban, allowing the arch-heretic to be captured. Of all the Dark Angels who have ever hunted the Fallen, none has bested this heroic deed.

Range	S	AP	Type
-	+3	3	Melee, Bane of the Traitor, Blind, Concussive

Bane of the Traitor: When the Mace of Redemption is used to attack a unit with the Chaos Space Marines Faction, its AP is increased to 1.

MONSTER SLAYER OF CALIBAN

This ancient weapon was traditionally bestowed upon the most honourable Knight of the Order before the onset of a long quest into the wilds of Caliban. Its well-honed blade is empowered by a force generator of magnificent strength; however, over the ages, it has grown somewhat temperamental, and the know-how to fix such ancient technology is now beyond the Techmarines of the Dark Angels. It is believed that as long as its owner stays pure of mind, the Monster Slayer of Caliban will strike down even the greatest of foes.

At the start of each Fight sub-phase in which the wielder is locked in combat, roll a D6 to determine which profile the Monster Slayer of Caliban uses that turn.

D6	Range	S	AP	Type
1	-	User	3	Melee
2-4	-	+1	3	Melee
5-6	-	+2	3	Melee, Instant Death

SHROUD OF HEROES

The rites of the Dark Angels dictate that when one of their mightiest is slain in glorious battle, his recovered remains are wrapped in a death shroud until he can be interred within the crypts of the Lion's Sanctum deep within the Rock. Pieces of this fabric, stained in the blood of heroes, are then continually stitched into a single set of robes known as the Shroud of Heroes. It is customary for the Shroud of Heroes to be presented to a noble warrior of the Chapter, who will wear it for the duration of a battle or ongoing campaign before passing the revered robes on to another worthy aspirant of the Chapter. Those who wear the Shroud of Heroes claim they can feel the protective powers of their predecessors swirling around them, still eager to aid the Chapter.

The bearer of the Shroud of Heroes has the Feel No Pain special rule. In addition, while he is not in a unit, the bearer has the Shrouded special rule.

THE EYE OF THE UNSEEN

This ancient augmetic was first bequeathed to Interrogator-Chaplain Enoch by the Watchers in the Dark, and has since been extracted and re-implanted in a string of Dark Angels heroes. It is said that no secret can escape the gaze of the Eye, nor guilt, lies or any obfuscation. Those fixed by the glowing lens of the Eye of the Unseen have their deepest wants and fears laid bare, and their every weakness exposed. The sensation is said to be akin to Cataphan harpoon-bugs crawling across the inside of the skull, and it is all the victim can do not to drop to their knees and confess all.

The bearer of the Eye of the Unseen has the Fear and Preferred Enemy special rules.

INTERROMANCY DISCIPLINE

In order to aid the Interrogator-Chaplains in their cruel labours, the Librarians of the Dark Angels have mastered a sinister and invasive form of telepathy. Few sensations are more horrific for a victim than the insidious slither of the Librarian's thoughts as they writhe through the gaps in his mental defences, flaying and twisting his psyche at will.

PRIMARIS POWER

MIND WORM WARP CHARGE 1

The Librarian focuses his consciousness into the screaming victim's brain, ripping free their secrets in a spray of gore.

Mind Worm is a focussed witchfire power with the following profile:

Range	S	AP	Type
12"	6	2-	Assault 1, Ignores Cover, Sap Will

Sap Will: If a model suffers any unsaved Wounds from Mind Worm, its Weapon Skill, Ballistic Skill, Initiative and Leadership characteristics are reduced by 3 (to a minimum of 1) for the rest of the battle.

1. SEED OF FEAR WARP CHARGE 1

The Librarian inveigles his way into the minds of his foes. Subtly, he twists and heightens their fears, inciting first unease, then paranoia, then outright, overwhelming terror.

Seed of Fear is a **malediction** that targets all enemy units within 9". Whilst the power is in effect, all target units must take Morale checks as well as Pinning and Fear tests on 3D6.

2. RIGHTEOUS REPUGNANCE WARP CHARGE 1

Reaching into the minds of his brothers, the Librarian stokes the fires of their hate. Conditioned and receptive to such manipulation by their leaders, the Dark Angels respond with a surge of cold, furious violence.

Righteous Repugnance is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, the target unit has the Rage special rule.

3. AVERSION WARP CHARGE 1

The Librarian sends waves of cold fear washing outwards. The foe find themselves unable to focus upon the psyker, their subconscious screaming at them to look away for fear of what they will see.

Aversion is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit can only fire Snap Shots.

4. MAELSTROM OF MISERY WARP CHARGE 2

The Librarian focusses his disgust for the foe into a potent assault. All enemies in the vicinity experience agonising pain as their brains implode, then fall to the ground without a mark on them.

Maelstrom of Misery is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	1	2	Assault 1, Blast, Neural Shock

Neural Shock: Hits caused by this psychic power always wound on a 4+. This special rule has no effects on vehicles or buildings.

5. TREPHINATION WARP CHARGE 2

The Librarian gathers his thoughts into a white hot spike to plunge straight into his victim's mind. There is no subtlety here, just a vicious psychic thrust that leaves the foe's sanity in tatters and their brain matter dribbling from ears, nose and eyes.

Trephination is a **focussed witchfire** power with a range of 18". The affected model must roll 2D6+2 and subtract their Leadership. That model suffers a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by Trephination.

6. MIND WIPE WARP CHARGE 3

Like a barbed lash, the Librarian's mind scourges that of his foe, dragging out every memory, secret and thought that makes them who they are. For some foes, this theft of identity is momentary, a fearful but temporary blank. Others are permanently reduced to glassy-eyed walking corpses – hollow shells of what they once were.

Mind Wipe is a **malediction** that targets a single enemy unit within 24". All models in the target unit have their Weapon Skill and Ballistic Skill reduced to 1 until the end of their next turn, at which point the unit must take a Leadership test. If the Leadership test is failed, the effects of Mind Wipe last for the rest of the game.

TACTICAL OBJECTIVES

Codex: Dark Angels describes six Tactical Objectives to use in your games that are exclusive to Dark Angels players and reflect their secretive, but incredibly single-minded and resolute method of war.

If your Warlord has the Dark Angels Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in Warhammer 40,000: The Rules.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Dark Angels player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Dark Angels player instead generates the corresponding Dark Angels Tactical Objective, as shown in the table (right). Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

11	Not One Step Backwards
12	No Forgiveness
13	Let None Escape Your Gaze
14	Apprehend and Interrogate
15	Flawless Strategy
16	The Path of Redemption

11 NOT ONE STEP BACKWARDS

TYPE: DARK ANGELS

Intractable and immovable, you must stand firm in the face of the foe no matter what horrors they unleash.

When this Tactical Objective is generated secretly choose either your next turn, your next two turns or your next three turns; score 1, D3 or D3+3 Victory points respectively if this Tactical Objective is still Active at the end of the number of turns you chose. This Tactical Objective is immediately discarded if any friendly unit fails a Morale Check. If the game ends before this Tactical Objective is achieved, no Victory Points are scored.

12 NO FORGIVENESS

TYPE: DARK ANGELS

Be implacable in your hatred of the foe. Root them out and scour them from existence, wherever they may hide.

Score 1 Victory Point at the end of your turn if you completely destroyed 1 or more enemy units that were controlling an Objective Marker at the start of your turn.

13 LET NONE ESCAPE YOUR GAZE

TYPE: DARK ANGELS

Tear aside the flimsy veil that hides the thoughts of the foe. Rip free their secrets from the darkest hollows of their minds, and prove to them that there is no escape from vengeance.

Score 1 Victory Point at the end of your turn if you successfully manifested one or more psychic powers from the Interromancy discipline during your turn.

14 APPREHEND AND INTERROGATE

TYPE: DARK ANGELS

The path of one of the Fallen has crossed this battlefield – more information must be extracted from enemy leaders.

Score 1 Victory Point at the end of your turn if at least one enemy character was slain in a challenge during your turn. If your opponent's Warlord was slain in a challenge during your turn, score D3 Victory Points instead.

15 FLAWLESS STRATEGY

TYPE: DARK ANGELS

Honour the Lion in the perfect application of battlefield tactics.

Score 1 Victory Point at the end of your turn if one or more friendly units with the Deathwing or Ravenwing special rule arrived from Reserve during your turn. If one or more friendly units with the Deathwing special rule used a teleport homer to arrive by Deep Strike within 6" of a friendly unit with the Ravenwing special rule during your turn, score D3 Victory Points instead.

16 THE PATH OF REDEMPTION

TYPE: DARK ANGELS

Prove your faith and loyalty in the Emperor by fulfilling your duty, no matter the cost.

Score 1 Victory Point at the end of your turn if, during your turn, a friendly unit with the Dark Angels Faction charged an enemy unit that, at the start of the Charge sub-phase, included more models than their own unit.

Secret Agenda: If your Warlord has the Dark Angels Faction, hide your dice roll when generating Tactical Objectives. If the Tactical Objective generated does not have the Dark Angels Type, reveal both the dice roll and the Tactical Objective to your opponent as normal (unless the mission you are playing instructs you otherwise). If the Tactical Objective generated has the Dark Angels Type, keep the dice roll and Tactical Objective hidden; reveal these Tactical Objectives only when achieving them.

DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

If you own a deck of Dark Angels Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise, or they have Dark Angels Type (see Secret Agenda, above).



DEATHWING STRIKE FORCE

Codex: Dark Angels details two further Detachments, the first of which is based upon the mighty 1st Company of the Dark Angels – the Deathwing – which specialises in devastating teleportation strikes into the heart of the enemy army. This Detachment follows all of the rules for Detachments as presented in *Warhammer 40,000: The Rules*.



COMPULSORY
1 HQ
2 Elites

OPTIONAL
2 HQ
10 Elites

RESTRICTIONS:

All units in this Detachment must have the Deathwing special rule (pg 148) or be Dedicated Transports. Units of Venerable Dreadnoughts in this Formation may only include one model, which must be given a Drop Pod (pg 122) as a Dedicated Transport.

COMMAND BENEFITS:

Summoned to War: All units in this Detachment must begin the game in Deep Strike Reserve. If your army includes a Ravenwing Attack Squadron (pg 142) or a Ravenwing Strike Force (see opposite), you can choose to automatically pass or fail any Reserve Rolls you make for units in this Detachment; there is no need to roll.

First Knight of Caliban: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Dark Angels Warlord Traits table (pg 148).

Take the Fight to the Enemy: Units from this Detachment can either shoot and then Run, or Run and then shoot, in the Shooting phase of the turn they arrive by Deep Strike.



RAVENWING STRIKE FORCE

The final Detachment in *Codex: Dark Angels* focusses on the 2nd Company – the Ravenwing – and their highly mobile style of warfare. As the eyes and ears of the Chapter, it is the Ravenwing who are tasked with running the Fallen to ground. This Detachment follows all of the rules for Detachments as presented in *Warhammer 40,000: The Rules*.



COMPULSORY
1 HQ
2 Fast Attack

OPTIONAL
2 HQ
1 Elites
10 Fast Attack
3 Heavy Support

RESTRICTIONS:

All units in this Detachment must have the Ravenwing special rule (pg 148).

COMMAND BENEFITS:

First Huntsman: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Dark Angels Warlord Traits table (pg 148).

Speed of the Raven: During your first turn (or your second turn if the units in this Detachment were placed in Reserve – see below), any units from this Detachment that Turbo-boost or move Flat Out count as Jinking until your next turn. However, units from this Detachment that do so can still fire their guns normally in your next turn; they do not have to fire Snap Shots.

Strike as One: All of the units in this Detachment must either be placed in Reserve or deployed as normal. If placed in Reserve, all units in this Detachment automatically arrive at the start of your second turn.

