

The cover art features a central figure of a Dark Angel, a heavily armored warrior with a green and gold color scheme. He is holding a large, ornate power fist in his right hand. The background is a dark, industrial landscape with smoke and debris. The entire image is framed by a metallic border with decorative elements at the corners.

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DARK ANGELS



DARK ANGELS

SONS OF THE LION

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INTRODUCTION

To proceed is to enter the Inner Circle, for here begins the definitive guide to the descendants of the First Legion – the secretive Space Marine Chapter known as the Dark Angels. This book will help you to assemble your collection of Dark Angels Citadel Miniatures into a powerful tabletop army worthy of the Lion.

In the 41st Millennium, the Imperium of Mankind is beset upon all sides, engulfed in an epoch of unending war. Of all Humanity's defenders, none fight with more determination than the warriors of the Dark Angels and their successor Chapters. Driven by a dark obsession originating in a shadowed and secretive past, the Unforgiven deliver the Emperor's vengeance across the galaxy, all the while carrying out a clandestine quest to absolve themselves of the sins of their forefathers.

For the collector and gamer, the Dark Angels offer all the variety of a Codex-compliant Space Marines Chapter while boasting a range of unique warriors, equipment and vehicles that set them apart. On the battlefield, an Unforgiven commander can ruthlessly take apart their foe by combining the hammer-blow tactics of the Terminator-armoured Deathwing with the rapid-striking ability of the vehicle-mounted Ravenwing, specialists who are supported throughout by their battle-brothers from other companies.

Building and painting Dark Angels is a unique and exciting challenge for collectors of any ability. Every model in the range is a lavishly detailed, individual piece, from a brooding Deathwing Knight to a sleek Nephilim Jetfighter. As impressive as these individual models appear, when formed into units and united by colours and heraldry, they create an even more spectacular sight – a grim and gothic army of Dark Angels Space Marines.

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

THE FIRST LEGION: This section introduces the Dark Angels, their origins, the fall of their home world, the secrets of their heritage and their war for redemption. It also tells of how their armies organise themselves and fight in battle.

THE UNFORGIVEN: Here you will find a showcase of fantastically painted miniatures showing the heraldry of the Dark Angels, and example armies to inspire your own collection.

SONS OF THE LION: This section includes datasheets, wargear lists and weapon rules for every Dark Angels unit for you to use in your games of Warhammer 40,000.

ANGELS OF DEATH: This section provides additional rules, including Warlord Traits, Stratagems, Relics and psychic powers, as well as matched play points, that allow you to transform your collection of miniatures into a deadly Dark Angels army.

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





Although the enemy attacked in numbers beyond count, and fire rained from the sky, the Dark Angels remained undaunted, stoically fighting on. The beating fury of their weapons punctuated the sonorous chanting of their hymnals of vengeance, combining to deliver a greater truth: the sons of the Lion knew no fear, and these grim Angels of Death would not accept defeat.





'What is it to be a Dark Angel? It is to be one of the First Legion, the honoured, the sons of the Lion. It is to never yield to the will of heretics. It is to know that a moment of laxity spawns a lifetime of heresy. With every breath we who follow in the footsteps of the Lion remember. We will never forget, never forgive.'

- Azrael, Supreme Grand Master of the Dark Angels

THE FIRST LEGION

The Dark Angels were the first Legion of Space Marines, genetically modified superhuman warriors created by the Emperor himself. Since fighting at the forefront of the Great Crusade, at the dawn of the Age of the Imperium, the Dark Angels have battled against Mankind's most terrible enemies. Now, over ten thousand years later, the Dark Angels still stand between Humanity and the galaxy's terrors.

The Dark Angels are dreaded by their enemies and held in awe by those they protect. Yet despite their unsurpassed battle record, the Dark Angels are not embraced by those whom they serve. It does not take the heightened awareness of an empath to sense the brooding obsession that coils around the Chapter. They bear an unsettling mien and are forever enshrouded by myths and insinuations.

It is no surprise that there are rumours about the Dark Angels, for they are an inscrutable Chapter, cloistered within their mysterious fortress monastery upon the asteroid known as the Rock. They emerge to answer the call of battle across the expanse of the Imperium. They call no planet home, but criss-cross the stars following a mysterious path known only to themselves.

Those forces of the Imperium who serve alongside the Dark Angels find them taciturn, wholly absorbed by their archaic battle rites, as if purposefully detaching themselves from those they fight to protect. In them there is a brotherhood and a solemnity unmatched by even the grimmest of their fellow Space Marine Chapters. Of their own agenda, the Dark Angels remain quiet as the grave. Upon completion of a mission, they disappear with the same unexpected swiftness that marked their arrival, heedless of the unease they have spread and uncaring of the rumours whispered in their wake.

THE STAIN OF HISTORY

To understand the secretive Dark Angels, we must return to a time more than 10,000 years ago, when the Emperor walked as a man, striding out from a dark age of regression, superstition and subjugation. Although Mankind had once plied the stars, all links between inhabited planets were long severed. Most human populations were enthralled by xenos or lived in the ruins of their once-great civilisations. It was in this bleak era that the Emperor rose to reunite Terra, the fabled birth-planet of Mankind. To help him on his quest to reclaim the galaxy, the Emperor created the genetically engineered superhumans known as Primarchs, although his industry and near flawless design did

not go unnoticed. A strange vortex burst forth from the warp, whisking the still foetal Primarchs into that chaotic realm.

The twenty incubation capsules drifted in the warp for decades, or perhaps centuries, for in that place of dread the laws of time are bent and reshaped. Eventually, the amniotic tanks re-entered realspace, scattered across the galaxy. The capsule of one Primarch, he who would become known as Lion El'Jonson, founder of the Dark Angels, was cast onto an isolated planet on the northern fringe of the Eye of Terror – a death world known as Caliban.



CALIBAN

Caliban was as harsh an environment as any in the galaxy. In the dire forests that covered the globe lived creatures warped by unnatural forces, twisted into hulking fiends that stalked the arboreal world. Despite the danger, Caliban had a human population, for it had been settled during the expansions of the Age of Technology. Cut off by warp storms that savaged the galaxy in the Age of Strife, civilisation on Caliban devolved over time into a semi-feudal state. Those that survived did so by retreating into huge fortresses located in clearings hacked into the all-encompassing woodlands at a great cost in lives.

The people of Caliban were a pugnacious folk, ruled over by the warrior elite. Some old technology had been preserved, and the best knights were equipped with an early form of power armour. They spent most of their energy fending off the monstrous creatures that lurked in the surrounding forest. When a particularly large or ferocious beast took up residence near a settlement, the nobles would call a quest, summoning the best warriors from all around. Slaying a quest-creature brought high honour; however, more often than not, a quest brought only a horrific death delivered by the teeth and talons of some hell-spawned abomination.



THE YOUNG LION

Most of the other Primarchs were fortunate enough to be found and raised by local human inhabitants of the planets they descended upon, but this was not Jonson's fate. Landing in a remote region of Caliban, he found himself encircled by wooded wilderness, hundreds of miles away from the nearest fortress. How Jonson survived those early years is a mystery. By rights, he should have perished within his first few minutes, for the crash of his incubator pod would have alerted the beasts that ruled those lands. Somehow, the child managed not just to survive on one of the deadliest planets in the galaxy, but to grow tall and strong there in only a short span of years. What it was like for him none can say, for Jonson never spoke of those times himself. All that can be said with certainty is that for a decade, the young Primarch survived on his own. It was in this savage state that the Primarch had his first encounter with other humans.

THE ORDER

The knights that Jonson encountered belonged to a group known simply as the Order. Famous for their code of honour and fearless skill in battle, the Order was unique amongst the knights of Caliban, for their members were selected on merit rather than by inheritance. Anyone, even lowborns, could join, and contingents of their selfless knights travelled the planet, giving aid to those in need. It was on one of their expeditions that a band from the

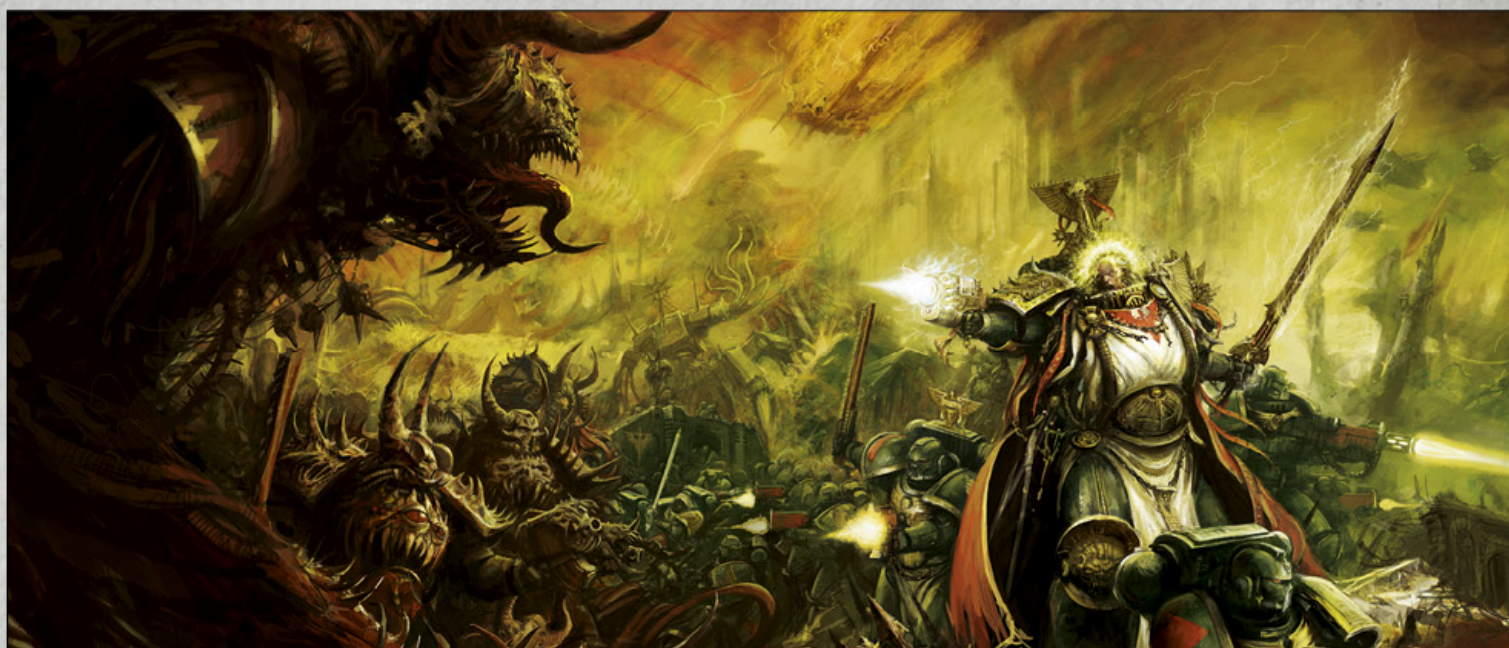
Order came upon a wild man. Thinking him a beast, the knights were ready to enter battle when one of their number, Luther, halted his fellows, sensing that there was something more to the creature than was at first apparent. The knights returned to civilisation, taking with them the man born of the forest. Because of his appearance and the place of his discovery, the Order gave the wild man the name of Lion El'Jonson, which meant 'The Lion, the Son of the Forest'. They were amazed to see how easily Jonson adapted to the ways of humans, learning their language, traditions and sciences incredibly quickly. Yet of the years before he was discovered, he would not speak a word.

Within the fortress monastery of the Order, the Primarch was assimilated into society. There, he and Luther formed a close friendship, although they were quite different. Where Luther was charismatic, Jonson was taciturn. While Luther was rash and quick to change his mind, Jonson was a brilliant strategist, stubborn to a fault once he decided on a course of action. Despite their opposition on many things, the two men seemed to fill in the gaps in each other's personalities and they became an incomparable team.

In the following years, Jonson and Luther rose through the ranks of the Order. Their many exploits became legend – they hunted the most ferocious monsters of Caliban, fought famous duels against their mightiest rivals, and performed

masterful feats of tactical genius on battlefields in the most far-flung locales. Their reputation, as well as that of the Order, rose as never before. As the Order grew in power, building many additional fortress monasteries, Jonson and Luther argued that now was the time for a crusade of annihilation against the monsters that infested the forests, a war to cleanse the planet once and for all of their foul presence. It was the persuasive and well delivered oratory of Luther that convinced the Grand Masters of the monasteries, along with most of the planet's nobles, to join the sweeping crusade. It was Jonson's supreme ability at organising the campaign, however, that ensured that, within a decade, the entire planet was cleared of the monstrous creatures that had once dominated its lands. A golden age dawned for the inhabitants of the once troubled planet.

In recognition of his triumph against the monsters, Lion El'Jonson was proclaimed the new Supreme Master of the Order, and of the entire planet of Caliban. Although Luther did not openly begrudge Jonson this honour, he would not have been human if he did not feel some twinge of jealousy, for had he not also played a major part in the victory? Thus was planted the first seed of betrayal that would, one day, grow into the schism that would tear the Dark Angels apart. But all that was in the future – for the present, the people of Caliban enjoyed a time of hitherto unheard of peace and prosperity.



To attack with relentless tenacity, and to defend with steadfast determination – these are the qualities of the Unforgiven. These traits, along with a taciturn disposition and a single-mindedness of purpose, were inherited from the Lion himself. So they began, and so they have remained for over ten thousand years. Against all odds, against all foes, the Dark Angels remain resolute champions of Mankind.

THE EMPEROR REACHES CALIBAN

Unbeknownst to the people of Caliban, the Emperor had been waging his Great Crusade to reunite Humanity. As the wave of conquests spread, scouts rediscovered long-isolated Caliban. Soon, the Emperor was reunited with another of his lost Primarchs, and the meeting was as filled with joy as a father finding a long lost son. Seeing what he had already accomplished on Caliban, the Emperor's first action was to give Lion El'Jonson control of the Dark Angels – a Legion of Space Marines created using Jonson's own gene-seed, one of the twenty Legions that the Emperor forged using genetic material from the Primarchs.

Lion El'Jonson recognised the opportunity to bring hope to Mankind across the galaxy. Caliban was made the home of the Dark Angels and the whole of the Order moved to join its ranks. Those knights still young enough had the Legion's gene-seed implanted to turn them into Space Marines. Those too old for this process underwent transformative surgery, and while they would never match the strength, speed or resilience of a true Space Marine, they could be counted amongst the elite warriors of the Imperium. The first to be brought into the Legion in this manner was Luther, who remained Jonson's second-in-command.

THE GREAT CRUSADE

Jonson and the Dark Angels set out with the Emperor to continue the battle for Humanity's dominance of the galaxy. After the first few campaigns, however, Luther was sent back to Caliban, where he was to supervise the induction of the next generation of recruits into the Legion. Despite the importance of Luther's new position, it was not one suited to his ambitious personality. To Luther, returning to Caliban felt more like a dismissal.

Many wars were fought in the Great Crusade to drive out Orks, Aeldari and worse. Even some human-held planets refused to bow before the Emperor, for they were mistrustful. Some of these were honourable men, merely misguided; however, others were power-mad tyrants. Worse, some had listened to whisperings from the warp, raising their war banners for the Dark Gods and against Humanity. The Space Marine Legions fought an endless succession of foes, yet they were undismayed, for they were mighty and their commanders were near invincible.

In this savage age, the Primarchs walked the worlds like living gods. There were cataclysmic battles and terrible massacres, but also noble deeds and a sense of hope. After the long darkness of the Age of Strife, Mankind once more had a bright future. All the Legions were accomplished, but of the Primarchs that led them, Horus especially earned the Emperor's favour. While Horus was considered first amongst his brothers, there were others of near equal renown, including grim Lion El'Jonson, whose silence held deep wisdom – whose fury, once risen, was second to none.



During this time, no record of the Dark Angels' victories was kept, but it is known that Jonson won wide acclaim for his masterful tactics and the tenacity of his Legion. It infuriated Jonson's fraternal rival, Leman Russ, to admit that another Primarch could claim more triumphs than he. Yet there was one who achieved even greater military success than Jonson – Horus and his Luna Wolves Legion. For his feats, Horus was named Warmaster – chief of all the Imperium's armies, and warlord over his brother Primarchs. Meanwhile, as Jonson's fame spread and reports of his great deeds reached the Legion's home world, Luther chafed in his duty, feeling robbed of his share of the glory. His role as planetary governor seemed to him more and more like an insult.

Then came the nightmare betrayal of the Horus Heresy, the civil war that threatened to destroy the newborn Imperium. Before he openly displayed his nature, Warmaster Horus ordered the most staunchly loyal Legions, the ones he knew he could not corrupt, to distant war zones. So were the Blood Angels, the Ultramarines and the Dark Angels unable to counter Horus' initial moves.

Many tales have emerged from those cataclysmic times, but none fully capture the panic that gripped the Imperium.

Whole systems rebelled, and it was difficult to discern friend from foe. Warp storms cut off communications, and the last message to get through warned of trouble on Caliban. Deciding the Dark Angels were most needed on Terra, Lion El'Jonson hurried his fleet to the Emperor's side. Their journey was delayed by warp storms, Daemon attacks and traps set by the traitorous Legions, for half of the Space Marine Legions had been persuaded by Horus to rebel. When they finally reached Terra's orbit, Jonson saw they were too late. Events had taken their terrible course. The forces of Chaos were defeated, but the Imperium was in ruins and the Emperor was mortally wounded.

THE FALL OF CALIBAN

In the aftermath of the Horus Heresy, the surviving loyalists rallied the reeling Imperium. The Dark Angels took a significant part in these battles, which later came to be called the Scouring. As they pursued the rebels, the Legion diverted to nearby Caliban, which had been enshrouded by warp storms since Horus' betrayal. For Lion El'Jonson, one final act of treachery remained to be discovered.

As the Dark Angels fleet moved into orbit, they were met by a barrage of defence laser fire. Ships exploded, plummeting into the planet like monstrous comets. Although stunned by the sudden attack, Jonson's superhuman reactions allowed what remained of the fleet to disengage, withdrawing to safety. The betrayal Jonson unravelled shook him to his very core. Over the decades Luther had brooded, nurturing a seed of jealousy. His hatred had spread, poisoning those under his command and several generations of new recruits. His powerful oratory had twisted their hearts with an all-consuming hatred of the new Imperium. Like Horus, Luther had been corrupted; his pride had been all the opening the Dark Gods needed to make him their own.

The fury of Lion El'Jonson and the remaining loyal Dark Angels knew no bounds. They had fought across the galaxy, but had arrived too late to aid their Emperor. Still, they had thought the Dark Powers routed, only to find their own home world, their own brethren, corrupted and turned against them. Even as the horrors of the situation sunk in, Jonson formulated a battle plan. It began with the massed guns of the fleet disabling Caliban's defence laser batteries and driving the rebel

Dark Angels into the shelter of their force field-protected fortress monasteries.

Knowing that one surgical strike could end the conflict, Lion El'Jonson personally led an assault on the greatest monastery of the old Order. He knew that this was where he would find Luther – and so it was that the two former friends faced each other. Although the Primarch possessed immense power, the two opponents were equally matched, for Luther's abilities were enhanced by vast forces gifted to him by the Dark Gods. What followed was a fight of titanic proportions. As the two adversaries traded blows, shock waves shook the monastery, causing chunks of masonry to crash down around them. Outside, the guns of the Dark Angels fleet pounded the planet, reducing the other monasteries to miles-wide craters, angry magma spewing from the wounds gouged into the planet's crust. Caliban's surface began to crack under the bombardment, and the fury of the Dark Angels blinded them to the devastation they were wreaking.

As the planet broke apart, the battle between Jonson and Luther reached its climax. Already weakened by the long fight, Luther staggered, leaving an opening. But despite his rage, Lion El'Jonson could not bring himself to slay his former friend. As he hesitated, Luther unleashed a furious psychic attack that knocked Jonson to his knees and left him mortally wounded. As the dying Primarch struggled to stand, a veil was lifted from Luther's eyes and he realised the full extent of his deeds. His was a triple betrayal: of his friend, of the Dark Angels, and of the Emperor. The truth shattered his sanity and he slumped down beside the ailing Jonson, issuing a cry of pain and despair that echoed through the warp.

Upon hearing that sound, the Chaos Gods realised that, once more, they had been denied. They howled in frustration, and across the galaxy psykers fell to their knees. So powerful was the cry that a rent appeared in the fabric of space and a warp storm emerged to engulf what remained of Caliban. Those 'Fallen' Dark Angels who had served under Luther were sucked from the broken surface into the warp and cast throughout time and space. The remains of Caliban, weakened by the bombardment, were ripped asunder, destroyed in a last apocalyptic explosion.

Only a single part of the planet survived the vortex that pulled the rest of the

crumbling debris into the warp. Protected by an ancient force field, the ruins of the fortress monastery and a massive hunk of the planet's bedrock still remained, held together and floating alone in the empty vacuum of space. The Dark Angels flew down to the surface of the remaining rock and gazed in horror at what was left of their once verdant home world. At the heart of the empty wasteland they found Luther, bloody, cringing and gibbering, but they were unable to extract anything coherent out of the shell of a man who had once been Jonson's closest friend.

Luther repeated the same words over and over again: the Primarch had been carried away by the Watchers in the Dark and one day he would return to forgive Luther for the terrible sins he had committed. Of Lion El'Jonson, there was no sign.

THE ROCK

In the days that followed, the Dark Angels made the Rock their new home. They explored the vast halls and dungeons beneath the fortress monastery, claiming the hoards of weapons and machinery that had lain there since the Age of Technology. A great labour was begun, carving out deeper catacombs into the bedrock, excavating room for an entire Legion. With the aid of the Tech-Priests of Mars, docks were added to house spacecraft. After centuries of work, warp engines were outfitted as well, allowing the Rock to traverse the galaxy.

For all its capabilities, the Rock remains a gloomy sight. Chains of lightning arcing across its craggy features, its force fields rent with cracks, the fortress monastery of the Dark Angels is as indelibly marked by Caliban's destruction as its inhabitants.



DARK HERITAGE

Like the Imperium itself, the Dark Angels were to experience a chain of events that would forever shape their motivations, practises and very souls. Following the betrayal on Caliban, the insular nature of the First Legion became even more pronounced, and a dark obsession took hold of the sons of the Lion.

The aftermath of the Horus Heresy was a time of great mistrust. On Terra, the Emperor's silenced body was sustained only by the life-giving machineries of the Golden Throne. The newly envisioned realm of Mankind was now governed in the Emperor's name by the High Lords of Terra. Their first orders were to seek out the hidden roots of the rebellion, to search for collaborators, and to follow up on the retreat of the Traitor Legions that had joined the treacherous Warmaster. All record of the Traitor Legions was expunged from the Imperial archives and their home worlds and bases of operations were attacked. All across the Imperium, a tangled web of suspicion hung over everything, misdoubts that were only made worse as further investigations revealed yet deeper corruption. Thus began the Age of the Imperium, an era steeped in paranoia, recriminations and vengeance. After all, if Horus – the right hand of the Emperor – could turn traitor, who might be next?

It was in this new age of fear and doubt that the remaining Dark Angels assembled to pay tribute to their lost Primarch. Internalising their grief, the Dark Angels pulled together, their Masters forming a plan of action. In a way, the Dark Angels were born again, single-mindedly rededicating their lives to the service of the Imperium.



'Heed not the whispers in the gloom, or the rantings of madmen, for they will attempt to beguile you. Cleave to your training, for heretics speak naught but lies and damnations. Let thy weapons speak in answer.'

Yet for all their zeal and loyalty, they knew they could not escape the sins of their Legion's past life. The Masters decided the true story of treachery behind the destruction of Caliban must remain secret; no outsider must learn of the schism that split their Legion, or that any Dark Angels had ever turned to the Ruinous Powers. Should the truth be revealed, they would be labelled Excommunicate Traitoris and never given a chance to redeem themselves. The senior members of the Legion formed a secret conclave – an Inner Circle of the Dark Angels' Masters. They created an overlapping system to watch over their own brothers, and also themselves. Everyone would be scrutinised for signs of corruption. Thus started a spiral of mistrust and secrecy that continues to this day.

Such was the scale of the disaster upon Caliban that there could be no hiding it. Psykers across the galaxy had sensed the warp storm, and the titanic flash of the tempest meeting the indomitable force field had blazed like a supernova. However, the Dark Angels had a systematic cover-up of the truth in place, for each remaining battle-brother had taken stringent vows of unspeakable binding to never reveal what really occurred on Caliban. Their story might not have held up under an intense inquiry, but it was a time of great upheaval in the Imperium and the retreating Traitor Legions were bolder near the Eye of Terror: the Night Lords, in particular, laid many ambushes that took a high toll on their Imperial pursuers. That a warp storm had claimed the Dark Angels' home world, and so many of their brethren, was but another tragedy in a deluge of grim tidings.

Inquiries found the Dark Angels battered and grief-stricken, but there was little time for any succour. Across the galaxy, traitor strongholds remained and many rebellious planets had yet to be shown the error of their judgement. Much of the Imperium's strength had been siphoned off in the civil war, and now countless planets found themselves at the mercy of xenos attacks. Leaving only those necessary to oversee the work being done on the Rock, the Dark Angels split their remaining fleet to answer the many distress calls that reached them.

In the Cadian Sector, the Dark Angels joined the Blood Angels, themselves still reeling from the loss of their Primarch Sanguinius, to drive back traitors and Daemons alike with vengeful fury. On Seption Prime, Terminators of the First Legion arrived just in time to provide a rearguard action, allowing the Ultramarines to extract their forces before the plague planet was destroyed by Exterminatus. All who fought alongside the Dark Angels lauded them as steadfast warriors, utterly dedicated to the destruction of the Emperor's enemies. Yet even as they proved their worth to the Imperium in war zones across the galaxy, a disturbing discovery was made upon the Rock that once more shook the Dark Angels.

In the aftermath of Luther's betrayal, the Lion's sons thought their traitorous brethren had all been destroyed in the warp storm that blossomed in the death throes of Caliban. The Fallen Dark Angels had been swept into the vortex, but the fury of the Dark Gods had not slain them. While using their psychic powers to search for their lost Primarch, the Legion's Librarians happened across traces of the

Fallen. It was determined that the traitors yet lived, their psychic signatures widespread and quickly fading out of mind-sight.

The Masters of the Legion greeted this revelation with typical stoicism, despite the inner turmoil it created. On the one hand, they feared their shameful past would come to light – that while the Fallen lived, knowledge of their Legion's treachery might be spread. On the other hand, the continued existence of the traitors offered hope, for if the renegades could be tracked down and forced to repent, then the sins of the Legion might be absolved. The Grand Masters of the nascent Inner Circle swore that so long as even one of the Fallen remained alive and unrepentant, the Dark Angels would be Unforgiven, cursed by their brothers to atone for all eternity. So began the secret mission that would prove the driving force behind the Dark Angels' actions for millennia to come.

THE PATH TO REDEMPTION

Once the course of absolution was decided, the Dark Angels moved with speed and conviction. Lion El'Jonson had introduced the structure he had learned from the Order on Caliban, and now the remaining Dark Angels took that brotherhood a step further, becoming even more monastic in manner. The Lion's tenets of loyalty, discipline and self-efficiency were incorporated into everything the Legion did, and every move was now accompanied by prayers and rituals. Even as the Rock was outfitted to become a mobile home world, the Dark Angels were laying down the new rigours that would govern them.

That the Dark Angels were acting suspiciously and growing more insular was noted by many watchful eyes. At this time entire new divisions, such as the Inquisition, were developed with the sole purpose of seeking out and destroying internal corruption. Inspections following the destruction of Caliban judged the Dark Angels fit to continue. Some leeway for their new reclusive behaviour was granted due to the simultaneous loss of the Legion's Primarch and home world, but largely it was allowed because of the Dark Angels' ongoing successes against the Imperium's foes.

As the Legion had come from the gene-seed of the stalwart, if reticent, Lion El'Jonson, the Dark Angels had always been regarded as dedicated and stern warriors. Like their primogenitor, they were slow to anger, but tenacious and all but unstoppable once roused. After the disappearance of their Primarch, it did not seem that strange for the remaining Dark Angels to withdraw into their own brotherhood, and for their pensiveness to develop into a brooding silence. Yet there was one thing remained constant – their campaigns continued to be well planned and effective.

Many changes befell the Imperium during these uncertain days. Although Horus had been defeated and his remaining Traitor Legions driven into the Eye of Terror, the High Lords of Terra still dreaded the resurgence of Chaos. All had been shocked at the realisation of how insidious the betrayal had been, how far across the galaxy the roots of corruption had spread. Never again could the Imperium be subjected to such widespread rebellion; drastic measures had to be undertaken. To reduce the threat posed by the Space Marines, Mankind's most elite warriors, falling under the influence of the enemy, the remaining Legions were divided into a number of smaller Chapters. Before the Horus Heresy, a Space Marine Legion might count ten thousand or more warriors under a single command, but under the new structure each Chapter's size was limited to a thousand warriors.

The organisation, tactics and roles of these new 'Chapters' were defined in a hugely influential work known as the Codex Astartes, written by Roboute Guilliman, Primarch of the Ultramarines. These proscriptions lessened the risks of a single traitor altering the course of the Imperium, and made the Space Marines more flexible, better able to fight Mankind's many enemies simultaneously on thousands of different fronts across the galaxy. Some initially fought against the splitting of the Legions, such as Rogal Dorn, Primarch of the Imperial Fists, but the Dark Angels acquiesced, as doing otherwise would raise suspicion at a time when they could ill afford further scrutiny.

The act of creating smaller, more versatile Chapters out of the original Legions became known as the Second Founding, and the new formations known as successor Chapters. Although autonomous, most successor Chapters claimed close ties to their originating Legion, and this proved especially true with the Dark Angels. From their Legion were sired the Angels of Absolution, the Angels of Redemption and the Angels of Vengeance, and perhaps more, as records from that time have been destroyed or lost.

While showing all pretences of being independent, the Dark Angels' successor Chapters continued to meet in a clandestine fashion, still taking their lead from the Dark Angels Supreme Grand Master. Although they had been divided, all had witnessed the Fall of Caliban, and knew the true reason behind the calamity; this terrible secret they shared meant that no matter the traditions each of the Chapters would forget or uphold, and regardless of the differences wrought upon them by the millennia of unceasing war to come, every son of the Lion would remain Unforgiven.



'If you wish to become a Master, look beyond the qualities that ensured your ascension to the First Company. Internalise the truths you have already learned – use them to fuel a penitent fire that will only be quenched by the waters of redemption.'

CHAPTER ORGANISATION

Although the Dark Angels Legion agreed to divide its forces, the resulting Chapters did not strictly adhere to the organisation laid out in the Codex Astartes. The deviations made were befitting of the Dark Angels' heritage, and better enabled them to continue their secret quest. This unique structure remains, even with the addition of Primaris Marines from the Ultima Founding.

The highest position amongst the ranks of the Dark Angels and their successor Chapters is that of Supreme Grand Master. Rule over the Chapter falls to a council formed by the Supreme Grand Master and the most senior members of the Chapter's Inner Circle, including the Grand Masters of the 1st Company, 2nd Company, Reclusiam and Librarius. It also includes a small number of Company Masters, some of which carry titles from the Codex Astartes, such as Master of the Fleet or of the Arsenal, while others bear appellations that are unique to their Chapter, such as the Dark Angels' Master of the Watchers, or Keeper of the Unseen Ritual.

As per the Codex Astartes, Unforgiven Chapters are made up of ten companies. Companies are sometimes deployed in their entirety, but their flexible structure and the multitude of war zones in which they are needed to fight often means that squads from different companies are assembled in order to execute a mission. Each company is led by a Master, and is attended by a Chaplain, a warrior-priest who presides over spiritual well-being and stirs battle fury. Company Veterans, Champions and Apothecaries are also available at the company level.

While the Codex Astartes' mandates concerning organisation and size are followed in companies three through ten, the first two companies – in the case of the Dark Angels, the Deathwing and Ravenwing – are unique, and rumours persist that they do not conform to the standard company complement of a hundred Space Marines. It is difficult to ascertain the truth of this, as elements of both companies are spread wide, attached to forces from the Battle Companies.

THE DEATHWING

The Dark Angels' 1st Company is called the Deathwing and consists entirely of veterans, with an additional upper echelon of Masters-in-training known as Deathwing Knights. The company's many triumphs have made the Deathwing famous across the galaxy. All members of the Deathwing fight in Terminator armour and are never fielded in power armour, as is the case with other Chapter's 1st Companies. The Deathwing maintain their own specific heraldry, painting their armour and vehicles a distinctive bone-white colour that differs from the rest of the Chapter's companies.

THE RAVENWING

The 2nd Company of the Dark Angels is known as the Ravenwing, and it is even more unusual in its composition than the Deathwing. They are a specialised mobile formation used for scouting and lightning-fast strikes, where speed is more of a premium than firepower. To this end, every single Space Marine in this company is mounted on a bike or Land Speeder, or flies an atmospheric fighter. Some of the vehicle designs used by this company are unique to the Dark Angels and their successor Chapters. These squads are organised into units called Attack or Support squadrons, and their vehicles, like their power armour, are an ominous black.

THE 3RD TO 10TH COMPANIES

The remainder of the Chapter is organised along standard Codex lines, which decrees that the 3rd, 4th and 5th Companies are designated Battle Companies, and generally carry the weight of a Chapter's combat duties. Battle Companies consist of six battleline squads, two close support squads and two fire support squads. Most Dark Angels deployments consist of a single Battle Company, reinforced by elements of the Deathwing, Ravenwing, Scout and Reserve Companies.

The 6th to 9th Companies are Reserve Companies, entirely composed of squads of the same designation. The 6th and 7th Companies are Battleline Companies, each consisting of between ten and twenty battleline squads. These act as a reserve which may be used to bolster the front line, launch diversionary attacks or stem enemy flanking moves. The 8th Company is the Close Support Company, and consists of ten to twenty close support squads, most often used wherever a strong hand-to-hand fighting force is needed. The 9th Company is the Fire Support Company, consisting of ten to twenty fire support squads. It is the most heavily equipped company in the Chapter, and its heavy-weapon bearing troopers provide suppression and raw destructive power. Squads from the Reserve Companies are often attached to a Battle Company in order to bolster a force's capabilities. In such instances, they are identified as the 11th Squad, 12th Squad and so on.

The 10th Company traditionally serves as the training ground for battle-brothers of the Chapter, and is made up entirely of Scouts. Led by a Sergeant, these recruits will take to the battlefield alongside the strike forces of other companies, typically acting in a reconnaissance role. The Codex Astartes dictates no formal size for the 10th Company, as the rate of recruitment is not fixed.

COMPANY SUPPORT

All of the companies, save the Deathwing, the Ravenwing and the 10th Company, maintain Rhino, Razorback and Repulsor transports for each of their squads. More vehicles are held centrally by the Armoury, while Drop Pods are held by the fleet. The Deathwing has designated Land Raiders, and more are held in the armoury for use as requested by a Company Master. Although maintained by the Armoury, it is customary for Dreadnoughts to remain a part of the company in which the warrior served before being interred. When not active, Dreadnoughts can be found powered down in the Halls of Silence.

The Dark Angels Chapter includes a large number of support staff, the great majority of which are human serfs, though there are a few Space Marines amongst their number. Most of these are non-combatants of advanced years, tasked with leading the day-to-day administration of the Chapter, such as the Victuallers or the Master of Recruits. A particularly vital branch of the Chapter's support staff is that within the Armoury. These include the Chapter's Techmarines, and their vast number of mono-task Servitors that perform mundane work and maintenance.



RECLUSIAM

Grand Master of Chaplains
Interrogator-Chaplains
Chaplains



1ST COMPANY

(The Deathwing)

Grand Master

Undisclosed number of
Deathwing Terminator and
Deathwing Knight Squads



CHAPTER COMMAND

The Supreme Grand Master
heads a council drawn from the
most senior members of the
Inner Circle.



2ND COMPANY

(The Ravenwing)

Grand Master

Undisclosed number of
bikes, Land Speeders, and
atmospheric fighters



LIBRARIUS

Grand Master of Librarians
Librarians
(Lexicaniums, Codiciers
and Epistolaries)



3RD COMPANY

(Battle Company)

Company Master

6 battleline squads, 2 close support squads
and 2 fire support squads



4TH COMPANY

(Battle Company)

Company Master

6 battleline squads, 2 close support squads
and 2 fire support squads



5TH COMPANY

(Battle Company)

Company Master

6 battleline squads, 2 close support squads
and 2 fire support squads



6TH COMPANY

(Reserve Company)

Company Master
10 battleline squads



7TH COMPANY

(Reserve Company)

Company Master
10 battleline squads



8TH COMPANY

(Reserve Company)

Company Master
10 close support squads



9TH COMPANY

(Reserve Company)

Company Master
10 fire support squads

ARMOURY

Master of the Rock
Techmarines
Servitors & Vehicles



10TH COMPANY

(Scout Company)

Company Master
Undisclosed number of Scouts



APOTHECARION

Master Apothecary
Apothecaries

CYPHER

Of all the Fallen, none is as hated or feared as the enigmatic individual known as Cypher. He appears as if from nowhere, bringing death and destruction with him, and then vanishes as abruptly as he arrived. Cypher's continued existence bears testimony to his supernatural ability to escape capture – the Dark Angels have had him surrounded many times, only to find he has, once again, eluded them. Some of the Masters within the Dark Angels claim that Cypher is under the protection of some higher power, and that he represents the Fallen Angels' only chance of redemption.

His features shrouded by a deep hooded cowl, Cypher rarely speaks, and his real name is unknown. The occasional glimpse of ancient insignia beneath his long robes means – even to those outside of the Inner Circle – that there can be no doubt that Cypher is in some way connected to the Dark Angels.

Cypher's motivations are unclear, and his attempt to gain access to the Emperor's throne room on Terra in the midst of galaxy-altering events only added to the renegade's mystery. It has been suggested that the truth of Cypher's mission may lie in the weapon that he carries upon his back, believed by some to be the fabled Lion Sword of El'Jonson himself, thought lost since the Primarch's disappearance.

Whatever the truth about Cypher, it is certainly the case that when he appears he seems to attract other Fallen. Because of this, the members of the Inner Circle seek Cypher more than any other. They would perform almost any act, no matter how vile, in order to capture or kill him.

THE HUNT FOR THE FALLEN

The Fallen's continued existence is anathema to the Dark Angels, a persistent stain on their honour. That those who turned upon the Lion and caused his demise are still alive is an affront to the Space Marines that were made in his image. For the Unforgiven to be redeemed, their traitorous brethren must be hunted down and made to repent.

As the decades since the Fall of Caliban turned to centuries, the Inner Circle took shape. It grew from an ad hoc conclave to a formal, if still furtive, organisation that spread through not just the Dark Angels, but their successor Chapters as well. With no home world save the Rock, recruitment planets were founded and new generations of Dark Angels were added to replace those lost in battle. The regimens and drills of the Chapter were strict, with special emphasis on brotherhood and loyalty, ideals passed directly on to their successor Chapters as well. However, the Masters and elder warriors who led the instruction told the neophytes nothing of the sins of their forefathers. By the halfway point of the 32nd Millennium, only a few interred within the sarcophagi of Dreadnoughts were left of those that survived the battle of Caliban. The truth of what occurred and knowledge of the Fallen became secrets carried only by the small number of Inner Circle brethren within each Unforgiven Chapter.

As veterans rise through the unseen levels of trust, more of the truth is gradually revealed to them by ranking members of the Inner Circle. Only then will they realise that in the millennia since the Fall of Caliban, the sons of the Lion have been fulfilling their duties to the Emperor while at the same time carrying out a hidden agenda, scouring the galaxy for signs of their corrupted kin.

THE FALLEN

Whether operating alone or in small bands, each of the Fallen has found their own way of surviving the millennia since Luther's betrayal. A great many have embraced the power of the Dark Gods, becoming true Heretic Astartes, and in the wake of the Great Rift some of these have even ascended to daemonhood. Others have surfaced as leaders of some piratical or cultist cause, or have been discovered attempting to live a nomadic existence on the fringes of the Imperium. A notable few have risen to be tyrants of entire planetary empires, with multiple worlds at their command.

As time means nothing in the warp, sometimes a Fallen appears upon a world having just, to his frame of reference, been plucked from the disintegrating surface of

Caliban. That thousands of intervening years have passed are, to him, just the blinking of an eye within the abyss of insanity that is the warp. Usually driven wild with rage, such individuals launch themselves upon the hapless servants of the Imperium, becoming a terrible force of vengeance and raving aloud those secrets the Inner Circle have worked so long to keep silent.

There are those amongst the Fallen who regret their betrayal of their Primarch. Unable to reconcile themselves with their former order, they lead a forlorn, hunted existence. Many become mercenaries or rogue traders, roaming the edges of the galaxy as masterless men. Some attempt to atone for their sins, integrating themselves into human societies to work towards a noble cause.



The Dark Angels often go for years, even decades, without finding any rumours or clues as to the whereabouts of one of the Fallen. When traces of the Fallen are detected, the Ravenwing and Deathwing are deployed. While both companies have gained fame for their many triumphs against the Imperium's enemies, it is for the Unforgiven's nefarious task that they are truly trained and equipped. The Ravenwing are the ultimate hunters and scouts, harrying their quarry into a position of vulnerability before their brothers in the Deathwing arrive, the mailed fist brought swiftly down to inflict the killing blow.

Any captured Fallen are taken back to the Rock. Deep inside its dungeons, Interrogator-Chaplains inflict terrible excruciation in order to force their disgraced kin to repent. Occasionally they do, and for their pains, they

die quickly. More often than not, however, the captured Fallen refuses, and suffers a long, drawn-out and agonising death at the hands of those who would save his soul.

Many of these defiant traitors meet their ends with curses upon their lips, knowing their corrupted souls will find a different kind of salvation in the warp, while others simply accept it as the price they pay for cleaving to the beliefs that led them to betray their brothers in the first place.

THE DARK ANGELS IN BATTLE

In truth, the great majority of the Dark Angels' engagements – from putting down insurrections to destroying xenos forces – have nothing to do with the Fallen. Yet this does not stop the sons of the Lion, from the most veteran member of the Inner Circle, to the newest Scout initiate, from searching each and every battlefield for the signs of sedition. Those with the least understanding see the search for specific heresy only as loyalty to the Emperor, while those of the Inner Circle know signs of

corruption or human augmentation might be clues that lead to a lost brethren in need of absolution.

With the exception of their two specialist companies, the Dark Angels fight as a Codex Astartes Chapter. Like all Adeptus Astartes, tactical flexibility, rapid deployment and combined arms remain key to their ability to successfully complete the vast range of missions to which they are assigned. Battleline squads form the core of most strike forces, supported by close support and fire support squads, although there are a number of more specialised formations, such as the tank-heavy Hammer of Caliban formation or the Scout Recon Stalker Strike. Any Dark Angels force can also call upon elements of the 1st or 2nd Companies for support; although their secret priority is the hunt for the Fallen, more often than not the Deathwing and Ravenwing serve in more conventional elite roles upon the battlefield.

Although smaller strike teams might be led by a Lieutenant or even a Veteran Sergeant, larger missions are typically presided

over by a Master. It is his duty to lead his brothers in Humanity's defence, but there is another task incumbent upon him: the Company Master must be always alert for the Fallen, ready to call in the Ravenwing or Deathwing at a moment's notice.

Like the foundations of some great keep, the Battle Companies of the Dark Angels bear the weight of their Chapter's combat duties. The 3rd, 4th and 5th Companies of the Dark Angels are kept as close to full strength as possible at all times, with steady replacements coming from the Reserve Companies. These transitions are laden with ritual, and each company maintains its own archaic rites of initiation, oaths and traditions. Knowledge is densely stratified within the Chapter's ranks, and with each progression battle-brothers learn by rote the allegorical tales and pseudo-myths that strengthen their resolve, build their dedication, and harden their hearts against traitors. Every advancement brings new secrets, preparing the Chapter's warriors for the appalling revelations that await them should they ascend to the brotherhood of the Inner Circle.



Battleline

Veteran

Close support

Fire support

The battlefield role is shown by the icon on the right pauldron.

In the Dark Angels, the brothers of the Battle and Reserve Companies wear their company markings upon their left knee pads.



3rd

4th

5th

6th



7th

8th

9th

The squad number is borne upon the right shoulder, a winged blade on the left.



Brother Balor, 5th Company, 3rd Squad (battleline)

The Dark Angels Chapter icon – the winged sword – is a symbol adopted from the ancient Order of Caliban.

The Dark Angels 3rd through 10th Companies wear company markings and dark green armour as shown here.

Space Marine Honours



Battle Honours, such as the Imperial Laurel above, are awarded for outstanding acts of bravery.



Campaign badges are symbols adopted during especially large, drawn-out wars that typically involve a range of different forces of the Imperium.

THE RAVENWING

Black-clad huntsmen and masters of the art of lightning warfare, the Ravenwing race before their Chapter like thunder before a storm. Prizing speed and mobility above all else, they are an integral part of the Dark Angels' battlefield strategies, as well as a powerful asset in the Unforgiven's secret quest.

Engines roaring, the Ravenwing tear forward, dodging enemy fire while moving at breakneck speed. These are the warriors of the Dark Angels 2nd Company, a highly specialised formation that fights from fast-moving attack vehicles. They are assembled from the finest riders and pilots in the Chapter, and their skills are further honed upon induction. Though the true purpose of their specialist training remains unknown by the wider Imperium, they have become renowned for their skill at mobile warfare.

The majority of the Ravenwing fight from the saddles of Space Marine bikes, supported by brothers piloting various marks of Land Speeder, or atmospheric assault fighters. The Ravenwing are ideal for fast assault missions, and elements of their company can often be found acting as an outriding reconnaissance force for larger Dark Angels armies. Their far-ranging Land Speeders search for the telltale signs of the foe, voicing back information on enemy movements and dispositions. When the moment is right, the Ravenwing gun

their engines and roar into the fight, a hurtling gale of black armour, blazing guns and roaring chainswords that sweeps aside any and all resistance.

With but a word, the Ravenwing can switch between a variety of perfectly drilled attack patterns in order to encircle, flank, break apart or otherwise harass their foes. At all times they strive to avoid becoming bogged down, swiftly dissecting even the largest enemy force with their hit-and-run attacks. Overhead, Nephilim Jetfighters and Dark Talons keep the skies clear of enemy craft, while Land Speeders dart into position to unload their impressive firepower.

Should an especially dangerous or vital target present itself, the Ravenwing mount teleport homers upon their bikes that allow them to summon the warriors of the Deathwing to the battlefield. Not only does the arrival of their Terminator-armoured brethren all but guarantee victory, it also gives a clue to the true, veiled purpose of the Ravenwing, one that is altogether more sinister in nature.

Known only to their Grand Master, and to the carefully selected Inner Circle members of the Black Knight elite, those that the Ravenwing are tasked with hunting down and running to ground are Fallen Dark Angels. The nature of those they track is why every member of the Ravenwing must be not only an expert rider or pilot, but also fervently dedicated to his Chapter. More than any other force, the brothers of the Ravenwing are likely to be exposed to the pernicious lies of the Fallen. They must therefore be unquestioning in their faith, and are monitored closely at all times by their Chaplain to ensure no chinks appear in their armour of indoctrination.



Brother Tumaal, Ravenwing Biker, 1st Squad (right shoulder). The Ravenwing insignia is worn upon the left shoulder pad.

"The hunt is only over when the sound of the Silencius Shroud locks into place, obscuring our quarry's face and silencing their infernal rants?"

- Sammael, Grand Master of the Ravenwing

THE DEATHWING

Renowned as one of the finest fighting forces in the Imperium, the Deathwing are their Chapter's mailed fist. No foe is too great for them to subdue, and no mission is too difficult or dangerous for them to complete. Their reputation is such that the mere sight of their bone-white armour is enough to put many foes to flight.

The Deathwing are the Dark Angels' 1st Company. Unlike the elite battle-brothers of most Space Marine Chapters, they fight clad exclusively in ancient suits of Terminator armour, each a nigh-impenetrable relic from a bygone age. That the Dark Angels can equip all of their veterans this way speaks volumes of the wealth of relics hidden within the Rock, and is also an indication of how seriously the Chapter takes the Deathwing's true mission: to ruthlessly eliminate the Fallen. The hammer of the Inner Circle, the Deathwing is an assault force capable of teleporting straight into the midst of battle, ripping the heart out of the enemy with a well placed strike while withstanding tremendous amounts of return fire.

Only Dark Angels who have shown incredible skill at arms and total loyalty to their Chapter can undergo the exacting rites of initiation required to join the Deathwing. Those who survive the mental, physical and spiritual rigours of this ritual take their place amongst the ranks of their Chapter's elite. Upon a Dark Angel's ascension to the Deathwing, the truth of what occurred on Caliban in the wake of the Heresy will gradually be imparted to them by ranking members of the Inner Circle. As they learn more and more of the tragic events, the warrior's feelings of shame and contempt for their Fallen brothers grow, and the more of themselves they give over to the tireless quest for vengeance and absolution.

In battle this knowledge makes the Deathwing beacons of righteous fury, leading their brothers to mercilessly destroy any who would oppose them. Every warrior of the company is utterly devoted, following the commands of their superiors without question and willingly performing any act in the name of the hunt. For this reason, very few Dark Angels strike forces go to war without at least one squad of Deathwing on hand, prepared to carry out those orders from Chapter command that battle-brothers outside of the Inner Circle would find abhorrent.

Those who enter the Deathwing may suppose they have learned all there is

to know of the Dark Angels' shadowed past, but they have merely entered the first ring of the clandestine organisation known as the Inner Circle. There remain circles within circles, and veterans of the company have learned still more of their history; these warriors are given the title of Deathwing Knights, and their noble fury in battle and dedication to the Chapter is the stuff of legend.

'They were surrounded. We outnumbered Zambeque's Imperial defenders well over a thousand to one, but I knew the battle was lost the moment I saw the teleportation flare and the pale armour.'

- Lord Dharcron, Alpha Legion



Brother Rimmon, Deathwing Terminator. The left shoulder guard bears the Crux Terminatus, while the right shows the broken-sword insignia of the Deathwing.

DARK ANGELS SUCCESSOR CHAPTERS

The Dark Angels Legion was recorded as having sired at least three successor Chapters in the aftermath of the Horus Heresy, and several additional Chapters have descended from the sons of the Lion in the many thousands of years since. Alongside the Dark Angels themselves, all of these Chapters collectively call themselves the Unforgiven. As events hurtle towards the close of the 41st Millennium, at least two further Chapters of Primaris Space Marines have been created from the gene-seed of Primarch Lion El'Jonson during the Ultima Founding, with rumours spreading of more such Chapters on the way.

ANGELS OF REDEMPTION



Brother Mortimus, 5th Company, 1st Squad (battleline)



None are more dedicated to the Hunt for the Fallen than the Angels of Redemption. No Chapter has forsaken their assigned task to pursue the Unforgiven's hidden agenda more often than they. Calls for Inquisitorial censure have been forestalled by the opening of the Great Rift, with disrupted communication keeping reports of further misdeeds from reaching Terra, allowing the Chapter's secret quest to continue.

ANGELS OF ABSOLUTION



Brother Helius, 3rd Company, 5th Squad (battleline)



The warriors in this Chapter differ from the Dark Angels in that they fear no spiritual damnation. The Angels of Absolution consider their own sins expunged by the actions of their loyalist forefathers upon Caliban, however they still consider themselves responsible for meting out punishment upon the traitors. This means that they possess all the drive of the other Unforgiven Chapters, while not being weighed down by their guilt.

ANGELS OF VENGEANCE



Brother Gabriel, 3rd Company, 4th Squad (battleline)



There is no Chapter more grim or single-minded than the Angels of Vengeance. Their willingness to accept high casualties and stubborn refusal to retreat is well documented, and severe losses have jeopardised the Chapter's future on several occasions. Even for Adeptus Astartes, they are unrelenting in their persecution of the Emperor's foes, reserving a particular loathing for those who serve the Chaos Gods.

BLADES OF VENGEANCE



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



The Blades of Vengeance were the first of the Primaris Space Marines created from the gene-seed of Lion El'Jonson. They aided the Ultramarines Primarch Roboute Guilliman during his Indomitus Crusade, serving with distinction. They exhibited not only the tenacious defence for which their primogenitor was famed, but also showed a talent for following up with brilliantly executed counter-attacks.



'There are those that have accused the Dark Angels and their successors of Legion-building, and I count myself amongst them. I do not know what end game Azrael is playing, but in these harrowing times I find such matters trivial so long as they continue to serve the Emperor.'

- Inquisitor Hallex, Ordo Militum

CONSECRATORS



The Consecrators Chapter is a mystery, arriving without warning and, upon defeating their foe, disappearing without a word. The cryptic Chapter wields all manner of ancient relics and holy patterns of armour, weapons and vehicles. It is as though the Consecrators have inherited the most revered heirlooms of the First Legion, preserving them through the ages to bear them against the foes of the Lion.

Brother Vrork, 6th Company, 6th Squad (battleline)

DISCIPLES OF CALIBAN



The Disciples of Caliban are a fleet-based Chapter that strikes with blistering speed. They were founded in M37 under circumstances that have never been disclosed. Rumours abound over their creation, and Unforgiven Chapters theorise that they were created for the pursuit of the renegade known as Cypher. They bear reliquaries to war, although it is unknown if the relics are merely symbolic or have some sinister purpose.

Brother Hanson, 7th Company, 3rd Squad (battleline)

ANGELS OF DEFIANCE



He who endures, conquers. So spoke Lion El'Jonson at the height of the Great Crusade. The Primarch's legendary tenacity and his Legion's ability to bear great suffering to achieve victory is reborn with the new Primaris Chapter, the Angels of Defiance. Founded in the darkest hour, they have become a beacon of hope beneath the pall of despair, earning many commendations during the Indomitus Crusade.

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

GUARDIANS OF THE COVENANT



It is not known from what founding the Guardians of the Covenant came, only that they too are Unforgiven. Their adopted home world, Mortikah VII, lies near to the western rim of the Imperium, and they are known for their monastic character. Their banners, armour and the flanks of their vehicles are covered in spidery, hand-written text extracted from the pages of tomes held sacred by the Space Marines.

Battle-brother Durek, 3rd Company, 5th Squad (battleline)

IN THE NAME OF ABSOLUTION

Across the galaxy, the Dark Angels strike without warning and vanish without explanation. For millennia they have slaughtered the Imperium's foes and defended its citizens with grim efficiency, yet for every noble act preserved within the Chapter's annals, there is a dark deed. Always the secret hunt for the Fallen drives them, and each new hope for redemption hides damnation in its shadow.

M30-M31 DAWN OF THE IMPERIUM

The Great Crusade

As warp storms subside, the Emperor and his newly created Space Marine Legions forge outwards from Terra to reconquer the galaxy. First amongst the Legions' number are those who would come to be known as the Dark Angels. It is while reclaiming the planets colonised by Humanity during the Age of Strife that the Primarch Lion El'Jonson, one of the lost sons of the Emperor, is discovered on Caliban, and is reunited with the Legion made from his gene-seed. Under El'Jonson's leadership, the newly renamed Dark Angels serve the Emperor's cause with great distinction, claiming more victories than any other Legion save for the XVI – the Luna Wolves, under the command of El'Jonson's brother Horus.

The Horus Heresy

Knowing the Dark Angels would remain stubbornly loyal to the Emperor, Horus orders them to the Eastern Fringe on the far side of the galaxy. Hampered by distance, ambushes set up by the Night Lords and daemonic attacks, the Dark Angels cannot reach Terra in time to participate in the defence of the Emperor's Palace, the culminating battle of the civil war.

M31-M34 AGE OF WARDING

The Great Scouring

With the Emperor grievously wounded by Horus and confined to his Golden Throne, the armies of the Imperium strike back against the traitors. The Dark Angels Legion plays a significant role in these campaigns of vengeance, and is integral in driving out the forces of Chaos from multiple systems and forcing them to retreat into the Eye of Terror.

Fall of Caliban

Hoping to find respite upon their home world, the Dark Angels instead find war and betrayal. Caliban is torn apart, and following the vicious fighting on its surface, Lion El'Jonson cannot be found. Only a fragment of the planet remains, and upon it rests the mighty fortress that would soon become the Legion's new home.

A Fell Legacy

Still reeling from treachery and the loss of their Primarch, and beset by warp storms, the Dark Angels are rocked to their foundations by the discovery that the destruction of Caliban had not killed all their brothers corrupted by Luther. Energy signatures obtained by the Legion's Librarians briefly register the scattered presence of many traitors believed to have been slain, although these leads soon fade. It is unknown how many recruits Luther had on Caliban, and how many of those survived is a question that will haunt the Dark Angels for millennia to come.



A Legion No More

The Dark Angels accept, for the most part, the strictures of the Codex Astartes, splitting what remains of their Legion into Chapters.

New Blood

With Caliban gone, the Dark Angels must establish new recruiting worlds for themselves and their newly separated successor Chapters. Using the confusion of the times to their advantage, they choose numerous planets, obfuscating their precise number and nature.

The Forgotten Wars

The Dark Angels and their successor Chapters embark upon a harrowing campaign that ends at the edge of the Eye of Terror. Cypher is involved, although accounts differ upon whether he is purposefully instigating the disasters that befall the sons of the Lion or attempting to lead them to safety. In the final battles, only the Unforgiven's unflinching resolve allows them to escape, albeit at a high price – the Lions Sable Chapter is destroyed.

All records and deeds of the campaign are concealed.

2nd Mortis Gate Campaign

The entire Dark Angels Chapter takes up arms against the renegade forces of the Death Guard. Three months of storm-wracked warfare see the traitor forces driven from their strongholds, and the Dark Angels' standards raised in victory.

The Redwings of Redemption

Aided by the vast armouries of the Rock, the Angels of Redemption restructure and re-equip their first and second companies – the Redwings – in emulation of the Dark Angels' Deathwing and Ravenwing. The other successor Chapters soon follow suit.

Increasing Observation

As the Imperium tightens its controls following the Great Scouring and the ensuing consolidation of power, the Dark Angels and their successor Chapters find themselves under increasing scrutiny. Only their flawless battle record and eagerness to persecute the Imperium's enemies allow them to avoid censure.

Noble Passing

While leading his Chapter to victory in the drawn out Bloodpox Campaign against the Death Guard and Brotherhood of Plague, the twelfth Supreme Grand Master of the Dark Angels contracts a loathsome disease. His rapid deformation convinces him to pass the Lion Helm to a successor, and he voluntarily enters the Rock's reactor to ensure no contamination is spread.

M35-M36 AGE OF FOREBODING

The Enemy Unmasked

Following Cypher's trail, the Dark Angels are led to believe that at least one member of the newly declared Ur-council of Nova Terra is one of the Fallen. The Ravenwing is deployed in a daring raid upon Nova Terra itself, but fails to secure any prisoners.

The Deathwing Unleashed

Segmentum Pacificus becomes the centre of civil war, and the Inner Circle continues to follow the many clues that have led them

deep into the internecine fighting. Known to the Unforgiven as the Hrakon Campaign, they systematically seek out Obidiah Hrakon, the despotic ruler who has been pivotal in the rise of Nova Terra. Hrakon and his followers take refuge on a piratical port world, prompting the Dark Angels to unleash the entire Deathwing, supported by the Terminator-armoured 1st Companies of several successor Chapters. Deploying in sequential teleportations, the Deathwing and their allies prosecute a campaign of bloody slaughter that annihilates the traitors and any unfortunate enough to be in their vicinity. The Fallen Dark Angel Hrakon is finally subdued following a desperate duel with the Grand Master of the Deathwing, and is transported back to the Rock. His death is not an easy one.

Brother Against Brother

Still operating largely in the Segmentum Pacificus, the Dark Angels take a lead role in the fierce fighting that characterises the era known as the Cataclysm of Souls. In addition to putting down all who reject the High Lords of Terra and the Ecclesiarchy, they search for signs of the Fallen. Although the Unforgiven Chapters are seen as loyal by the wider Imperium, many dark rumours tell of the Angels of Redemption abandoning their duties to pursue their own veiled missions.

The Rebulus Cleansing

The Unforgiven Chapters fight a thirty-year war against the cults of the Rebulus System. Many lives are lost before the war ends with the destruction of the artificial moons of Ixx.

Siege of Dominus Prime

The Dark Angels and Angels of Vengeance both deploy their entire 1st Companies to end the five-year deadlock with the rebel tyrant of Dominus Prime. Official reports detail that nigh on two hundred Terminators crack open the 'unassailable' fortress and massacre every last traitor within. In truth, the Unforgiven's numbers were substantially higher, and several prisoners were taken back to the Rock for questioning.

M37-M39 AGE OF EXECRATION

The Battle at Midpoint

An Aeldari fleet threatens to destroy the massive space docks of Midpoint in the Argonnes Sector. The sudden appearance of the Rock and the Dark Angels fleet tips the battle in the Imperium's favour. The xenos retreat, but not before the firepower

of the Rock annihilates their capital ship and half a dozen smaller vessels of their armada. To this day, the savaged hulls and floating corpses can still be seen floating in the depths of space just outside the docks.

Betrayal at Zambeque

Abandoning allied Imperial forces during the seven-year siege of Ullstan III, the Ravenwing follow a trail that leads all the way to the Imperial Governor of Zambeque – a key Imperial planet known as the Gateway to the Gothic Sector. Before they can apprehend the governor for questioning, open rebellion erupts, and the planet secedes from the Imperium. The Dark Angels task force sent to investigate are surrounded upon Zambeque by Heretic Astartes of the Alpha Legion. Only a timely intervention by the Deathwing prevents the annihilation of the 2nd Company. Despite the Ravenwing's pursuit, the Governor – determined to be the Fallen Angel who was once Brother Solas – escapes with the remnants of his Chaos Space Marine allies.

The Amalgamation Schism

The arrival of the space hulk *Amalgamation* triggers a series of events that sees the Crimson Sabres Chapter estranged from the Imperium. A conflict with the Dark Angels over an Interrogator-Chaplain's unorthodox excruciation of a prisoner is thought to be at the heart of the matter.

The Altid Crusade

The Dark Angels become instrumental to the Altid Crusade, a decade-long campaign that ends on the colony world of Altid 156. Although the crusade's ruling council ordered a single regiment of Imperial Guard to assault the wayward colonists, the Dark Angels, acting on information they refused to disclose to the council, insisted on making the assault themselves. Fighting alongside elements of the Ravenwing and the 5th Company, the Deathwing apprehend the heretic leader Elucidax the Keeper – known to the Dark Angels as Zeria, one-time Captain of the Dark Angels Legion 14th Assault Company and one of the most dangerous of the Fallen.

The Hundred Planet Uprising

Pursuing the notorious Fallen known as Cypher, the Dark Angels become mired in a long and costly war with the heretic cults of the mad priest Alldric the Subverter.

The Forlex Rescue

A Necron stasis-crypt awakens beneath the Imperial colony of Forlex. Striking from orbit, the Guardians of the Covenant

drive the xenos back below ground and, though the cost in lives is steep, well over one hundred thousand colonists are safely evacuated.

Battle for Styx

T'au forces attempt to annex the Dark Angels recruiting world of Styx. The Rock itself arrives in orbit to defend the planet, and the Dark Angels' response is so violent that the xenos are wiped out in a single day.

The Lost Hope of Perdition

A Dark Angels investigation of a space hulk newly materialised out of the warp discovers strong elements of the renegades known as the Cleaved. The battle is won when cyclonic charges destroy the hulk's engine rooms, though at the cost of Supreme Grand Master Zakaron, who manually triggers the blast.

Grymm's Landing

The Dark Angels recruiting world of Grymm's Landing falls into civil war after the Alpha Legion and Night Lords incite rebellion there. The Angels of Vengeance respond, fighting through wave after wave of renegades, cultists and madmen. Finally, despite massive casualties, they exterminate every living thing on the surface of Grymm's Landing.

M40-M41 AGE OF ANATHEMA

Cegorach's Due

The Dark Angels track the Fallen known as Neziek to the world of Vriedos. They run their quarry to ground just as he is about to escape through a webway portal. However, the Dark Angels' efforts at capture are foiled when a sizeable band of Harlequins bursts from the portal. Fighting furiously, the Harlequins hold the wrathful Space Marines at bay long enough to snatch Neziek and drag him into the labyrinth dimension.

The Macharian Heresy

Over three decades, the Dark Angels are tasked with suppressing the civil wars that are ongoing across many of the territories gained during the Macharian Conquests. The Ravenwing uncover several corrupt cults instigated by the Alpha Legion and Word Bearers Traitor Legions, as well as discovering the unmistakable signs of Cypher's presence. The Deathwing are deployed in response, and several of the Fallen are captured amidst the ensuing carnage. The rebelling populaces, regarded as mere obstacles to the Dark Angels' true mission, are slaughtered in their millions.

The Fourth Quadrant Rebellion

Over ten years, a series of incredibly destructive wars engulfs a quarter of the Segmentum Solar. Mystery shrouds the architects of this catastrophe, but the Dark Angels fight alongside the Imperial Fists to end the threat once and for all.

Massacre on Minoria

The Deathwing assault Minoria in the Periliac System, capturing or killing every inhabitant. This action raises protests from several other Chapters, who claim the Dark Angels' aid was needed to defend Periliac Prime against a massive Ork Waaagh!.

Faze Uprising

A Dark Angels strike force explores a region of the galaxy previously engulfed by warp storms. On the surface of Faze V they are engaged by cybernetically altered humans in the thrall of a blasphemous machine intelligence. The Dark Angels disable the logic engines of the sacrilegious entity, freeing the local population, but the people of Faze angrily reject Imperial rule, craving communion with the machine. In a gruelling campaign, the techno-recidivists are eventually wiped off the face of their world.

Sephlagm

With the aid of the 3rd and 4th Companies, the Ravenwing hunt the possessed governor of the toxic world of Sephlagm. During a fierce battle in the gubernatorial palace, they summon the Deathwing to strike the killing blow.

The Death of Naberius

Hot on the trail of the ever-elusive Cypher, Commander Naberius – Supreme Grand Master of the Dark Angels – is led into an ambush and slain by Chaos Space Marines. Azrael leads the Deathwing to recover his body, bringing an end to the shadow-shrouded conflict now known as the Rhamiel Betrayal. For this and many other heroic deeds, Azrael is named Naberius' successor.

Waaagh! Groblinik

The Dark Angels join the Imperial defence against the vast horde of Waaagh! Groblinik. It is through the Dark Angels' sheer remorseless determination that the Orks are defeated, though at great cost.

Rynn's World and Badlanding

A Dark Angels strike force, including major Ravenwing elements, is sent to aid the Crimson Fists in reclaiming the worlds of the Loki Sector from Ork control.

The Canyons of Koris

Azrael leads a force to purge the Orks of Waaagh! Gutgouger from Koris. Wings of Nephilim Jetfighters engage in furious dogfights through the planet's storm-lashed canyon maze, covering the Dark Angels' final push against Gutgouger's Killfort.

Wyrnwood

Several squads of Deathwing board the space hulk *Wyrnwood*. None are ever seen again, and records of the action are erased.

The Shadowshrine

A strike force under Chaplain Asmodai battle a Commorrite host in the shrine-city of Gothala. Thousands of Mandrakes fall upon the Space Marines from squirming portals of sentient shadow, and it seems the Dark Angels must be overrun. However, Asmodai holds his force together, eventually leading an attack to collapse the Dark Eldar portals and end the nightmare.

Storm of Vengeance

The Waaagh! of Ghazghkull Thraka and Nazdreg invades Piscina IV. The Dark Angels 3rd Company under the command of Master Belial succeed in defending the planet, despite being vastly outnumbered.

The 3rd Tyrannic War

Several Dark Angels strike forces join the battle against the far-reaching tendrils of Hive Fleet Leviathan as they spread deeper into the Imperium.

To Catch Cypher

The Black Templars fight alongside the Dark Angels on the world of Parabulus in an attempt to weaken the renegade pirates who use the world as their base. However, a dispute over a Black Templars prisoner causes both Chapters to briefly engage. The incident is reported, and an Inquisitorial enquiry commences.

The Rich Prize

The Deathwing smash the renegade enclave of Darkenhel. Over two dozen Fallen are seized, and the cells of the Rock ring with agonised screams for many months.

Dark Vengeance

Seeking to avenge the death of Company Master Zadakiel on Stern's Remembrance – and to strike down a foe who appear to know their darkest secret – the Dark Angels 5th Company engage the Crimson Slaughter on the world of Bane's Landing. The fight is a desperate one, and only an act of supreme self-sacrifice prevents the Chaos worshippers from achieving their aims.

Howl of The Wulfen

The return of the heavily mutated Space Wolves 13th Company prompts Supreme Grand Master Azrael to launch a crusade to the Fenris System, which upon arrival is found to be in the throes of a daemonic invasion. Seeing no other recourse, Azrael orders the bombardment of one of the most infested of the system's worlds, Midgardia, even as the shape-shifting Changeling is detected aboard the Rock. It is revealed that the Daemon has been responsible for manipulating events, setting the Dark Angels against their long-time rivals the Space Wolves as part of a larger scheme orchestrated by Magnus the Red, Daemon Primarch of the Thousand Sons. A full-blown daemonic invasion of the Rock follows, and through the combined efforts of the two rival Chapters, as well as a detachment of Grey Knights who had followed their own scryings to the system, it is repelled. Despite their brief alliance, however, the Dark Angels' relationship with the Space Wolves is left more frayed than ever by their confrontation.

The 13th Black Crusade

A vast tide of Chaos worshippers pours from the Eye of Terror into the Cadian Gate. Detecting many Fallen amongst the horde, the Dark Angels risk all by ordering the Unforgiven to join them in a headlong assault against the renegade forces. Their forces split across the Cadian Sector, the Dark Angels are involved in many battles, including heroic defensive actions against a daemonic warhost led by the Greater Daemon Kharhnok. Increasing warp storm activity ensures the different forces cannot reunite. Only the 4th Company under Master Korahael arrives on Cadia itself, where they and their strike cruiser, *Sword of Defiance*, are lost during the final battles.

The Galaxy Shakes

Even protected by the psychic shielding of the Rock, the Librarians of the Dark Angels are struck down by a shock wave of terror and fell portents. Most of these visions are too fragmentary and fleeting to be recalled in detail, but the revelation experienced by Ezekiel, Grand Master of Librarians, sears itself into his mind. He sees the Fallen in their entirety, and their numbers are far greater than the worst fears of the Inner Circle would suggest. Luther had rebuilt the entire First Legion on Caliban, and a vast proportion of them had survived the planet's destruction, trapped within the warp. Ezekiel's vision ends with an image of the galaxy in turmoil, and another truth becomes apparent: a great doom is coming.

The Great Rift

At first, all is utter blackness and the stars fade from the skies, but as the time of the Noctis Aeterna passes, the Imperium gazes out awestruck upon a new horror. The Cicatrix Maledictum – commonly called the Great Rift – splits reality across the galaxy, a hole in realspace hundreds of times greater than the Eye of Terror. The Rock is caught within the Imperium Nihilus Sector, the galactic north that is wholly cut off from the Emperor's Astronomican.

The Rock Besieged

Even as the Noctis Aeterna passes, the Rock is invaded. A Daemon army led by the Fallen Daemon Prince Marbas penetrates the formidable shields that surround the asteroid base. Fighting takes place along the docks, within the grand halls, and even in the labyrinthine sub-levels and dungeons that burrow deep into the Rock. As the conflict reaches its climactic point, the invaders disappear with the same suddenness with which they manifested, having ultimately achieved little beyond mindless slaughter and destruction... or so it is believed. There is one, however, that knows otherwise. In the deepest dungeon, a secret prisoner known only to the Supreme Grand Master of the Dark Angels has been set free. Azrael suspects the entire battle was merely a diversion so that nefarious agents could accomplish their true task – yet it is a theory that he must keep to himself, for none could know of Luther's imprisonment.

Massacre at Darkmor

Elements of half a dozen Unforgiven Chapters descend upon the shrine world of Darkmor, including multiple companies from the Angels of Vengeance, the Consecrators and the Guardians of the Covenant. All have followed their Librarians' scryings to the planet, searching for the newly materialised Fallen. It is not long before they discover that they are not the hunters, however, but the hunted. The warp storms that subsided to allow their armies into Darkmor's orbit return in force. On the planet's surface, the Unforgiven find the world's vast cathedrals in ruins and its populace slaughtered. Awaiting in ambush are armies of Daemons, Chaos Space Marines and renegades. What follows is the worst single incident of losses suffered by the Unforgiven since the Forgotten Wars. Less than a hundred Space Marines from an original contingent of a thousand manage to escape, and they do so only because they pursue Cypher, who, in his attempt to flee, leads them to a secret teleportation device.

The Primarch's Summit

In the wake of recent catastrophic events, Azrael decides to convene an emergency council of the Unforgiven's Supreme Grand Masters, several of whom are still nearby following the Darkmor Massacre. The Dark Angels' Librarians succeed in piercing the veil of the Great Rift and sending out a scattered astropathic summons – though several die to achieve the feat – and soon every loyal son of the Lion is preparing to embark on a perilous journey to the Rock.

Not all find their way to that last fragment of their ancestral home. Entire successor Chapters become lost in the warp, while others find themselves bogged down in one of the galaxy's many raging conflicts. It is when Azrael finally decides he can wait no longer for the remaining successors to arrive that he is informed of a new fleet transitioning into orbit around the Rock; it is not a waylaid Chapter of the Unforgiven it bears, however, but the Lord Commander of the Imperium.

Azrael, his forces depleted and his Chapter's stronghold battered, fears the worst – that the newly returned Primarch of the Ultramarines, Roboute Guilliman, knows the truth of the Dark Angels' hidden past, and brings judgement with him. Debating whether to order the withdrawal of the assembled Unforgiven Chapters, or to make a stand and take up arms against the Primarch's delegation, at last the Supreme Grand Master decides upon neither, allowing Guilliman's fleets to dock without incident. It soon becomes clear that the Lord Commander and the remaining ships of the Indomitus Crusade fleet come not to deliver censure, but much needed reinforcements.

From the depths of Belisarius Cawl's vast freighter-hulk march Primaris Space Marines, created from the purest genetic material ever taken from Lion El'Jonson. Rank upon rank of them enter the Rock clad in new variants of armour painted in the colours of the Dark Angels and their successors. At a brief war council, Guilliman outlines the threats facing the Imperium and his plans to continue the Indomitus Crusade. He also speaks of the updated Codex Astartes, and how his brother El'Jonson's descendants have earned the right to maintain their specialised wings, as long as they continue to serve the Emperor well. So do Azrael and the other Supreme Grand Masters kneel before Guilliman, and pledge their Chapters to the new Imperium.

The Dark Imperium

In the darkest reaches of the galaxy, shorn from the light of the Emperor, Azrael can more easily coordinate the Inner Circle, responding to the myriad distress calls that flood in from the isolated and warp-storm battered worlds of the galactic north. In addition to breaking sieges and rescuing beleaguered populations, the Dark Angels and their successors continue the hunt for the Fallen, especially pursuing any signs of Cypher and the Daemon Prince Marbas.

War Zone Stygius

The Changeling instigates uprisings all across the storm-wracked Imperium Nihilus, leaving entire star systems ripe for invasion. The Dark Angels and several Unforgiven Chapters join the campaigns against the Changehosts of Tzeentch, fighting alongside the Mordian Iron Guard and the Space Wolves against countless renegades and the Thousand Sons Traitor Legion. Although tensions between the Dark Angels and Space Wolves are high, the situation is so dire that there are no conflicts between them save only the ritual combat between champions. Initial losses are swiftly recuperated, but it soon becomes apparent that they can no longer achieve victory. Only the unexpected appearance of an Aeldari strike force from Ulthwé allows the Space Marines to safely withdraw, leaving much of the Stygius System to its fate beneath the minions of Tzeentch.

Inner Tribulations

Immediate concerns over the Primaris Space Marines are assuaged as the new warriors adapt to the Unforgiven's ways of war and perform well alongside their battle-brothers. The Inner Circle remains hostile to their presence, however, for the newcomers have not gone through the long indoctrinations, nor heard the carefully built-up apocryphal tales that prepare them to one day hear the truth. As campaigns progress and decades pass, many of the Primaris Space Marines gain veteran status, and it remains only a matter of time before a decision must be made to initiate one into the Deathwing.

The Darkest Angels

Rumours, psychic signatures and the torture-wrought confessions of captured prisoners tell of a mustering within the darkest recesses of the warp-shrouded Nihilus Sector. They speak of a gathering of many of the Fallen, a corrupted Legion reassembling in numbers enough to bring the entire galaxy to heel. Azrael alone suspects the truth of who is leading them...



On worlds across the galaxy, the Dark Angels have proven themselves to be amongst the greatest of the Imperium's defenders. Whether quelling the rebellions of heretics and renegades, or repelling invasions by Daemons or alien beasts, they remain undaunted and unbowed as they uphold the proud legacy of Lion El'Jonson.



AZRAEL

SUPREME GRAND MASTER OF THE DARK ANGELS

Commander Azrael is the present, and some would say greatest, Supreme Grand Master of the Dark Angels. In a close-mouthed Chapter that eschews self-aggrandisement, the martial respect and deference paid to Azrael speaks volumes – and in the wider Imperium, even a secretive and monastic nature cannot dim the glow of the heroic deeds performed by Azrael and his Chapter.

While Azrael's complete tale remains hidden within the undisclosed Chapter records, some details of his rapid rise through the ranks are known. Azrael's beginnings are a mystery, although rumours persist that he was inducted into the Chapter from the wild, head-hunting tribesmen of the feral planet of Kimmeria, a known Dark Angels recruiting world. Whatever his origin, like all Dark Angels he forswore his past for a life of service to the Chapter.

Azrael was appointed to the Deathwing and later became the Master of the 3rd Company, before being named as the Grand Master of the Deathwing. It was in that role that Azrael famously led the assault that slew the Daemon-possessed planetary governor of Sephlagm, claiming vengeance for the Imperium before the order for Exterminatus removed the befouled planet from the stars. Upon the death of Supreme Grand Master Naberius during the Rhamiel Betrayal, Azrael was chosen as his successor.

Following in the footsteps of every prospective Supreme Grand Master before him, Azrael was accompanied by high-ranking members of the Inner Circle into ever deeper levels of the Rock, the Keeper of the Keys unlocking each adamantium door until the domed Chamber of Passageways was reached. From out of the shadows came the mysterious Watchers in the Dark, and presented Azrael with the Lion Helm – an artefact said to have been worn by Lion El'Jonson himself – and the Sword of Secrets, the most powerful of the Heavenfall blades. With these legendary icons of the Chapter, Azrael was led down long hallways until, at last, he came to the Arch of Truth. Alone, the Supreme Grand Master entered, and faced an unspoken test to determine his resolve and suitability for the role. Many fall at this final hurdle, failing to secure the approval of the Watchers in the Dark, but Azrael – as he has done so many times in his life – endured and emerged triumphant, and was presented as Supreme Grand Master to the gathered Dark Angels brethren above. Amidst many vows and hymnals, the honorific title of Keeper of the Truth was bestowed, and the new Supreme Grand Master donned the Lion Helm and lifted high the Sword of Secrets as he received the silent salute of his entire Chapter.

Since that momentous initiation, Azrael has proven to be a dynamic leader, and a beacon of inspiration for those that fight alongside him and a visage of terror to his foes. Although solemn by nature and not given to elaborate speeches, when he does speak, his words carry the conviction of righteousness and the surety of victory. Like the Dark Angels Primarch, Lion El'Jonson, Azrael has proven a masterful commander, able to quickly grasp the rapidly changing realities of the field and orchestrate his forces to maximum advantage. His ability to manage macro-level strategies as well as the tactics of individual squads is extraordinary even for a Space Marine. Perhaps the greatest example of this occurred on

the planet of Amity, where Azrael held a thin green line of Dark Angels against a red tide of daemonic invaders. The Supreme Grand Master alone kept doom at bay with his eye for defensive ground, his ability to inspire loyalty in his brethren and, in the end, through combat so fierce that the Sword of Secrets continued to smoke with Daemon ichor for many days afterwards.

Yet never does Azrael lose sight of the Dark Angels' secret agenda – even in the midst of a life-or-death battle, the hunt for the Fallen always continues. This hidden agenda is always at the forefront of Azrael's keen mind, even as he plans the next battle, reviews the next sector to be brought under surveillance. In this, he guides not only his Chapter, but all the Unforgiven. That the Dark Angels successors follow Azrael's directives on many matters is more than mere deference towards a founding Chapter, and implies a unity of purpose that frequently crosses the line of one of the most important tenets of the Codex Astartes.

Although stern, reclusive and troubled are words that have defined the leaders of the Dark Angels since the days of the Heresy, the weight of the Chapter's secrets has only grown heavier with time, and the burden borne by the current Supreme Grand Master in particular is unlike that carried by any of his predecessors. Azrael must contend with a galaxy deeply changed by the events surrounding the Cicatrix Maledictum, and only he knows that it is one that the traitorous Luther not just survived to see, but now gravely threatens.

THE LOST ORACLE

Near the heart of the Rock resides a single cell, an oubliette where only the Supreme Grand Master and the Watchers in the Dark are allowed to venture. It lies beyond dozens of locked gates, and its walls are inscribed with potent runes of warding meant to keep hostile entities out, and also to keep something dreadful in. Here, for nearly nine thousand years Luther was kept, sustained by strange, torturous sciences. By the end of his imprisonment he was a broken, haggard madman who had spent millennia alone save for the darkness and the diminutive Watchers. Down the ages, each Supreme Grand Master had used Luther as an oracle, attempting to extract a confession or seeking to penetrate the madness that clouded the captive's reasoning. Luther's warp-contaminated mind would wander, and sometimes he attempted to deceive, yet for all his ravings, there were moments of lucidity as he spoke of events that were, or that still might be. He dropped hints about the relics hidden in the underworks of the fortress monastery, or gave names and ranks of the Fallen he had trained. Mostly, however, Luther screamed. When coherent, he would say that there was nothing for him to repent or confess, or claim that, one day, Lion El'Jonson would return to absolve him of his sins. Luther even claimed that the Lion was close at hand, and that he could feel his presence growing. Since he was freed during the attack upon the Rock following the Noctis Aeterna, Luther's whereabouts are unknown.



LIBRARIANS

Many recruits do not survive the process that transforms them into Space Marines, and fewer still can endure what it takes to become a Space Marine Librarian. To prevent the spread of mutation, each Chapter subjects their initiates to testing so rigorous that it is in itself life-threatening. Such precautions are warranted, for the consequences of corrupted gene-seed would be dire. Most neophytes who are suspected of being a psyker by the repeated screenings are given their last rites and slain outright. Some few are spared, and allowed to continue their Space Marine inductions, albeit under even harsher scrutiny.

The majority of those with psychic ability do not have the cerebral fortitude or immense willpower to control their mental forces. To assess their resolve, those especially marked initiates are subjected to additional batteries of new tests: mind-moulding sessions that attempt to break their sanity, temptations that lure the wavering, and mental barrages that overwhelm the unfocused. Most recruits are ruined in these stages, their weak wills betraying their flaws and dooming them to another fate entirely – there is only one solution for psykers who cannot be fully trusted. Yet some of the recruits are strengthened by their mental ordeals, and are thus allowed to continue. In this process, the Dark Angels take no chances.

With all their secrets, the Dark Angels are especially wary of psykers, yet it is not only their shrouded past they wish to protect. The extra testing and more rigorous sanctions are put in place because psykers are naturally unstable, and their untutored

powers leave them as conduits to apocalyptic dangers. The mind of a psyker registers strongly in the warp, and should that spark attract the unwanted attention of the fiendish denizens of that murky realm, it is possible for the psyker to be driven insane or become possessed. In such cases, psykers can be manipulated into doing great evils or, in the worst instance, tearing open the veil between realspace and the warp in a full-scale daemonic incursion, threatening planets and entire star systems.

Those aspirants amongst the Dark Angels who prove strong enough to survive the process, and trustworthy enough to be allowed to do so, find themselves in training to be Librarians, Space Marine warriors capable of wielding awesome mental powers. While their extreme intolerance for errors during training and the initiation stages makes the Dark Angels slow to replace losses within their Librarius, it also ensures that those battle-brothers who do earn their place are utterly incorruptible and completely loyal to the Chapter. As such, every single Dark Angels Librarian is a member of the Inner Circle, having gone through the same rites as those initiated into the Deathwing. This position of knowledge provides the Librarians with access to the Chapter's revered suits of Terminator armour, and enables them to discharge their duties to the fullest; alongside the normal tasks of record keeping, psychic warfare and interstellar communication, these powerful psykers are expected to work alongside Interrogator-Chaplains in the interrogation of the Fallen. It is for this reason that the Librarians of the Unforgiven have developed their own, sinister branch of telepathy, a discipline that allows them to burrow into the minds of their victims and lay their darkest secrets bare.

While Dark Angels Librarians wield bolters and blades on the battlefield in the manner of their brothers, the powers of Interromancy are their true weapons. Opening their minds to the warp on the battlefield leaves them vulnerable, however, so to protect themselves and their own secrets from the foe, they will wear psychic hoods. Typically constructs attached to their power armour, these prized artefacts use intricately wired crystal diodes that empower the Librarian to resist psychic attacks.



THE LION CORRUPTED

The Fallen members that are known to the Dark Angels are a roll call of infamy, a villain's gallery of betrayers. While Cypher is foremost amongst them, the Daemon Prince Marbas has risen to a close second.

Sketchy, half-formed reports of a suspected Fallen named Marbas leading a renegade warband first surfaced in M36, but how the Daemon Prince of the same name came to earn the vile favours of the Dark Gods, or even if it is the same being, is unknown. All that can be sure is that the winged Daemon Prince speaks too much truth, and still bears the unmistakable elements of the armour of the First Legion. Worst of all, his form is a direct affront to the memory of the Dark Angels Primarch, for Marbas' mutated head has taken on the twisted shape of one of the much-feared lions that once dominated the forests of Caliban.

EZEKIEL

GRAND MASTER OF LIBRARIANS, HOLDER OF THE KEYS

Considered stern and uncompromising even by other Dark Angels, Ezekiel, the Chapter's Grand Master of Librarians, has the uncanny ability to read the intentions of any individual, and the bravest of souls feel unsettled beneath his penetrating gaze. For some, this unease stems from Ezekiel's crude bionic eye, yet Space Marines are accustomed to horrific injuries; for others, it is the heavy silence around him, for Ezekiel rarely speaks outside of the solemn rituals of the Inner Circle or the cruel interrogations of the Fallen. For most, however, it is Ezekiel's mien – a single glance of his good eye reveals the look of one who has stared deeply into a person's soul and found something lacking. It is this trait that puts him in good stead as the final arbiter of whether a Dark Angel is worthy enough to enter into the Inner Circle; he seeks signs of steadfast loyalty, and the least trace of taint or weakness spells an applicant's doom.

As the Grand Master of the Librarians, Ezekiel also holds the title of Holder of the Keys. It is his burden to carry the keys that unlock all the doors within the depths of the Rock, save one. It is also the Grand Master of Librarians' duty to bear the Book of Salvation, a tome so revered it will never leave Ezekiel's side while he still draws breath. In this book are the names of the Fallen that have been captured, written out in their own blood. Although the majority of those within the Chapter do not understand the true significance of the bound volume, all Dark Angels will fight with unmatched zeal to protect the treasured relic.

Ezekiel has fought in thousands of campaigns, from the toppling of the tyrant Uldak the Unyielding, to the Hundred Day War against the hordes of the Greater Daemon Khar'krah, yet no tale of the Grand Master's exploits is more famous within the Chapter than the Battle of the Sulurian Gate. It was on the fourth day of the conflict against Waaagh! Groblonik that Ezekiel was felled by an Ork bullet. The crude round shattered his auto-sense receptors and embedded itself in his left eye socket, the force of the shot knocking him off his feet. Seeing Ezekiel toppled, his brother Dark Angels thought him dead, and fought to recover his body against the surging tide of greenskins. When it was discovered that the Librarian still lived, he was carried from the front line to receive treatment. When Ezekiel came to he was in a blood-spattered triage station, and he seethed with impatience as the shell and the remains of his eye were removed. Waiting only for a simple bionic replacement to be fitted, Ezekiel returned to the fray in time to rally the beleaguered 5th Company and lead them in a glorious counter-charge that broke Waaagh! Groblonik. It was Ezekiel himself that slew the Ork Warlord. To this day, Ezekiel wears the same crude bionic eye, refusing to have it replaced with a more sophisticated device. Although some say this is down to austerity, others claim it is a mark of respect to the many comrades who fell at his side that day.

Ezekiel can still always be found at the forefront of battle. As a master of Interromancy, his sibilant warp-whispers claw away at the sanity of every enemy on the field. In the flesh, Ezekiel is no less terrifying a prospect, for he bears the blade known as Traitor's Bane. Forged to slay those who dared to turn their backs upon the Emperor, it is a formidable force weapon that carries within it the rage of the betrayed.



WATCHERS IN THE DARK

Perhaps the strangest facet of the Dark Angels Chapter is the presence of the Watchers in the Dark. These diminutive, hooded attendants cluster around the highest-ranking warriors of the Chapter, often forming eerie processions behind them during their archaic rites, or bearing ancient artefacts into battle at their side. None can say for certain what manner of creature lies beneath the robes of these strange figures, but whatever they are they never speak a word. Their presence is solemnly accepted, if never acknowledged, by the Dark Angels; they simply linger, like some omnipresent manifestation of guilt clad in cowl'd monastic robes. The Watchers haunt the lowest reaches of the Rock, and are able to access areas that even the Dark Angels cannot. They come and go as they please, and from their first days as novitiates all Dark Angels are warned not to interfere with the Watchers in any way. Cautionary tales persist, whispered by Scout brothers, of those who ignored these warnings and soon disappeared, never to be seen again. The air of mystique and menace that surrounds these strange beings is only heightened by their propensity to haunt the winding passages and dusty scroll-chambers of the Rock's Librarius, though what strange business they have there is a mystery to all.

INTERROGATOR-CHAPLAINS

Menacing figures of fear, the Interrogator-Chaplains of the Dark Angels unsettle even their own battle-brothers with their silent scrutiny. Sworn to the Inner Circle during a convoluted ceremony in the Hall of Secrets, every Interrogator-Chaplain has passed the Test of Faith, taken the solemn vow of the Deathwing and learned the dark secrets of his Chapter's history. From that moment on they become shadowed mirrors of their previous selves; where most Chaplains are bellowing firebrands who inspire their brothers, Interrogator-Chaplains are silent and intense, watching always for the slightest hint of heresy or weakness.

The cause of this shift in demeanour is not simply the revelations of the Inner Circle, though certainly these discoveries assail a Chaplain's faith in the incorruptibility of his brethren. Rather, it is the dread duties that come with promotion that turn

Interrogator-Chaplains into such grim and brooding figures. When the Fallen are captured and brought back to the dark cells deep within the Rock, it is the Interrogator-Chaplains who must secure their confessions by any means necessary. This requires a will of unbreakable adamant, as the horrific acts of forcing repentance are not an easy burden to bear. Interrogator-Chaplains must weather heretical ranting and lies, discerning insincere bleating from fragments of truth, and remain steadfast in their commitment to compel contrition from the lips of traitors. To this end, ever more drastic agonies must be administered by the Interrogator-Chaplain, and over time their own souls are soured by the vile acts required to save those of the Fallen.

BLACK PEARLS

An Interrogator-Chaplain is permitted to add a single black pearl to his rosarius for each one of the Fallen that he convinces to repent. Confessions are as hard-won as they are rare, and most Interrogator-Chaplains meet their end with only a handful of black pearls to their name. Master Molocia – an exemplar of his grim profession – died after over three hundred years of service with only ten black pearls, and to this day none can match his achievement. Still, every Interrogator-Chaplain strives to do just that, not for personal glory but because every pearl acquired represents a shred of their Chapter's honour stitched back into that once-proud tapestry. The black pearls themselves can only be found on the planet of Malmar, a watery death world on the edge of the Eye of Terror. Upon promotion to his role, each Interrogator-Chaplain must travel to Malmar to retrieve a black pearl from amongst the razor-reefs. This treasure is stored within the Reclusiam, in the hope that one day it will be returned. Malmar's global oceans are swept by storms of incredible ferocity, their churning waves thick with hunting predators of vast size. Worse, it is said that on Malmar one must face his own darkest temptations, a test of will that makes all other threats pale in comparison.

ASMODAI

MASTER INTERROGATOR-CHAPLAIN, MASTER OF REPENTANCE

The most sinister of the Dark Angels is brother Asmodai, the Chapter's oldest and most successful Interrogator-Chaplain. Brutal, uncompromising and to the point, Asmodai does not suffer fools, nor does he tolerate idleness of mind or spirit. In his obsession, which has grown with his age, Asmodai has become a living embodiment of duty, openly disdaining all that does not pertain to battle, the Chapter's goals, and ultimately, to the secret hunt that drives him. Whether on the battlefield, at council with the Inner Circle, or in the dungeons administering to one of the heretical Fallen – or anyone who might have information about them – Asmodai is a merciless bringer of death, a true Dark Angel.

Asmodai's relentless nature and single-minded pursuit of the Fallen balances on the border of what is defensible. While his determination to force those that fall into his clutches to speak their secrets has aided

the Chapter's mission, more than once the Supreme Grand Master has been forced to censure Asmodai's demands, counteract his orders or cover up some of the Master Interrogator-Chaplain's more flagrant excesses. No Dark Angel better exemplifies the phrase 'the end justifies the means' than Asmodai, for in his unquenchable obsession, he is willing to sacrifice anything to capture another of the Fallen, and there is no boundary he will not cross to add another black pearl to his collection.

It was Asmodai who ordered the slaughter of all new recruits from the planet Narcium because their lacklustre answers to his questions raised the fear of gene-stock contamination. It was Asmodai who, upon hearing the frivolity of laughter in the halls of the Rock, placed the Penance of Silence upon the 7th Company. For a standard Terran year, the formation was unable to utter a sound save for hymnals

and in-battle communications. However, such ardent discipline has its uses. Like any Chaplain, Asmodai chants the Liturgies of Battle, preaching the purity of hate to help each Dark Angel to focus his rage and become a killing machine. In combat, Asmodai further amplifies his zeal, inciting the fighting spirits of his battle-brothers to a fever pitch. It was Asmodai who led the forlorn hope to break into the Traitor of Rhun's palace, and who inspired the impressive stand when his forces were isolated on the Daemon world of Amity.

In addition to his crozius arcanum, Asmodai bears the Blades of Reason – an ancient device full of arcane cruelty. Its many honed blades are etched with scriptures of repentance, and criss-crossing the weapon are cables and fine neural-wires, mysterious technology that amplifies pain beyond endurance. None who feel its touch live to tell of it.



CHAPLAINS

The Space Marine Legions were created long before the development of the Imperial Creed and the dominion of the Adeptus Ministorum. As a result, every Space Marine Chapter had its own cult practices and its own attendant priests. These spiritual leaders of the Space Marines are known as Chaplains, and for over ten thousand years, they have led the holy rites of their Chapters.

The Chaplains of the Dark Angels are the keepers of the Reclusiam, the central shrine within the Rock. They often emerge from that hall of relics to preside over ancient ceremonies – inducting neophytes into the Chapter with Rites of Initiation, steeling the hearts and minds of recruits and veterans alike with the Vows of Intolerance, and leading all through prayers of dedication to battle, Primarch and Emperor. In this way, a Chaplain instils strict discipline in his brothers, armouring them within through tenet and catechism.

The monastic Dark Angels are inundated with rituals, a bewildering array of ancient rites and traditions, from the Feast of Malediction and the Rite of Sins Renounced, to the three-day Mindchant of the Iron Penance. Most of these sacraments are led by the Dark Angels' Chaplains, often alongside Company Masters. Many of these rituals involve only small groups of robed and hooded figures, but others are delivered to whole companies or even, very rarely, the entire Chapter. Some of the observances are instructional, some involve oath-taking, while others are mysterious, leaving the neophytes in awe at the unusual proceedings. All such liturgies reinforce loyalty to the Chapter and the Emperor.

A Chaplain does not just deliver inspiration, however, but also rebuke. As a custodian of his brothers' souls, he must screen those around him, watching for even the smallest failing in humility or mental fortitude that might be exploited by dark forces in the galaxy that prey upon such failings.

Chaplains are daunting figures, for their jet-black livery is adorned with icons of battle and mysterious tokens of ritual. Their skull helmets at once evoke the stern image of the immortal Emperor and the grim promise of death. In the midst of conflict, a Chaplain is truly in

his element, preaching the righteous work of warfare, chanting Liturgies of Battle and punctuating his sermons with deadly strikes from his blazing crozius arcanum – the skull-headed cudgel that is both a Chaplain's badge of office and chosen weapon. Its energy field writhes around the weapon in crackling arcs, boosting its mauling force, so that it hits with power enough to crumple metal.

Whether using a jump pack to descend onto the battlefield like a shadow of vengeance, or marching alongside their brothers on foot, Chaplains are utterly

fearless, moving towards the foe regardless of incoming fire. In part, this is due to the protective nature of not only their ceramite armour, but also their rosarius – an amulet that serves as another mark of office. A rosarius emits a protective energy field that can deflect blows and shots that would destroy a ferrocrete bunker. It is said that the stronger its bearer's belief in the might of the Emperor, the more effective the rosarius' force field will be.



APOTHECARIES

Like all Chapters of Space Marines, the Dark Angels greatly honour their Apothecaries. While it is a Chaplain's role to maintain the spiritual health and fighting morale of the Space Marines in their Chapter, it is an Apothecary's task to mind the physical well-being of their battle-brothers. Nowhere is this calling more essential than on the battlefield; amidst the hell of shellfire, explosions and ceaseless combat, an Apothecary is an unparalleled medic.

Treating the body of a member of the Adeptus Astartes is quite different than administering to a non-augmented human. While there are many weapons and creatures in the 41st Millennium that can penetrate a Space Marine's ceramite armour and causing them grievous wounds, they can absorb a great deal more punishment than, for example, a soldier of the Imperial Guard. Several of a Space Marine's specialised organs are capable of repairing damage that would kill a normal man outright, although such functions are not instantaneous. It is one of an Apothecary's many duties to field dress the wounds of injured Space Marines so that they might quickly return to the fight. For such work, an Apothecary uses a narthecium – a device that can dispense medical aid and perform surgeries such as cauterising, stitching, removing shrapnel, sealing punctured organs, fitting crude prosthetics and restarting a Space Marine's multiple hearts.



A Space Marine's rugged body is more than capable of withstanding the trauma of such hasty, patchwork repairs, providing their self-healing glands time to carry out their functions even as they throw themselves back into bloody and brutal conflict. Only once the heat of battle has dissipated will a Space Marine allow himself to acknowledge the severity of his injuries, and it is then an Apothecary will take them into their longer-term care. Whether carrying out his work in the small operating space aboard a Thunderhawk gunship, or in the larger apothecarium of a strike cruiser, an Apothecary will lead a team to effect more thorough post-battle surgeries. Given a Space Marine's constitution, recovery time is typically short, even from the most invasive and extensive of operations.

Not all wounded battle-brothers are within an Apothecary's power to save. When a mortally injured Space Marine is encountered, the Apothecary will offer words of comfort to his dying comrade before granting them the Emperor's mercy. Taking out his reductor, the Apothecary commences his most important task, using the specialised device to remove the gene-seed of the dead. From the secrets held within each of these organs, future generations of Space Marines are created, and the continuation of the Chapter is assured.

It is standard in the Dark Angels and their successor Chapters to allocate at least one Apothecary to each company, with more available to be called upon at a Master's discretion. When not fighting alongside and healing their brothers on the field, or performing complex surgeries on grievously wounded warriors, Apothecaries train initiates, tend to the gene-seed databanks, and implant new organs into neophytes.



COMMANDERS



MARK X ARMOUR

Unlike many previous marks of Space Marine power armour, Mk X armour does not have a single appellation. Instead, there are a number of variants designed for specific battlefield roles. For instance, Mk X Gravis armour, worn by troops such as Aggressors, is heavier and offers increased protection. Mk X Tacticus armour offers substantial protection while allowing the wearer greater mobility. Many elements of earlier marks of power armour can still be recognised in all incarnations of Mk X armour.

COMPANY MASTERS

The Dark Angels do not call their leaders by the typical designation of Captain, preferring instead to retain their old Order title of Company Master. Each of the ten companies of the Dark Angels is led by such a Master, who ultimately fall under the command of the Supreme Grand Master. Each Company Master bears additional honorific titles, reflective of his solemn duties within the Chapter.

To lead the Dark Angels requires a battle-hardened veteran, a dedicated warrior who has proven his prowess and Chapter loyalty a thousand times over. They must show superlative leadership and tactical skills, and prove themselves to be the best of the best to be considered for the rank of Company Master. Typically such men served in the Deathwing, where they further distinguished themselves, although with the arrival of reinforcements from the Ultima Founding, promotions to Company Master without membership of the Inner Circle is far less rare than of old.

All Dark Angels are taciturn and monastic in nature, and these traits are exemplified by their Company Masters. They shun highly visible, diplomatic roles, avoiding even well-deserved battle laurels. Where the lauded Captains of other Space Marine Chapters deliver rousing speeches to coalition forces of the Imperium, the leaders of the Dark Angels are shadowy figures, more comfortable in cowed reclusion than at the forefront. Yet for all their silent reservations, Company Masters are no less commanding, though perhaps their grim silence makes them more menacing.

With a signal, a Company Master launches the Emperor's finest into action. None can claim to be more disciplined than the Dark Angels; a single barked order can start any number of flawlessly executed manoeuvres. Almost soundlessly, attack plans are orchestrated and fire support coordinated. A Company Master meets each challenge with the same intractable resolve. Such leaders are not only superb strategists, but also the most skilled of combatants. Armed with the finest wargear from the Rock's armoury, and with relics maintained since the dawn of the Imperium, a Company Master can cleave through alien hordes or cut down even the mightiest foe in a personal challenge.

LIEUTENANTS

When Roboute Guilliman revised his Codex Astartes upon his return, he added a new rank – that of Lieutenant. These officers serve as the right hand of their Company Masters, helping to direct the troops in battle and adding flexibility to the command structure. Many Battle Companies frequently divide into two Battle Demi-companies, and command of each of these falls to a Lieutenant.

The Dark Angels and their successor Chapters have readily accepted this new role into their Battle and Reserve Companies. The many wars following the opening of the Great Rift saw the loss of multiple Company Masters, with few new candidates to replace them. The position of Lieutenant gives rising leaders vital experience in command, and creates the perfect training ground for these battle-brothers to become Masters. The longest serving and most honoured Lieutenants of the Dark Angels are presented with robes and cowls – the austere markings of a veteran amongst the descendants of the First Legion.

COMPANY COMMAND

The highest-ranking Dark Angels are often accompanied by a hand-selected squad of specialists and veterans. The Codex Astartes sanctions the formation of these units, and the Masters of the Dark Angels use these seasoned soldiers in a variety of roles, such as forming honour guards, shoring up defensive lines or protecting key individuals within a company. Because of their elite nature, the Dark Angels of the company command can draw upon the Rock's full arsenal of weaponry and equipment.

COMPANY VETERANS

The Dark Angels are a solemn Chapter, not given to acts of self-aggrandisement, but that is not to say that the Dark Angels do not recognise their brethren who perform extreme deeds of bravery. After each engagement, following the solemn ceremonies for those lost in battle, the tribute-rites of merit are performed. To be acknowledged before the assembled might of the Dark Angels is a proud and humbling moment – for each of the battle-brothers is, in their own right, a hero of many battles. Taking after the Company Masters, Veterans renounce the garish. Not for them the gold-encrusted armour of an honour guard or the ostentatious plume to denote to all onlookers their exalted station. Instead, only the keenest eye can perhaps discern a ceremonial robe or catch the odd gleam from some antiquated and honoured wargear gifted to them for their acts of bravery. On the battlefield, however, it is easy to mark Company Veterans – for they fight as a band of heroes.

COMPANY AND CHAPTER ANCIENTS

The most prominent member of company command is the standard bearer, for he carries one of the company's much-revered banners. Since the Rock was made the Dark Angels' base of operations, the solemn Great Hall has been lined with proud company standards, along with ceremonial banners, heraldic pennants and, in pride of place, the Sacred Standards. Every son of the Lion, from neophyte to the most battle-scarred veteran, will fight even harder beneath the august presence of such a Chapter icon. The most honoured of all Company Ancients is promoted to Chapter Ancient, and is tasked with carrying a banner from the days of the

Great Crusade. Many are the acts of extreme heroism that have been performed by Dark Angels in the shadow of such ancient standards, and their symbols are known throughout the galaxy.

COMPANY CHAMPIONS

A company's command unit can also contain a Company Champion. In the Dark Angels Chapter, each company has unique rituals – most often some combination of duels, contests of strength, and mind battles of self-control. The winners of such competitions represent

their company during the ceremonies held in the Great Hall of the Rock. These individuals embody the honour of their company, representing their brothers in the mysteries of rites as they do in war. On the battlefield, it is a Company Champion's task to confront enemy warlords and captains, leaving the Company Master free to conduct the wider battle. Should the Dark Angels encounter Space Wolves during their missions, it is a Company Champion who will face the Space Wolves' champion in ritual combat, re-enacting the epic clash fought between their respective Primarchs nearly ten thousand years ago.



BATTLELINE SQUADS

The most numerous and strategically versatile warriors in the Dark Angels Chapter are the battleline squads, and they form the backbone of most strike forces. Whatever the particular demands of an engagement, battleline squads are equal to the task, flexible enough to aggressively press home an attack or to staunchly hold a defensive position.

Each Dark Angels Space Marine is a genetically engineered giant that has undergone the most rigorous training and is girded for war with the finest equipment the Imperium can furnish. On the battlefield, each battle-brother is the equal of dozens, if not a hundred lesser soldiers. As set down in the Codex Astartes, Dark Angels are organised into three main types of squad: battleline, close support and fire support, each trained, armed and equipped to excel at a different battlefield role. The squads are each led by a Sergeant, who directs his warriors to flawlessly execute the orders of his superiors, and are sometimes split into sub-units called combat squads, so as to provide greater battlefield flexibility.

INTERCESSOR SQUADS

When planning out the core of a Space Marines Chapter, Roboute Guilliman remembered well the success of single armament squads from the days of the Great Crusade. While the Legions did employ a number of specially equipped squads, the hearts of their fighting phalanxes were formed from massed infantry bearing boltguns. Thus, with Guilliman's reworking of the Codex Astartes upon his return came the Intercessor Squads. Here was a centre for any battle line – a core of warriors that could lay down fire while advancing or equally as well hunker down to hold a vital objective. Such adaptable squads would prove invaluable to any tactician, for they would be able to respond to any of the battle's needs.

Each member of an Intercessor Squad carries some variant of a bolt weapon. The standard armament is the bolt rifle, a firearm that has a longer range and greater armour penetration than the extant Adeptus Astartes bolter. The auto bolt rifle exchanges some range and striking power for an increased rate of fire, while Stalker pattern bolt rifles can reach a greater distance and have more penetrating power, but cannot be fired on the move, making those that bear it less mobile. The entire

squad is extensively trained in the use of each variant, and can equip themselves as the mission dictates.

In addition to their main weapon, each Intercessor also bears a bolt pistol, frag and

krak grenades. It is common for one or two members of an Intercessor Squad to also carry an auxiliary grenade launcher, allowing them to fire their explosives across the battlefield. This loadout allows Intercessor Squads to lay down a punishing amount of firepower that can sweep away all but the most resilient of foes. By the third or fourth deployment in the Stygian war zone, even the most reticent and disapproving of the Dark Angels' veterans was swayed by the effectiveness and sheer killing power of these new squads, but it

was the Intercessors' almost innate ability to coordinate between themselves to create overlapping fields of fire that won over many of the brethren.



To truly show themselves to be versatile assets to the Dark Angels in the long run, Intercessor Squads had to prove that they were as adept in close quarters as they were at range. It was during the defence of Mordian, when a Daemon tide overran the Astra Militarum lines, that they passed this test. With no time to establish firing lines, the Intercessor Squads shot with bolt pistols, smashed heads with bolt rifle stocks, or simply drove their gauntleted fists through the skulls of their daemoniac attackers. Many Intercessor Sergeants charged into the melee wielding power swords, greatly bolstering the capabilities of their squad.

To improve mobility, an Intercessor Squad can embark within a Repulsor armoured transport. During the Battle of Heltopia, the Intercessor Squads of the Guardians of the Covenant were able to deploy out of their Repulsors to quickly form firing lines in order to stem the flow of plague zombies that was overtaking the hive city hab-block by hab-block. After quelling the swarming advance at one intersection, the Intercessor Squads would reboard and race towards their next location, and by doing so successfully countered the slow-moving but inexorable foe.

Since the inclusion of Intercessor Squads, the Company Masters of the Unforgiven Chapters have come to count on their formidable salvos of firepower. Indeed, they are now often the base upon which the rest of a strike force is built.



TACTICAL SQUADS

For millennia, the Tactical Squad had formed the backbone of the Dark Angels' armies. This period began with the inception of the Codex Astartes at the tail end of the battles of the Scouring, and lasted until nearly the end of the 41st Millennium. Although now Tactical Squads must share their role with the Intercessors, they remain a mainstay of many Unforgiven Battle Companies.



Tactical Squads are composed of versatile warriors, able and equipped to perform a number of battlefield roles. A Tactical Squad could be asked to hold ground, provide fire support, charge into melee, or perhaps do all during the course of the same battle. Adaptability is the hallmark of Tactical

Squads. Whereas other Space Marine squads might be optimised to perform a single task, the flexible Tactical Squad is built around the premise that its role will change based on need – fluidly switching from offense to defence, from static to mobile, from ranged combat to close assault. The circumstances of a battle will dictate the course of action they should follow.

The armament carried by a Tactical Squad is the boltgun, the standard anti-personnel weapon of choice and bringer of death to the Emperor's enemies since the Great Crusade. As befits its needs, a Tactical Squad will supplement its firepower with more specialised or heavier weaponry – such as a flamer to burn foes from cover, or a plasma cannon to combat heavily armoured enemies. Every battle-brother is fully trained with the entire arsenal, as such duties are rotated to ensure the various firearm skills remain sharp. Tactical Squads often take to battle within a Rhino or perhaps a Razorback, as these tracked transports better allow for rapid redeployment or the seizure of vital objectives.

No matter the foe, no matter the odds, the Dark Angels fight with tenacity. Such has been their reputation since the days when Lion El'Jonson first led the Legion to battle, and so it still remains. A Tactical Squad might be outnumbered or it might be outgunned, but it will never be outfought. This grim determination has been displayed untold times down the millennia, but perhaps was best exemplified by the Tactical Squads of the 3rd Company, when they faced the onslaught of Ghazghkull Thraka's Orks in the confines of Kadillus Harbour on Piscina IV. Time and again, the greenskins used their vast numerical advantage to overrun the barricaded Dark Angels positions, but with bolter and grenade, the Ork mobs were driven back. When they ran out of ammunition, the Dark Angels used their boltguns as clubs, and though few survived that long, drawn-out last stand, their heroic actions allowed reinforcements to arrive and secure ultimate victory.

RECRUITING WORLDS

Since the Fall of Caliban, the Dark Angels have relied upon a range of different worlds from which to draw recruits. From the Imperium's point of view, this ensures a variety of gene-stock, as well as ensuring a regular Adeptus Astartes presence on many different planets. For the Dark Angels, it allows them many bases from which to operate, as well as keeping their true inflow of recruits hidden.

Although there are many Unforgiven recruiting worlds – the full number of which is known only to the Supreme Grand Master of the Dark Angels – the majority of them are feudal worlds, much like Caliban was. Over time some recruiting worlds have been lost – either permanently, such as Grymmport, or for a short period, like the Plainsworld – but new sites are constantly added. Upon some of these recruitment worlds, the Dark Angels have built fortress monasteries – large, well-defended complexes where hopeful initiates can compete for the honour of being selected. Other planets have smaller outposts, ranging from a Fortress of Redemption to a mere statue, in front of which ceremonies might take place. The most feral of these planets have nothing but legends of visitors from the sky appearing at regular intervals.

At need, some established recruiting worlds have been given over to successor Chapters, or vice versa, and much work is done to ensure that any records held by the Adeptus Administratum are soon lost. For instance, Nachtwald was originally the main home world of the Lions Sable, but after their destruction it passed into the control of the Angels of Vengeance, and has since been used primarily by the Angels of Absolution.



CLOSE SUPPORT SQUADS

Nothing can end a battle as quickly as a well-coordinated and perfectly timed assault. It is the role of the close support squads to crack open the enemy lines and to deliver the blow that breaks them entirely, sending the remnants of their army fleeing. To make such attacks, the designated troops must be fast, aggressive and hard-hitting.

INCEPTOR SQUADS

Arriving on the battlefield in hurtling arcs of fire and landing with an impact comparable to a meteor strike, the Inceptor Squads immediately open fire upon the foe. These Primaris Space Marines are equipped with Mk X Gravis armour and heavy jump packs – rocket-like thrusters worn upon the back that allow their wearers to make powered jumps across the battlefield, leaping over obstacles and hurtling over great distances at speed. These fast-moving squads are capable of descending in the midst of the enemy and unleashing an absolute shellstorm.

The primary weapon of the Inceptor Squad is the assault bolter. A single such firearm can stitch a pattern of death to scythe down multiple targets in seconds, and each member of the squad bears a pair of these bulky weapons. This means that the Inceptor Squads are capable of putting out enough firepower to halt a charging mob of Orks, or to turn massed cultists into a bloody mist. The distinctive sound of their high calibre shots is swiftly answered by

rippling explosions of bolt shells and the dying screams of their enemies. Alternatively, an Inceptor Squad may be equipped with plasma exterminators, a loadout favoured by the Chapters of the Unforgiven due to their affinity with the dangerous and powerful technology behind their creation.

Inceptors can be dropped from attack craft, even those in low orbit. Engaging their jump packs, they enter the atmosphere of a planet at blazing speeds, moving so quickly that few foes can react to their approach. Even as the enemies' guns try to track them, the Inceptors are upon them – a devastating spearhead that strikes at the fore of a Space Marine assault. Despite the ground-shaking force with which they land, the Inceptors' servo-equipped boots absorb all of the impact, as well as providing extra boost when their wearers launch themselves back into the skies with a bounding leap.

Formidable on their own, Inceptor Squads are the perfect complement to the rapid-strike style of the Space Marines. Common tactics include landing alongside a Drop Pod assault to blast out a beachhead, or arriving on a flank with Ravenwing Land Speeders and a wedge of black-armoured bikers. With the foe overwhelmed, entire enemy fronts are soon swept away, and vital objectives seized in a fusillade of bolt shells. Although capable of besting foes in hand-to-hand combat, the small squad size and extreme firepower of Inceptors makes them far more likely to bound away from foes, seeking out a new vantage point from which to pour forth their deadly fusillades.

ASSAULT SQUADS

With chainswords roaring and bolt pistols blazing, the Assault Squads of the Dark Angels charge into the thick of battle. They are often unleashed as the vanguard of an attack, for it is their violent onset that will punch the holes in the enemy lines that will be exploited by their brothers in other squads.

As Assault Squads carry little in the way of ranged weaponry, it is vital for them to close with the foe quickly. To this end they frequently employ jump packs, allowing them to quickly cover great distances and deploy from Thunderhawk Gunships, descending out of the skies like birds of prey. Plunging deep behind enemy lines, they can bypass a foe's best-laid defences, as shown when the Assault Squads of the Dark Angels 4th Company forced a breach in the Gohika Line during the siege against the Iron Warriors on Perditia. Such dangerous deployments take a toll, however, and of all the Dark Angels, only the Ravenwing regularly sustains a higher casualty rate than the Assault Squads of the Battle Companies.

Unlike the bellicose and headstrong Assault Squads of other Space Marine Chapters, those of the Dark Angels are dour and stoic. In place of howled battle cries, they maintain a constant chant, a mantra of hatred and repugnance every bit as terrifying as the vox-amplified bellows of their counterparts in other Chapters.



Droning over the screams of the dying and the thunder of gunfire, this unsettling sound spreads a pall of dread over the enemy ranks, shattering the foe's resolve as surely as the Assault Marines' onslaught.

Even a single Assault Squad is too dire a threat for a foe to ignore, and a carefully coordinated charge by two or more squads can change the course of a battle in an instant. Such mobile threats present a wealth of formidable tactical possibilities for any Company Master. With the ability to swiftly capitalise upon a single mistake, or to feint in one direction before attacking along another route, the mere presence of Assault Squads on the battlefield can cause an enemy to shift their defence or to hold reserves in hopes of countering any oncoming jump troops. As suits their aggressive style, the Angels of Vengeance have reported great success in fielding Inceptor Squads alongside their Assault Squads, creating a one-two punch that can quickly collapse an enemy flank.

REIVER SQUADS

Even amongst the grim and shadowed brethren of the Dark Angels, the Reiver Squads are regarded as the most sinister squad within the Chapter. Here are terror troops, trained and equipped so that their sudden appearance spreads fear up and down the enemy lines. Each member of this Primaris squad is outfitted in Mk X Phobos armour, constructed from a lighter-weight ceramite that allows its wearer greater mobility and stealth. The suit's servo-motors are engineered for silent running, as Reiver Squads rely upon infiltration and secrecy to launch their shock attacks.

The element of surprise is key to any Reiver Squad, and they employ a host of different methods to ensure they can ghost through enemy lines to appear wherever on the battlefield they can inflict the most damage. Some Reivers are equipped with grav-chutes, allowing them to be airdropped into combat from fast-moving transport or attack craft. Using directional fins, Reivers control their plummet, pulling out of steep descents only at the last instant. Their streamlined armour has been designed to dampen both noise and resistance as they freefall into battle, and there is no sign of their arrival like the fiery contrails of jump packs or the flashing glare of teleportation. Once they reach their destination, the Reivers join the fray.

Not all Reiver Squads deploy by air, however – many simply move unnoticed across the battlefield to get into position, auto-senses set to maximum as they attempt to stay out of their foes' vision. To this end, Reivers often go to war bearing silent-firing grapnel launchers, allowing them to ascend vertical surfaces with ease. They are masters of travelling by unexpected routes, creeping through drainage tunnels or scaling seemingly impossible heights. On Urkrask they worked their way behind a Death Guard encampment by clambering atop the dense forest canopies, moving unseen through the foul ranks, while during the defence of Mordian, they scrambled over the hive ruins, aided by the planet's eternal twilight, in order to launch an attack on the flanks of an Aeldari warhost. There is no site upon a battlefield that they cannot reach.

Once in position, the Reiver Squads will wait for a prearranged signal, or until an opportune moment arises. Nothing can prepare a foe – even one standing guard – for the sudden fury and shock of a Reiver assault. It is their role to sow fear and confusion amongst the enemy forces, and so they will emerge from the shadows

amidst the blaring of their concussive shock grenades. Gone are their silent ways, replaced with a cacophony. Even the Reivers' quick-firing bolt carbines are modified to add to this effect, the weapons' wave-amplified muzzle blasts roaring. The augmented battle cries of the Reivers themselves are the most terrifying sounds of all, and even professional soldiers accustomed to the brutality of war are unnerved by the sudden and horrific aural assault. Against weaker-willed or less trained foes, the results are even more dramatic. So were the cult armies of Androx the Redeemer routed upon the night world of Grull. A single Reiver ambush sent ripples of terror through the heretic masses, a chain reaction of panic that sent every one of their combatants into flight.

The Unforgiven Chapters have all fielded Reiver Squads to some degree, for their shock tactics and surprise attacks are ideal at laying the groundwork for the killing blows that follow. Even as enemies reel from the Reivers' assault, the bikes and aircraft of the 2nd Company suddenly appear, swiftly followed by the teleportation strikes of the 1st Company Terminators.



FIRE SUPPORT SQUADS

Without the aid of the fire support squads, most Space Marine strike forces would swiftly grind to a halt. These units provide covering fire for their battleline and close support brethren, allowing them to better carry out their vital roles, while thinning out the enemy's infantry and eliminating their toughest armoured threats.

HELLBLASTER SQUADS

The Hellblaster Squads harken back to days of glorious legend, when entire squads of the First Legion marched to war bearing deadly plasma weaponry. Each member of a Hellblaster Squad bears some variant of the plasma incinerator – a weapon whose fire burns with the heat of a sun. Deployed at the right place and time, such a squad can crack open an enemy battle line, blunt a foe's armoured spearhead or fell the most hulking of xenos creatures. Not even the thickest armour plating can withstand such tremendous plasma blasts for long.

Although all members of a Hellblaster Squad bear some form of a plasma incinerator, they are nonetheless strategically versatile. The assault variant sacrifices a little range for its ability to fire multiple blasts. Both it and the standard plasma incinerator are light enough to be fired on the move, while retaining enough stopping power to turn a greenskin mob of Killa Kans into glowing heaps of molten slag. The most powerful version of the armament is the heavy plasma incinerator, which can fire at longer range, and its incandescent bolts of plasma strike with more power still. A Hellblaster with such a weapon must remain stationary if they wish to direct the formidable shot, but is able to hunt larger

prey. All variants of the plasma incinerator can be supercharged. With a blazing roar, each weapon glows dangerously hot before discharging plasma bolts of extraordinary force. Typically this is done only in the direst of circumstances; like all Imperial plasma armaments, the weapons suffer from potential meltdown when set in this manner.

While the Unforgiven are not afraid to martyr themselves in a starburst of self immolation, they will only do so if such an act is justified by the situation at hand. As they have done since they first claimed the Rock as their home world, the Dark Angels honour those brethren who suffer a fiery death due to plasma overloads. Their names are chiselled into the Pillars of Conflagratus that line the Hall of Fire. They stand as a hallowed and eternal reminder to the living that no cost is too high to pay for victory.

DEVASTATOR SQUADS

Devastators are the most heavily armed of all Dark Angels Space Marines. Enemy battle tanks are reduced to blazing wrecks before them, while towering walkers are blasted apart by their overwhelming firestorm. In addition to targeting armoured



vehicles and providing support to advancing battleline or close support troops, Devastator Squads are ideal for cracking open enemy fortifications. Many warriors would be moved to cheers or bellowed invectives while unleashing such incredible destruction, but that is not the way of the Dark Angels. Stubborn and reserved, the Devastators of the Unforgiven offer no more than a curt nod of satisfaction as their fire sees a particularly formidable foe blown to pieces.

A Devastator Squad commonly carries four heavy weapons, the exact nature of which varies from engagement to engagement, with anti-tank lascannons and multi-meltas exchanged for infantry-shredding heavy bolters and plasma cannons as the battle requires. Traditionally, a Devastator Squad will wield a mix of weaponry in order to more readily adapt to the battle's challenges, although some commanders prefer a homogeneous weapons loadout, purposefully equipping their Devastator Squads to compensate for shortfalls elsewhere in the strike force. Any Devastator battle-brothers not equipped with heavy weaponry carry boltguns, acting as spotters and providing covering fire, making their squad, in essence, a heavy Tactical Squad that is capable of dealing with a variety of threats.

Quickly identifying and destroying targets is key, for victory depends upon eliminating the most important assets in an enemy army, not necessarily just the largest. While an Armorium Cherub can ensure weapons are rapidly reloaded, it is the Sergeant's task to direct his squad's fire, and he swiftly develops a keen eye for suitable vantage points. To aid him in this task he will use a signum to scan the area. A Devastator Squad is at its deadliest when it can fight from a defensible position that overlooks the battlefield. Once entrenched in such a site they can dominate the foe, forcing them to either keep their heads down or be destroyed – a situation that allows the Dark Angels to seize the initiative.

AGGRESSOR SQUADS

'Advance and destroy' is the directive that the Unforgiven Chapters have put in place for their Aggressor Squads. Each of these Primaris Marines is clad in heavy Gravis armour and equipped with a pair of gauntlet-mounted weapons, turning them into a walking bastion of firepower. An Aggressor Squad can wade into the largest of enemy hordes, plug breaches

in defensive lines, or lead the advance across open terrain. During the battles upon Mordian, the Dark Angels Aggressor Squads were pivotal in clearing the dense hive cities of foes, leading a slow, but inexorable advance hab-block by hab-block.

Aggressor Squads have proven effective in many different deployment positions, although one of the most common is advancing between two formations of Intercessors. Armed with boltstorm gauntlets, an Aggressor Squad can spray wide volleys of explosive bolts, mowing down waves of enemy infantry. Back-mounted fragstorm grenade launchers add to the carnage, blasting holes into oncoming formations with great blossoms

of shrapnel-filled explosives. Should any foes live through such a hurricane of firepower, they are met by swinging power fists, each blow able to crumple a battle tank.

Other Aggressor Squads are equipped with flamestorm gauntlets, allowing them to send fiery bursts outwards in searing sheets. This is certain death for tightly packed enemies, or for cowardly foes that thought to take refuge behind thick cover or in bunkers. In the wake of such a firestorm, nothing remains of their foes save brittle and blackened bones, and these are soon crunched to powder as the Aggressor Squads stride forward to bring their next target into range.



SAMMAEL

GRAND MASTER OF THE RAVENWING, LEADER OF THE HUNT

It is a Master's place to lead his company in war, and throughout the battle-ridden history of the Dark Angels, no company has suffered more leaders slain in duty than the Ravenwing. Given the number of dangerous battlefield roles the fabled 2nd Company performs, it is a testament of supreme skill that the Masters survive as long as they do. The present leader of the Ravenwing, Grand Master Sammael, is the 348th to lead the 2nd Company since the Dark Angels Legion was reformed into Chapters. Brother Sammael's promotion to his current office came more than a century ago as Gideon, the previous Master, lay dying, his body shattered by the Chaos Titan *Traitorous Ire*. Through blood-flecked lips, the old Master declared his successor, passing on the Raven Sword as he breathed his last.

Sammael is bold to the point of being reckless – a trait required in order to head a mobile company whose success depends upon speed and hard-hitting surprise. Despite his well-noted audacity, Sammael's reign at the head of the company has already been unusually long and successful. Although masterful at orchestrating distracting manoeuvres and feints, if given a chance, Sammael much prefers to take matters into his own hands. From the saddle of *Corvex*, his jetbike, a relic from the bygone Age of Technology, Grand Master Sammael cuts down any foolish enough to face him. In battle he wields the razor-honed Raven Sword, an heirloom that has served all Ravenwing Masters before him. The blade – one of three forged from a meteorite that struck the Rock long ago – has a razor-sharp edge that never dulls. When swung, it makes a low keening sound that few foes hear and live to tell of.

It was on his jetbike that Sammael dodged between battlesuits to cut the Ethereal Sha Aux'Phan in twain, securing victory in the Auxion Campaign. It was Sammael's personal heroics in an epic duel that allowed him to run the pretender Kaligar to ground during the Fourth Quadrant Rebellion. Though it was never revealed, Kaligar was a long-sought member of the Fallen, and his capture was greatly lauded by the Inner Circle. The aerial stunts Sammael performed while leading the 2nd Company in the war against the Orks of Charadon are legendary, even amongst the greenskins, a xenos race much noted for their brazen, high-speed vehicle manoeuvres.

What makes Grand Master Sammael such a masterful commander of the Ravenwing is that he knows when to temper his penchant for close combat and when to call in aid. To the Ravenwing alone is entrusted the task of setting the homers that allow the Deathwing Terminators to teleport accurately onto the battlefield. Of the whole company, none are more daring about planting the beacons in the very midst of the foe than Grand Master Sammael. Though he prefers to set about this hazardous task from the back of his jetbike, he sometimes takes to the field in his modified Land Speeder, *Sableclaw*. This powerful vehicle is protected by the Shield of Night, a force field of ancient artifice which protects the Grand Master from enemy fire.

Although the Ravenwing are known across the galaxy as the most elite mobile strike force in the Imperium, none but Grand Master Sammael and his trusted Black Knights know the full details of

their company's true purpose. Sammael's task is to seek out and capture the Fallen, all the while ensuring that the majority of his black-clad hunters never learn too much about the nature of their quarry. It is a task that has grown much harder since the opening of the Great Rift, for never before has the Ravenwing had so many Fallen hunts in so short a space of time. While over two dozen have been captured, Sammael dwells endlessly upon the ones that got away, and seeks revenge upon the one named Marbas.



CORVEX

During the Horus Heresy, many Space Marine Legions could field formations mounted upon jetbikes, but Mankind has lost the secrets of building these anti-gravitic craft. The last of the Imperium's venerable Mk XIVs disappeared centuries ago. The Grand Master of the Ravenwing, however, still rides into battle upon a jetbike, a prized vehicle known as *Corvex*. It bears front-mounted storm bolters and an underslung plasma cannon – its fusion generator capable of powering hundreds of shots. Many times *Corvex* has been thought lost or destroyed, but always returns. Whether the Dark Angels maintain a cache of relics or have long-lost STC material is unknown, as they do not share their secrets.

RAVENWING BLACK KNIGHTS

The Ravenwing Black Knights are the 2nd Company's greatest warriors, elite fighters who style themselves after the monster-hunting knights of old Caliban. They speed towards the foe, swinging their deadly corvus hammers with such force that the spiked end can puncture even the thickest armour.

Those who survive in the Ravenwing long enough learn to take mobile warfare to the next level. If they can pass the Seven Rites of the Raven – brutal ceremonies that test not only skill, but also the extremes of Chapter loyalty – they will be inducted into the Black Knights, 2nd Company veterans who are initiated into the Inner Circle. There, after taking part in the long and solemn ritual that culminates in the Vow of the Beastlayer, they will learn the real reason behind the Ravenwing hunt.

Black Knights ride to battle atop Mk IV Raven-pattern Space Marine bikes, powerful machines outfitted with deadly plasma talons. Their riding skills are supreme, and they can drive at top speed through impediments to close with a foe. On their approach, their plasma talons tear holes in the enemy lines before they ride over their quarry, cracking armour and sundering flesh with their corvus hammers as they go. Against more formidable opponents, those Black Knights trained in the use of the Ravenwing grenade launcher fire a salvo of specialised shells, which can make even the hardest of enemy units more vulnerable to a sustained assault. The Huntmaster that leads a Black Knight squad, each a formidable fighter and leader, bears an ancient power weapon drawn from the armouries of the Rock.

Whether deployed on their own, or forming a veteran core in the centre of a larger Ravenwing spearhead, the Black Knights are the ultimate weapon of the Grand Master of the Ravenwing. Although Dark Angels rarely recount battle deeds or heroic tales unless doing so addresses some special need, the Black Knights' Ravenwing brethren often cannot hold their tongues

as they speak in wonder about the fighting prowess of their company's elite battle-brothers.



RAVENWING COMMAND

Like all Dark Angels companies, the Ravenwing count amongst their number a Champion, an Ancient and Apothecaries. These may individually join a detachment of Ravenwing or group together to form a bodyguard or command group. All are proven Black Knights, steeped in the secrets of the Chapter.

A Ravenwing Apothecary will use his bike to traverse vast distances to quickly tend to the wounded. They are skilled riders as well as medics, and have earned their brethren's utmost trust. Many such Apothecaries have been seen steering their bikes one-handed while they effect emergency surgeries upon a fellow Ravenwing Biker, even while moving at great speeds.

The Ravenwing Ancient carries one of the company's sacred standards, and beneath the shadow of that fluttering banner the black-armoured warriors of the Ravenwing bring death to the foe. They also form a rallying point, and can be found at the very forefront of the devastating bike charges.

The Ravenwing Company Champion is called upon to defend the 2nd Company's honour during ritual combat, and tasked with cutting down the most formidable of opponents in battle. Like all the Chapter's Champions, the Ravenwing Champion is gifted a deadly Blade of Caliban – an ancient power sword whose heritage can be traced back to the early days of the Chapter.

'LET US FLY STRAIGHT AND TRUE, AND LET OUR TALONS TEAR OUT THE HEART OF THE FOE. GOOD HUNTING?'

- Final verse of Corvus Sacramentus, Ravenwing Blessing



RAVENWING SQUADS

The Dark Angels 2nd Company does not adhere to the guidelines set out by the Codex Astartes, but instead is entirely dedicated to vehicular, mobile warfare. Known collectively as the Ravenwing, these black-armoured warriors are pre-eminent hunters, and have served their Chapter with distinction.

For speed, audacity and the ability to launch lightning attacks, the Ravenwing – the Dark Angels 2nd Company – have earned a reputation that is second to none. They are organised entirely into fast, hard-hitting elements that are as unique as they are effective. All members of the Ravenwing operate a fast vehicle, be it a Space Marine bike, Attack Bike, one of the many variants of Land Speeder or perhaps an atmospheric fighter. The warriors of the 2nd Company do not use the green panoply of the majority of the Dark Angels, but instead are clad in black armour. They typically work together in mixed formations: the standard ten-strong squad within the Ravenwing is the Attack Squadron, a force made up of six brethren riding Space Marine bikes, two riding an Attack Bike, and two crewing a Land Speeder. These are further supported by additional Land Speeders or squads of the veteran bike-mounted warriors known as Black Knights. All are optimised for speed and mobility over firepower or the ability to sustain assaults.

As they streak into battle, Ravenwing Attack Squadrons often break into their disparate parts. Weaving in and out of each others' paths, each element works with the synchronicity of thousands of drills and the experience garnered upon blood-soaked battlefields across the Imperium. With but a signal flashed across the comm-net, the different elements will break off at speed to pursue their own goals

up and down the enemy lines, only to reconverge moments later to focus their destructive powers upon on a single target.

As the Ravenwing range ahead of the main force, they are often the first to find and engage a foe. This is their specialty, as the Ravenwing are the black-clad hunters of the Dark Angels – and they are tasked with seeking out and pinning down the foe until the rest of the Chapter arrives. While the entire 2nd Company is occasionally deployed in a single action, most often the Ravenwing is broken into its component squads and attached to work alongside Dark Angels strike forces spread across the galaxy.

The reconnaissance, flank attacks and rapid assaults of the Ravenwing are useful on all battle fronts, but are in reality a disguise that covers the company's secret mission: to hunt down the Fallen. This fact is not known to the majority of the Dark Angels, nor is it even known to all the Ravenwing themselves. They are trained to unquestioningly obey orders, as well as to be deaf to any captives' lies and heresies. Given the dark nature of their unknown mission, the entire 2nd Company is watched over closely by Chaplains and Interrogator-Chaplains, who regularly assess each of its battle-brothers for signs of spiritual turmoil and treasonous thoughts.



RAVENWING BIKERS

Bikers form over half of the 2nd Company's bulk and they are the centre of any Ravenwing attack. The Space Marine bikes lay down a torrent of fire from twin-linked bolters and accelerate into combat should a vulnerable target reveal itself. It is Ravenwing doctrine to avoid becoming bogged down, where their speed is negated and the enemy's superior numbers can be brought to bear. Thus, the Ravenwing Bikers might charge into a foe, but unless they break them immediately, the bikers are likely to streak off, leaving their battered foe bewildered, unsure of which direction the next attack will come from. Equipped with teleportation homers, Ravenwing bikes often drive deep into the heart of their quarry before summoning the Deathwing. The Ravenwing ride down any who attempt to flee, mercilessly allowing none to escape the ensuing massacre.

The Attack Bike augments the more lightly armed Ravenwing bikes, lending its heavier firepower where needed. The Attack Bike is ideal for getting into position to support the Ravenwing's assaults, clearing the path ahead of the onrushing bikes with its heavy bolter. Some Attack Bikes are outfitted with a multi-melta: these are tasked with hunting down and destroying enemy armour which would otherwise endanger their brethren.

LAND SPEEDERS

Most often, Land Speeders form highly mobile support for the ground-bound bike elements of the Ravenwing or larger Dark Angels strike forces. While part of the Ravenwing closes with the enemy, it is the Land Speeders that ensure that the bike-mounted spearhead can reach its quarry. Achieving this requires a fluid style of attack, and all of the Ravenwing's members must be ready to switch from well-rehearsed set-piece attacks to improvised breakthroughs or rapid pursuit of fleeing foes. On Straton, during the battles of the Third Tyrannic War, Land Speeder Typhoons worked in unison to lay down a missile barrage that blasted a lane through the swarming Tyranid creatures, allowing Space Marine bikes to penetrate deep into the enemy's centre, where they called in the Deathwing to destroy the synapse creatures providing purpose to the xenos assault. In the brutal city-fighting on the toxic world of Sephlagm, Land Speeder Tornados mounting heavy flamers cleared the streets, allowing the Black Knights access straight to the rebels' base, where they quickly dispatched the heretical leaders.

WINGS OF THE UNFORGIVEN

Most of the Unforgiven Chapters follow the Dark Angels' pattern of organisation, including having formations similar to the Deathwing and the Ravenwing, although they are not named as such. For instance, the Angels of Redemption have the Redwings, their 1st and 2nd Companies, while the Angels of Vengeance use a Terminator-armoured company known as the Dreadwing and a mobile Raptorwing to carry out the hunt for the Fallen. All have performed admirably, but none have gained the recognition of the Deathwing and Ravenwing. Like the Dark Angels, the Unforgiven successor Chapters also have a clandestine group who possess knowledge of the Fallen and of the true events that occurred on Caliban. In the Guardians of the Covenant, their Inner Circle is known as the Secret Order, while that of the Angels of Absolution is called the Hidden Brotherhood.

TALONMASTERS

While Supreme Grand Masters of the Unforgiven willingly put in place the new Lieutenant rank, outlined in the revised Codex Astartes, within their Battle and Reserve Companies, they decided to modify the role to meet the needs of the Unforgiven's specialised 2nd Companies. As such, the equivalent to a Lieutenant in the Ravenwing and other such companies is known as a Talonmaster.

Mounted in a Land Speeder outfitted with additional auspex scanners and vox-casting mechanisms, it is a Talonmaster's role to help direct the Ravenwing's fire, using his equipment to ensure no quarry can hide from his battle-brothers. Even foes that seek temporary refuge in the densest of terrain are spotted, and their coordinates vox-cast out to all Ravenwing units.

Although they are considered officers within the company, the Talonmasters are ranked below the Black Knights, and none, as of yet, have been initiated into the Inner Circle.

'IF OUR QUARRY STANDS? WE LAY THEM LOW.

IF OUR QUARRY FLEES? WE RUN THEM DOWN.

IF OUR QUARRY PLEADS? WE LISTEN NOT.

*- Ravenwing Catechism of the Hunt,
3rd Passage*



VENGEANCE LAND SPEEDERS

Striking alongside the more standard-issue Adeptus Astartes Land Speeders are larger craft – the Land Speeder Vengeance and Darkshroud. These unusual vehicles work in conjunction with their company brethren, providing the Ravenwing with additional hitting power and arcane shielding as they race towards the foe on an attack run.

LAND SPEEDER VENGEANCE

The Ravenwing have always sought more firepower to support their hard-hitting attacks. An answer to this quest came in M36, with the discovery of the STC for a strange type of Land Speeder. Its larger chassis and superior lift-engines could house heavy weaponry, allowing it to mount the plasma storm battery – a relic weapon long held in the Rock's armoury. Thus was born the Land Speeder Vengeance, a strike vehicle exclusively employed by the Unforgiven Chapters.

In conjunction with the Land Speeders of the Support Squadron, the Land Speeder Vengeance has proven its worth on the battlefield time and again, able to keep pace with the fastest of the Ravenwing vehicles and able to deliver devastating volleys from its deadly plasma storm battery.

DARKSHROUDS

At the centre of a rippling cloud of gloom, the Ravenwing Darkshroud drifts forwards, a partially seen force field of haze emanating outwards from the ancient reliquary it holds aloft. Of all the archaic relics deployed on the field of battle by the Unforgiven, the Darkshroud is perhaps the most unusual. Those who have witnessed it at close range and felt its caliginous pall are disturbed for evermore.

How such a device came to be is a tale that began when the planet of Caliban was engulfed and split asunder by a warp storm. Yet not all was destroyed, as the fortress monastery of the Dark Angels, and much of the bedrock upon which it stood was protected by an ancient force field of prodigious strength. The collision of that storm with the indestructible force field, however, had many repercussions. Some

contaminant leaked within the shield's perimeter, and the atmosphere within the domed field that surrounds the Rock is, to this day, still crowned with chain lightnings, and darksome squalls.

Early in that catastrophic tumult, the Tower of Angels – the proud citadel that topped the largest fortress monastery of the Order and subsequently the Dark Angels – had fallen in ruin. Although the Dark Angels would take the barren remnants of their home world as a base, they have never attempted to rebuild that wreckage above. Standing proud amongst the desolate rubble were some elements of their old fortress citadel that withstood the collision of unstoppable force with impenetrable shield. Amidst the debris there stood statues – carved figures from a past age. Those stone eyes had seen the tragedy that had befallen the Emperor's First Legion, and they now glowed with mysterious power, imbued with the energies released on that fateful day.

The Stone Guardians, or Ten Brothers of the Order, as they were known, were taken into the Rock and locked in stasis in the Reclusiam for years. It wasn't until the desperation of the Vendetta Campaign that the Dark Angels at last felt compelled to unleash their arcane power upon the battlefield. Each statue was mounted upon the chassis of a Land Speeder Vengeance, with great cables siphoning off its esoteric energy and amplifying it, and a power field of unknown quality rippled outwards from this ominous relics.

In battle, the Darkshroud is used in support of the Ravenwing, its otherworldly veil serving to partially obscure and protect the bikes and light vehicles as they streak towards the foe. Even the blazing beam of a lascannon can be swallowed by that gloaming field of eldritch power, dissipating harmlessly while the Ravenwing speed onwards. With a Darkshroud as a foreboding escort, units of Black Knights and Ravenwing Attack Squadrons can rev their engines and hurtle straight into an enemy gun line with impunity, protected from incoming fire as if by the Emperor's own blessing.



RAVENWING GUNSHIPS

As masters of the fast attack, it falls upon the Ravenwing to ensure the skies over any battlefield are ruled by the Dark Angels. Whether swooping in to eliminate enemy fighter craft or supporting ground forces by launching deadly strafing runs, the Ravenwing gunships can change the course of a battle as quickly as they can dive-bomb a target.

NEPHILIM JETFIGHTERS

Sleek air-to-air interceptors, Nephilim Jetfighters are hunting craft perfectly in keeping with the Dark Angels' secret mission. The oversized 2nd and 3rd Squads of the Ravenwing provide the pilots for these craft, their skills at performing lightning manoeuvres in high-speed warfare making them the ideal candidates for the role. The combination of such skilled pilots with the heavy armaments, impressive speed and stalwart resilience of the Nephilim has proved a truly potent one and, since their inception in late M40, these craft have served as the foremost combat aircraft of their Chapter.

The Dark Angels are a conservative Chapter, highly resistant to change or innovation. Freedom of thought is, after all, the first step upon a dangerous path. Yet for all this, Nephilim pilots are something of a breed apart. While they revere those ancient relics that have been used in combat since the days of the Great Crusade, they continually push their Chapter's Techmarines for enhancements, modifications or newer marks of craft – anything that can boost the speed with which they can take the fight to those who would deny the Emperor's will. Such enthusiasm is looked upon with tolerance by the Company Masters, for the results it produces are substantial.

DARK TALONS

Sweeping from the ash-filled skies, the ominous form of the Ravenwing Dark Talon descends to snatch up the 2nd Company's prey. This archaic-looking craft bears sepulchral flourishes across its hull – a gothic facade well in keeping with its grim purpose. It is the carrion bird that descends upon the Fallen when the chase is run. It is the shadowed angel of death that hovers in place, a vulture that gathers chosen foes up into its cold, dark bosom, bringing its victims a fate far worse than death.

The Dark Talon is equipped with wing-mounted hurricane bolters, but the craft's main armaments are far stranger – prohibited weapons from the Age



of Technology which the Dark Angels have repeatedly denied having in their possession. The most deadly of these, the rift cannon – also known as the stained-glass cannon – is a weapon that fires a multicoloured beam of oblivion, utterly annihilating its target. The Dark Talon also bears a single stasis bomb, used to slow down fleeing enemies so ground troops can move in to capture or kill.

The most terrifying feature of the Dark Talon is not a weapon at all. Concealed within the craft's hull is a small chamber – little more than a metal tomb that echoes with sinister, whispering voices – into which a captured Fallen can be loaded for transport back to the Rock. This holding cell has the capacity to engage a stasis field to prevent escape. Spending days trapped in a void-dark casket, with the voices of the lost gnawing at his mind, prepares a member of the Fallen for the intense interrogations he will endure once he reaches the cells of the Rock.

THE SILVER TALON

Only a handful of Dark Angels pilots have ever been awarded the order of the Silver Talon, the greatest honour that they can earn. Previous incumbents include Brother Azazel, who single-handedly defended the skies above Neuenport in his Nephilim Jetfighter against waves of Necron Doom Scythes, and Brother Raphaenus of the Ravenwing, whose airborne capture of the Fallen known as Ghuldarkk is legendary within the Inner Circle.

Recipients of this award have their names graven into the Gate of Angels, the huge stone arch that gives access to the Rock's largest launch bay, and are permitted to wear a Raven's talon silver pendant, and to have the same device painted onto the hull of their Nephilim or Dark Talon.

BELIAL

GRAND MASTER OF THE DEATHWING, BEARER OF THE SWORD OF SILENCE

To be named the Grand Master of the Deathwing is to be named a lion of the battlefield, a tactician without peer and the Chapter's most loyal paladin. Grand Master Belial, to whom the title currently belongs, has earned such an honour with deeds that would fill volumes, if the Dark Angels allowed such things to be written.

Belial is a warrior born – a killer whose skill with bolter and blade have always stood out, even amongst his superhuman brethren. His martial prowess is without

style or artifice; there is no flourish to Belial's swordplay, no extravagance to his movements. Yet even as a neophyte, none but the Masters could best him in practice. Throughout his rise through the ranks, it was noted that Brother Belial was a perfectionist – chastising himself for a single missed shot. As a commander, Belial did not revel in triumphs, but instead, he begrudged the losses, castigating himself for the least mistake. Those beneath him came to expect that, after each action – even the most glorious victories – Belial

would find them and assign each his own specific penitence, be it battle drills, hymnals, or arduous rites of atonement. Such discipline was not lamented, but embraced – for it was easy to see that Belial was righteous and his success undeniable.

While fighting against the Black Crusade of Furion, Belial slew the Chaos Lord of Khorne in single combat. For this deed, Supreme Grand Master Azrael promoted Belial to the rank of Master and presented him with a Chapter relic – the ancient Sword of Silence. This blade has traditionally been gifted to the most lethal close-quarters combatant in the Chapter. It was forged from the same meteorite as the Sword of Secrets, and by some trick of its making, the weapon seems to swallow nearby sound, absorbing it into its energised obsidian blade.

In the Battle for Piscina IV, Belial distinguished himself yet further, fighting a delaying battle against superior odds. After Grand Master Gabriel's death aboard the Space Hulk Charnel Shrine, Belial was selected to command the Dark Angels 1st Company. Under his austere and exacting leadership, the Deathwing continues to earn praise in the fighting around the Eye of Terror, winning victories on the marshes of Crassia II and routing the Violators on the planet Terraq after a brutal campaign. It was Belial who arrived in time to save Sammael from the crushing death grip of Marbas – cutting the Daemon Prince's hand off with the Sword of Silence. Alas, he could not finish the job, however, as the lion-headed foe won free and escaped, his loathsome claw-hand regrowing anew even as he took flight. In all his long service to the Dark Angels, the only other foe to have bested Belial in close combat was the Ork Warlord Ghazghkull Thraka on Piscina IV. Such memories of failure still cause Belial pain.

Amongst all the Dark Angels, there are none who judge themselves more abrasively than Belial. To the Grand Master of the 1st Company, leader of the famous Deathwing, every battle-brother lost, every foe not efficiently slain, only makes the defence of the Imperium of Man, and the path to Redemption, that much more difficult.



DEATHWING KNIGHTS

The very pinnacle of an already elite fighting force, the Deathwing Knights are unequalled on the battlefield. They are the most proven warriors of the Dark Angels 1st Company, and their presence commands respect, even awe. Robed and cowed, Deathwing Knights are an imposing sight, for in them lives on some semblance of the Lion himself; they too embody silent strength and a veiled, yet palpable nobility. In the stratified circles of the Dark Angels, there are none higher save only the Masters, and they themselves are often chosen from within the stern order of Knights.

Only the most fell-handed of warriors from the 1st Company are promoted into the innermost circle of the Deathwing. Displaying might in battle is not enough to be so knighted. A warrior must be wholly dedicated to the Chapter, and must show an obsession with the secret crusade to hunt the Fallen. When a member of the Deathwing is deemed worthy, he is brought into the Chamber of Judgements to face a series of challenges, each individualised to test his strength, resolve and loyalty to the Chapter past any breaking point he may have. Should he prevail, the warrior is granted the title of Knight and passes beneath the shadowed arch. The Watchers in the Dark present to him a mace of absolution and a storm shield – heirlooms of the Great Crusade.

In battle, the Deathwing Knights are a heavy shock force – teleporting to the fight with shields locked. With incoming fire ricocheting off them, the Knights march for the greatest threat with impunity. Each wields a mace of absolution, its spiked head glowing with power and emanating an eerie mist from its numerous vents. The sound of Deathwing Knights connecting with the foe is like the impact of an out of control mag-train. Storm shields are the first to slam against the enemy, the blows to their energy fields sending sizzling sparks. Thunderclaps follow as their maces pulverise armour, maul flesh and break bones. Even towering Tyranid monstrosities fall before the onslaught of the Deathwing Knights.

A Deathwing Master is the leader of a unit of Deathwing Knights; each is a Company Master in training, for there is no finer proving ground than this august

brotherhood. To each Deathwing Master is given a brutal weapon of antiquity – a flail of the Unforgiven. Swirling the heavy flail-heads into a whirlwind of deathly destruction, a Deathwing Master can smite his way through an enemy horde, leaving a bloody trail of broken bodies in his wake. A mysterious Watcher in the Dark often accompanies a Deathwing Master, carefully observing his every move.

The appearance of Deathwing Knights upon a battlefield is portentous, for they are rarely deployed without either great need or a strong prospect of the Fallen's involvement. They are the Chapter's ultimate death-dealers, and often their only appearance in a campaign will be at its final battle, where a single squad of Deathwing Knights will teleport in to annihilate the greatest of threats. So have towering war machines, mighty xenos creatures, despotic rulers and Greater Daemons been destroyed, and wars that have lasted for hundreds of years ended in a single, bloody moment. They are the first among the warriors of both their company and indeed the entire Dark Angels Chapter, and it is a martial honour they continue to uphold.



DEATHWING SQUADS

The Deathwing is the 1st Company of the Dark Angels, a formation entirely clad in bone-white Terminator armour. They rank amongst the greatest of all fighting units within the Imperium, and across the galaxy many tales are told of their heroism and many triumphs on the fields of battle.

The battle-brothers of the Deathwing pay no heed to their exceptional reputation, nor do they take pride in the respect they command from allies and enemies alike. They know that their physical and mental fortitude is merely what is necessary to discharge their duties, for they prize humble monastic asceticism and selflessness above arrogance and false platitudes. On battlefields across the galaxy, the veteran warriors of the Deathwing continue to march unflinching into the fires of war. They feel no compassion, no remorse, and no fear. Their absolute devotion to their Chapter and its secret cause leaves room for nothing else, and in wars beyond count, it has proven enough.



It took only three squads of Deathwing Terminators to break the back of the Pontus rebellion, cleansing an entire hive city in the process. While hundreds of thousands of soldiers from the Astra Militarum and dozens of other Space Marine Chapters had tried and failed to breach the iron-ringed defences of the rebel tyrant of Dominus Prime, it took the Deathwing under a single Terran hour to end the war that had lasted over five long and bloody years. Contaminated hive cities and entire rebellious planets have fallen before them, and them alone.

The Dark Angels 1st Company is entirely made up of veterans and broken into distinct units: Terminator Squads, specialists and Knights. All are elites, and all are outfitted in Terminator armour, a luxury few Chapters can match. Officially known as Tactical Dreadnought armour, a Terminator suit is the heaviest protection a Dark Angel can wear, short of being entombed within a Dreadnought. Terminators are sent on the most desperate missions: boarding infested space hulks, crossing no-man's land, or attacking the most horrific enemies – Greater Daemons, xenos monstrosities and earth-shaking Daemon Engines.

Initiation into the Deathwing is not just an honour for the Chapter's best warriors – it is a commencement into the first levels of the hidden order of the Dark Angels. Upon entering, some of the Chapter's secrets are revealed, and a Dark Angel learns of Luther's betrayal and the hunt for the Fallen. This epiphany brings full understanding of the Chapter's apocryphal stories, and sets out the truth behind the mission to hunt down and destroy the Fallen Dark Angels, no matter how long it takes, or what the cost. Most Dark Angels strike forces will include a Deathwing Terminator Squad or two, although on occasion the company has deployed en masse – a cataclysmic event, as seen at the siege of Dominus Prime, or during the Hrakon Campaign.

DEATHWING TERMINATOR SQUADS

The bulk of the 1st Company is composed of Terminator Squads, indefatigable warriors who have a variety of powerful weapons at their disposal. While the hallmark armaments of the Terminators are power fists and storm bolters, it is typical for one warrior in the squad to carry a heavy ranged weapon such as a plasma cannon or a heavy flamer. The battle-brothers of those Deathwing Terminator Squads equipped for close combat roles might instead be armed with thunder hammers and storm shields, or pairs of vicious lightning claws.

Regardless of the weapons they carry, Terminators typically begin engagements aboard an orbiting starship, teleporting to the battlefield at a prearranged time – often homing in on a signal from ranging Ravenwing units. By the time foes see the flash signifying their arrival, it is too late. The Deathwing appear in a blazing hail of gunfire, as if they had begun firing even while en route. The veterans' millennia of combined experience is immediately evident as they move in concert to take objectives, or descend like a sword stroke upon the foe to deliver the deathblow.

Other Deathwing Squads might arrive to battle within the armoured hull of a Land Raider. While this method of deployment is not as rapid as teleportation, it does provide continuing mobility, allowing the squad to quickly reboard the vehicle and advance towards their next objective.



DEATHWING SPECIALISTS

Like other companies, the Deathwing can call upon additional assets. Deathwing Apothecaries are those most veteran of medics whose valorous deeds and loyalty earned them a place within the Inner Circle. Clad in Terminator armour, they stride through volleys of gunfire and vicious melees to aid their wounded brothers, and recover the progenoid glands of those that cannot be saved. A Deathwing Ancient has earned the honour of carrying one of the treasured company banners, while a Deathwing Champion has proven to be the most formidable of close quarters fighters, and is gifted an ancient power weapon known as a Halberd of Caliban with which to seek out worthy opponents. These specialists are sometimes formed into a guard of honour to accompany high-ranking members of the Inner Circle, such as Librarians or Interrogator-Chaplains. Together, they will often lead their brothers straight into the heart of battle, where their skills are most needed.

CATAPHRACTII TERMINATORS

A relic of the Great Crusade, Cataphractii armour is an even heavier variant of Tactical Dreadnought Armour. Layered reactive plates absorb punishing kinetic

assaults, while the suit's additional shield generators ward away concentrated energy blasts. The cost of such significant protection, however, is a lack of mobility – warriors wearing Cataphractii armour are slower than their brothers, and cannot react as quickly on the battlefield.

In the days when they were still a Legion, the Dark Angels fielded large formations of Cataphractii Terminators. With the losses arising from the Heresy and the destruction of Caliban, it was widely believed that the majority of these ancient suits had been lost, but it has since become apparent that the Deathwing still has an unknown quantity of these artefacts. There is speculation that these were recovered from some lost battle site, or if perhaps

they were found deep within the armouries of the Rock. Of this, as with many things, the Dark Angels will not speak.

TARTAROS TERMINATORS

Tartaros Terminator suits are a later, more mobile mark of Tactical Dreadnought Armour. Developed at the close of the Great Crusade, the Tartaros pattern was perhaps the most advanced of all such warsuits, providing greater mobility than the Cataphractii variant while offering slightly less protection. In the Dark Angels, Tartaros suits are the exclusive property of the Deathwing, and on the rare occasions when such relics are brought forth from the armouries of the Rock, they have proven to still be brutally effective.



DREADNOUGHTS

Heroism has a cost. All Dark Angels – even the greatest of their champions – will eventually meet their death in battle. However, for a rare few that does not mean their service to the Emperor ends. Some of those Adeptus Astartes who are wounded beyond all hope of recovery cling tenaciously to life. If their ruined bodies are retrieved quickly enough, they can continue to serve their Chapter.

Dreadnoughts are massive fighting machines that bristle with weaponry. Bipedal in design, they stride the battlefield seeking to smash foes, as incoming enemy fire patters harmlessly from their thick ceramite hulls. More than just devastating engines of war, Dreadnoughts are the living embodiment of a Chapter's spirit, and walking pieces of its history.

Unlike other vehicles, Dreadnoughts are not crewed, for once a pilot is interred inside the armoured walker, he can never again step forth. Only critically injured Space Marines are so enshrined, granted a living entombment to continue serving the Chapter. Only the most dedicated are considered for the honour of being interred into a Dreadnought. Battered, broken, and perhaps even in pieces, a Space Marine must still prove to be of sound mind before he is hardwired into the armoured sarcophagus of a Dreadnought.



Many years might pass before a candidate for transferral into the armoured form of a Dreadnought is presented. The Techmarines must connect the crippled hero into the fighting machine before his consciousness dims for all time. He must be spliced into the Dreadnought, bound by electro-fibre implants and linked so that nerves and mechanical senses become one. Only the strongest-willed survive the incredibly painful process. To the Techmarines, the procedures are holy rituals, and care is taken until the innermost chamber is locked and filled with amniotic fluids. Upon completion, the Space Marine can move, hear and speak with his new mechanical body. The fallen warrior's intelligence, memories and fighting prowess live on – now encased within a walking bunker.

Powerful servo-motors drive the Dreadnought, its armoured hulk and ability to fire on the move making it ideal at leading assaults or a perfect bulwark for any defensive formation. A variety of weapon fits are available – the close support pattern of assault cannon and power fist is the most common configuration, but the tank-hunting lascannon or fortification-clearing heavy flamer are regularly employed. The worth of a Dreadnought is greater than its battlefield role alone, however, as many have seen much of the galaxy and fought against countless enemies. Deep in the under-armouries of the Rock, there are Dreadnoughts who have served the Dark Angels since the Age of the Forging, and others that are, perhaps, older still.

Should a Dreadnought fall in battle, the Chapter will do their utmost to retrieve both the machine and its contents. With much honour and reverence, they will finally lay to rest whatever remains of the Dreadnought's occupant, so that the massive armoured shell might be repaired to once again house a dying hero. Although incredibly protected and preserved, even a Space Marine cocooned within a Dreadnought does not live forever.

VENERABLE DREADNOUGHTS

The longest-serving Dreadnoughts of the Dark Angels are greatly revered by their battle-brothers, regarded as keepers of tradition and custodians of knowledge. It is difficult to rouse the eldest of these machines, and so it is only in the direst of circumstances that they will be woken from their sometimes centuries-long slumber within the Halls of Silence. Yet no matter how ancient they are, the battle skills of a Venerable Dreadnought do not deteriorate, and they remain powerful assets on the field of battle.

Some Venerable Dreadnoughts are crewed by veterans who served with the 1st Company. Even when their crippled bodies are entombed within a Dreadnought, they still bear the bone-white armour of the Deathwing. These Venerable Dreadnoughts have borne witness to the Chapter's secret hunt for millennia, and it is not uncommon for current members of the Inner Circle to enter the lower bays of the armoury in order to seek out their advice.

CONTEMPTOR DREADNOUGHTS

Older than the Imperium itself, the Contemptor pattern Dreadnought dates back to the Unification Wars that brought together Terra and Mars. Contemptors were seen regularly fighting

alongside the Space Marine Legions during the Great Crusade, where they spearheaded many a crushing victory with their armoured might. The secrets behind the creation of Contemptor Dreadnoughts are thought to have been lost during the Horus Heresy and the strife that followed.

The Contemptor features many systems that date back to the Age of Technology, and possess strange and unknowable internal mechanisms not seen since the ancient Legio Cybernetica. Chief amongst these is the fabled techno-arcana known as the atomantic field generator. At full power, the energy field can, with a bright flash, shunt lascannon beams and heavy plasma bursts harmlessly away. Batteries of internal servos grant the Contemptor Dreadnought incredible strength, and the ability to move in bursts of speed that cannot be matched by later Dreadnought designs.

That the Dark Angels still have some Contemptors that they can call upon is a wonder, and it is unknown if these are the original man-and-machine combinations from over nine thousand years ago, or rebuilt war engines with newly interred Space Marine pilots. When fully roused, the Dark Angels Contemptor Dreadnoughts dominate the battlefield, re-establishing their legendary reputation as deadly and indomitable engines of war.

REDEMPTOR DREADNOUGHTS

Where machinery is concerned, the Imperium is not known for its innovations. In fact, the opposite is typically true, for the older designs are generally found to be more powerful and efficient than most designs that have followed. Unleashed for the first time following the Ultima Founding, the Redeptor Dreadnought aims to be one of the engines of war that breaks this mould.

Redemptor Dreadnoughts are taller and broader than the Castraferrum pattern Dreadnought most commonly seen in the 41st Millennium. They run on more powerful servo-engines and hyper-dense reactors, and their more sophisticated fibre bundles ensure better energy transfer, allowing them to equal and surpass the ancient Contemptor Dreadnoughts in speed and strength. Thicker and denser armour allows the Redeptor to shrug off damage that would fell other Dreadnoughts, and they bear an impressive array of deadly weaponry. One jointed arm of the Redeptor is given over either to a devastating heavy onslaught gatling

cannon – a rotary weapon that can turn a charging Ork horde into splattered chunks of meat in a single burst of fire – or a macro plasma incinerator, a gun whose searing blasts can melt a squad of even the most heavily armoured foes. The other arm ends in an articulated power fist of advanced design, a pistoned gauntlet that can punch through a ferrocrete bunker or rip the innards out of even the most thickly chitin-shelled beast.

There is but one flaw in the new Redeptor design, and it has nothing to do with battle performance. The Tech-Priests of Mars have ensured that the Redeptor is thoroughly wired into its pilot, in part explaining why the new Dreadnought moves and fights with greater speed and dexterity than other designs. However, they spared little thought to the health of the incumbent, seeing him as little more than another part to be replaced as necessary. Many of those Redeptors that have fought for a sustained period have already had their sarcophagi replaced, their original pilots burned out by the intense demands of the machine's destructive prowess. It is, by all accounts, an excruciatingly painful way to die.



SCOUT SQUADS

The Dark Angels' history is replete with valiant actions performed by Space Marine Scouts. Not as heavily armoured as their more experienced brethren, Scouts are often deployed as light infantry or recon units – picking their way through enemy territory to unleash attacks upon vulnerable foes, or securing vital terrain in advance of the main army. It is in battle that Scouts truly absorb the most fundamental of tenets: that to be a Space Marine is to become death incarnate – regardless of situation, terrain or foe.

Newly initiated recruits, also called neophytes, are accepted into the Dark Angels from a score of different planets – some known to the Imperium, some hidden away. These newcomers join the 10th Company as Space Marine Scouts. There, they are placed under

the harsh tutelage of a Sergeant, a veteran rich in experience. It is his duty to lead the Scouts, oversee their training, and mould them into Mankind's greatest warriors. There is much to learn, and a critical step is to get a Scout accustomed to the many biologically engineered enhancements that have altered his body. He forgets his past life and learns what it means to be a Dark Angel – a new world of iron-hard discipline, endless drills, countless vows, and a total absorption of the catechisms of the Chapter.

A Scout progresses through separate stages of training, each marked by its own rites observed by the Scout Sergeant. Any neophytes found lacking are removed, destined to become Servitors, Chapter thralls, or simply never seen again. The Scout's mind and body must be honed to think and react at inhuman speeds. Through drills, he has learned self-control and is able to fight through intense pain using mind chants. A Scout can stay alert beyond human endurance and will have become proficient with the battle gear upon which his life, and those of his battle-brothers, depend. The rituals to keep his equipment blessed and in good working order are second nature. Only at this point will the Scout Sergeant lead the Space Marine Scouts to battle.

Moving quickly and launching pinpoint strikes, Scouts are sent on a wide range of missions. One day might see Scouts at the forefront of a boarding action in the depths of space, while a subsequent battle could require investigating an enemy's advanced positions or launching a diversionary attack. Scouts typically fight as skirmishers, relying on their ability to move stealthily rather than advancing by brute force alone. They can move noiselessly to infiltrate enemy positions, setting ambushes to disrupt their foe. Scouts are trained in all manner of weapons, trading their standard bolt pistols for long-ranged sniper rifles to exploit a high vantage point, or using shotguns in close confines.

Only by dedicating himself wholly to his Chapter will a Scout ever be judged ready for promotion out of the 10th Company. Throughout their history, many of the greatest Dark Angels, including the Supreme Grand Master, have credited their years as Scouts, and the disciplined tutelage of their Scout Sergeants, as core to their great success.



LAND SPEEDER STORM

The Land Speeder Storm sacrifices the heavier weaponry borne by its variants for a transport capacity. It can move at high speeds while carrying a small squad of Space Marine Scouts. Used primarily for reconnaissance missions and stealth deployments, the Land Speeder Storm is equipped with muffled engines and an array of scanners, anti-detection devices, jammers to scramble enemy communications, and teleportation gear. As a fast assault craft, the Land Speeder Storm can deliver its Scout payload deep behind enemy lines, after which it acts as a mobile firebase – using its pintle-mounted heavy bolter to harry and disrupt the foe's formations.

TECHMARINES

Keeping wargear and fighting vehicles at peak efficiency while being on campaign for months or even years at a time is no easy task, for the wear of battle grinds down even the toughest constructs. It is a Techmarine's sacred duty to ensure his brethren's ability to wage war is never diminished.

Ancient pacts allow Space Marines to send warriors with technological aptitude to study the ways of the Machine God. Aspiring Dark Angels Techmarines train for thirty years on Mars, learning rites of activation, hymnals of maintenance and the correct methods of calling forth a machine spirit or placating its wrath. After instruction, they return to the Rock, though they are never again fully accepted by their brethren, for Dark Angels are ever dubious of outside influences. The Techmarines suffer this stigma with dignity and pride, for they know that their role is essential to the battle-readiness of the Chapter. For their part, the Dark Angels are right to be wary, for the Tech-Priests of Mars have long coveted the archeotech that lies hidden within the labyrinthine vaults of the Rock. Over the millennia, they have made many attempts to seize the Unforgiven's artefacts, including Terminator armour, strange torture devices and most especially the technology behind the force field that surrounds the craggy Dark Angels fortress monastery – all are wonders of the Age of Technology.

When assigned to a strike force, a Techmarine accompanies his brothers into action, for he is a warrior first and foremost. Amidst the chaos of conflict, he carries out numerous battlefield repairs. Should a battle tank grind to a halt, its engines crippled by enemy fire, it is the Techmarine that will return it to the fight. If a battle-brother's power armour is breached or his weapon is malfunctioning, the Techmarine will ensure the wargear is mended. For these tasks, Techmarines are equipped with powerful servo-arms, but these devices can be pressed into service as formidable weapons capable of tearing apart metal as easily as they repair it. Their long-hafted axes serve not only as sacred symbols of office, displaying their allegiance to the Cult Mechanicus – a religion that worships the Machine God – but also as a powerful weapon. Some Techmarines wear servo-harnesses bearing additional servo-arms and a deadly variety of tools and guns.

Outside of battle, the Techmarines of the Dark Angels can typically be found deep in the Rock's armoury, where they train in their craft, service vehicles and Dreadnoughts, and commune with their Machine God through esoteric rites and ceremonies.

SERVITORS

To carry out their more mundane and laborious tasks, the Techmarines create cyborg Servitors. These began life as neophytes who failed in their training, or captured enemies whose crimes are decided not to be serious enough to warrant death. There are whispers that those who ask the Dark Angels too many questions can also end up as Servitors, but this is likely mere rumour. Each Servitor is programmed to serve, a disturbing combination of man and machine – mono-task, lobotomised creatures who are physically strong but lack higher cognitive functions. Some have heavy weapons welded onto their bodies, to better guard their Techmarine controllers in battle.

THE MASTER OF THE ROCK

Most Space Marine Chapters have a Master of the Forge, a title borne by the most senior Techmarine. The Dark Angels have a similar role known as the Master of the Rock, although there is a sinister difference.

Upon ascending to this position, the Master of the Rock is permanently wired into the control nave of machine banks deep within the asteroid base. It is his solemn duty to placate the Rock's machine spirits and direct the maintenance of the engines that allow the enormous fortress monastery to travel the galaxy. It is his mind alone that perceives the workings of the force field that shields the Rock, his augur senses monitoring every inch of the asteroid's outer shell. The previous Masters of the Rock, whose fleshly bodies have withered, are left in place, their mechanical upgrades still working while their bones fall in dusty heaps below.

Because of their allegiance to both the Chapter and the Adeptus Mechanicus, no Techmarines can join the Inner Circle, and this includes the Master of the Rock. He is, however, privy to many secrets relating to the fortress' vast hoard of ancient technology that few Dark Angels know of.



TRANSPORT VEHICLES

The Adeptus Astartes' way of war emphasises speed and manoeuvrability, and while the Dark Angels may be more restrained than many Chapters, they still prize the ability to swiftly redeploy their forces, or to rapidly storm a foe's position. It is vital to ensure that even the slowest element – the infantry – can keep pace with such a lightning-strike style of warfare.

Whether advancing upon the foes of Mankind with guns blazing, bearing battle-brothers to the front lines, or snatching up a member of the Fallen before he can flee their closing net, the Unforgiven Chapters make extensive use of armoured transports. The Dark Angels maintain a great variety of such vehicles in the vast arched bays within the Rock. Some are held by each company, while others are allocated from the Chapter's Armoury, where a cadre of Techmarines oversees and individually blesses every component of these sacred machines.

RHINOS

Rhino armoured personnel carriers are the mainstay transport of the Dark Angels. The Rhino is armed with a storm bolter, but its greatest strength is its durability in battle, and its ability to quickly transport ten fully armoured battle-brothers. Whether delivering Assault Squads directly into the fray or repositioning a Devastator Squad to a more commanding site of the battlefield, the Rhino is fast and reliable.

The STC for the Rhino dates back to the Age of Technology and has changed little over the millennia. It is durable, easy to fix and even has its own inbuilt self-repair system, a feature that has proven invaluable in countless conflicts. The Rhino can also be fitted out with a variety of upgrades, including a tank-busting hunter-killer missile, an obstacle-clearing dozer blade,

or additional armour plating. Its flexibility has resulted in the Rhino chassis serving as the basis for a wide range of battle tanks and weapons platforms, each with its own unique purpose on the battlefield.

RAZORBACKS

The Razorback is a strategically versatile halfway house between armoured transport and dedicated battle tank. It trades some of the transport capacity of the Rhino for more firepower in the form of a turret-mounted heavy weapon. This modification allows the Razorback to be deployed in a heavy support role, often providing covering fire for its passengers after they have deployed in the midst of the enemy.

DROP PODS

Launched from space ships in low orbit, Drop Pods hurtle downwards at impossible speeds, ripping through the atmosphere and streaking towards the battlefield. They move at a velocity almost too fast for the eye to follow, only slowing when the retro-thrusters fire just before impact, allowing the Drop Pod to land rather than crash. The air fills with dust clouds kicked up by the landing, and the still-glowing hull barely comes to rest before the hatches blow clear and the occupants disembark – emerging into the fray with guns blazing.



Nestled inside each well-armoured cocoon of ceramite and plasteel can be found a Space Marine squad. So fierce is the downwards plummet that any without the superhuman constitution of a Space Marine would suffer a painful death – the gravitational pressures alone would collapse a man's insides, to say nothing of the bone-breaking turbulence the craft endures as it speeds towards the planet. All are quiet during descent, despite the trauma. For the Dark Angels this is a time for reflection, the silence only broken by hymnals of vengeance or the chanting of battle mantras, as the warriors steel themselves for the bloodshed that awaits.

Nothing can prepare a foe for the cracking boom of the sound barrier, which alerts those in the vicinity of the landing. Those fast enough to turn can just catch the screaming descent of the shape streaking from the skies before the roaring glare of the retro-thrusters begins. Even before the reality of the situation registers, the Emperor's Finest burst forth and sweep all before them. Terrible and swift, it is truly as if the Angels of Death themselves have arrived from the heavens.

REPULSORS

Its feared presence betrayed by an ominous low rumble, the Repulsor glides into the fray, its turret swivelling as it scans the horizon for targets. The Repulsor – the main transport of the Primaris Marines – combines manoeuvrability with raw firepower. It is well protected by thick layers of ceramite and adamantium, and is mounted with an impressive array of weapons. Its primary gun is turret-mounted, either the troop-destroying heavy onslaught gatling cannon or the tank-busting las-talon.

It would be an impressively armed transport even if that was its only weapon, but the turret gun is complemented by a suite of bolt weaponry, auto-launchers and grenade launchers that can output a storm of firepower. An Icarus rocket pod or ironhail heavy stubber can also be used to effectively ward off enemy flyers that attempt to strafe the Repulsor or its allies.



Despite its awesome array of weaponry, the Repulsor's main function is as a transport. To carry its complement of up to ten Primaris Space Marines, the vehicle does not move upon tracks, but rather is held aloft by powerful anti-gravitic generators. Unlike the Adeptus Astartes' fast-moving reconnaissance craft, however, the Repulsor does not effortlessly skate through the air, but instead grinds forward at a low level, its repulsing field crushing the ground beneath it. In its wake, rock is reduced to gravel, bones to powder, and flesh to gory stains.

So powerful are the anti-gravitic energies that the Repulsor can safely traverse lava streams or lakes of boiling acid should the need arise. Those that attempt to close with a Repulsor find themselves fighting against an invisible wall of energy that staggers and batters them as they approach, giving the vehicle's guns more time to mow the attackers down.

The Primaris Space Marines of the Unforgiven Chapters have quickly learned to trust the thick armour of the Repulsor as it bears them into battle, for its hull is all but impervious to anything but the heaviest of weaponry. The pinging of small arms fire bounding off the vehicle cannot even be heard over the anti-gravitic engines, and even direct missile strikes leave little more than a scorch mark on its heraldic colours. With indomitable force, the Repulsor grinds forward until it reaches its destination, and then the side portals slam open to disgorge its squad so they can launch deadly salvos or assaults of their own.



BATTLE TANKS

The might of the Unforgiven is not found in their infantry alone, for the Dark Angels and their successor Chapters follow the Codex Astartes and take to the battlefield alongside multiple battle tanks. Ever mindful of the teachings of their Primarch, Unforgiven tank crews are steady and precise, dissecting their foes with exacting fire patterns.

The battle tanks of the Dark Angels rumble across the field with enemy fire rattling from their armoured hulls. Crewed by determined battle-brothers, the tanks plough undaunted through the firestorm, weapons swivelling to acquire their targets. With cool, methodical skill the Dark Angels gunners line up their shots, refusing to be rushed by the attacks of the foe. Finally, the gunners hit their firing runes, their tanks' guns lighting up in a storm of vengeance as they hammer killing shots into their victims. Heretic war engines explode in balls of dirty flame, their armour pierced at its weakest points. Lumbering monsters roar their last as they crash to the ground, bodies rent and torn by deadly accurate fire. Enemy infantry scream in terror as explosions engulf them.

Each Unforgiven Chapter maintains a huge armoury of war machines, battle tanks and armoured vehicles. Many of these are adaptations of the ubiquitous Rhino design, and range from main line battle tanks to mobile artillery. Each

vehicle fulfils a specific battlefield role set down by the Codex Astartes, whether it be the shattering of the enemy's armoured strength, the brutal dismemberment of his main battle line, or tearing aircraft from the skies above.

The Dark Angels' battle tanks are not permanently attached to any one company. Instead they form a vehicle pool within the Armoury, and individual tanks are available for deployment as Company Masters require.

Each Space Marine tank is assigned a name. The Dark Angels and most of their successors look to naming conventions that honour their past, with famous examples including *Glory of Old Caliban*, *Wrath of Angels*, or *Lion's Fang*. The Angels of Vengeance are known to name each battle tank after one of the famed monsters hunted down on Caliban, so their vehicles bear unusual names such as *Vultraxus* or *Gorgonatus*. This practice is essential, for each vehicle is considered distinct – as

much a part of the Chapter as the Space Marines themselves. Many great deeds and triumphs have been recognised over the years, with battle honours painted upon the hulls of numerous vehicles.

PREDATORS

The main battle tank of the Dark Angels is the Predator, with both the anti-infantry Destructor pattern and the tank-hunting Annihilator pattern commonly seen. Although most often deployed as individual heavy support for infantry, entire Predator squadrons are occasionally assembled. Advancing in wedge formation, a Predator squadron can turn an enemy tank company into blazing wreckage, or bring down a towering Ork Stompa.

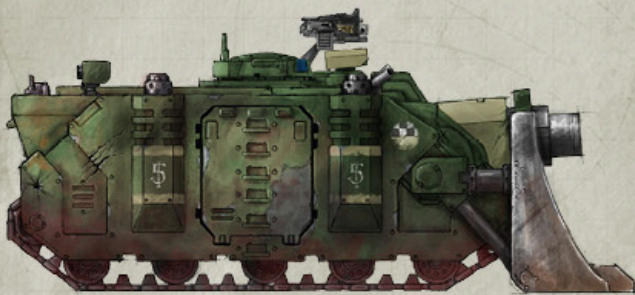
WHIRLWINDS

The Whirlwind is an artillery support vehicle. Usually deployed in positions behind the main Dark Angels battle line, a Whirlwind can rain explosive or



THE UBIQUITOUS RHINO CHASSIS

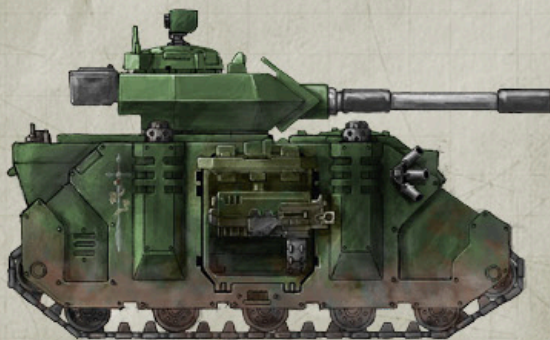
A Standard Template Design (STC), the durable, proven Rhino chassis serves as the foundation for an entire range of Adeptus Astartes tanks, each modified to better serve a particular battlefield role. During the fabrication of a Rhino, Tech-Priests perform a wide range of rituals before the Ceremony of Commissioning is undertaken. As part of this process, the temperament of the vehicle's machine spirit is assessed, and some are destined to return to the forges to be outfitted as one of the many variants. The Space Marines are not alone in making use of this invaluable chassis, as other forces of the Imperium – such as the Sisters of Battle and the Adeptus Arbites – use the Rhino core for their own special purpose vehicles.



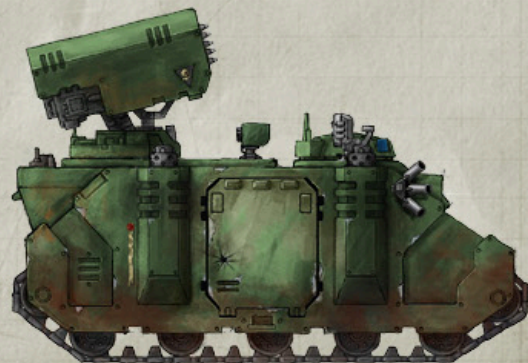
Vindicator



Razorback



Predator



Whirlwind

incendiary rockets on the foe from great distances. Thanks to their advanced augur systems, Whirlwinds are able to maintain impressive accuracy even against targets they cannot see. Meanwhile, their crashing bombardments are the ideal weapon to force dug-in foes from their trenches, or disrupt massed enemy infantry prior to a major Dark Angels assault.

VINDICATORS

The Vindicator boasts a massive siege demolisher cannon, a powerful but short-ranged weapon ideal for blasting foes out of cover or for reducing enemy strongpoints to rubble. The Vindicator is clad in dense adamantium armour to protect the vehicle while it manoeuvres into range. Squadrons of Vindicators are often deployed in close-quarters fighting, such as those conflicts taking place within hive cities.

HUNTERS

Enemy air assets are a deadly risk to many of the Dark Angels' rapid strike missions. The Hunter – the main Adeptus Astartes surface-to-air solution – is equipped to be the ultimate counter to such threats. Its skyspear missile launcher locks onto airborne targets and sends streaking shots into the clouds, the flashes moving faster than the eye can follow. It excels in its role of scouring the skies of flyers, and its crew take solemn pride in watching the effects of their attacks; they will often track stricken fighter craft as they plummet out of the air while trailing plumes of smoke and fire.

STALKERS

In war zones rife with enemy flyers, the Stalker tank comes into its own. An adaptation of the Hunter STC, the Stalker mounts a pair of independently tracking Icarus stormcannons with which it can target multiple enemies, stitching the skies with a hail of armour-piercing death.

THE TANK BATTLE OF DAWN

After the relief of Mordian, the Space Wolves lobbied to aggressively counter-attack into the Dhobash System, while the Dark Angels counselled for a slower approach. As is their nature, the Great Companies of the Space Wolves disregarded caution. At first all went well, but the Space Wolves found themselves badly over-extended on the agri world of Dawn. When the Dark Angels arrived, they fought the largest armour battle of the Stygius conflict. Alongside the Angels of Redemption and the Knights of House Mundast, they met the renegade mechanised armies of Warlord Khardoff. The Chaos Lord had plundered the minor forge world of Rho-Delpha and repurposed its vast arsenal of battle tanks. Supported by a vanguard of Daemon Engines, his massed armour filled the horizon. The ensuing battles began in the Ashplains of Dawn. For three days they fought, until the crater-filled plateau became a tank graveyard filled with smoking wrecks. In the end, the Dark Angels and their allies succeeded in driving back Khardoff's armies.

LAND RAIDERS

The Land Raider is a mobile fortress, a heavily armoured and well-armed fighting vehicle that is much revered by the Dark Angels. Since they were the First Legion, Land Raiders have served them as both a transport and battle tank. Over the millennia, different patterns of Land Raider have been created, and these too have been added to the arsenal of the Unforgiven.

Mobility, thick adamantium armour and high transport capacity make the Land Raider a formidable assault vehicle. It can shrug off incoming fire and deliver its payload of warriors into the most dangerous sections of a battlefield. The Land Raider is not merely for ferrying troops, however, for its frame bristles with weapons. As standard fit Land Raiders mount two Godhammer pattern lascannons, making it superb at destroying enemy tanks, while twin-linked bolters keep opposing infantry at bay.

Once, the Legiones Astartes could field whole armies of warriors mounted in Land Raiders. Now, the methods of their manufacture have been all but lost, with only a few forge worlds clinging jealously to the requisite lore. It is whispered that the Dark Angels maintains close ties with at least one such world – this would certainly explain their continued ability to field substantial numbers of Land Raiders. But, like all other matters, the Chapter keeps any such relationship strictly secret.

The Land Raider is one of the Dark Angels' most valued weapons of war. This is not least because a Land Raider's machine spirit is so much stronger than that of lesser tanks. Indeed, the Techmarines believe that an indomitable part of the Omnissiah's essence resides within the Land Raider's impenetrable adamantium

hull. It allows the tank to function with a smaller number of crew than other vehicles of comparable size, for it is capable of taking control of engines, weaponry or other systems as the situation permits. Tales persist of Land Raiders that have fought on even after their crew are dead, or that are so warlike they will take any opportunity to grind the foe under their tracks.

LAND RAIDER CRUSADERS

Based on a design pioneered by the Black Templars Chapter, the Land Raider Crusader has proved its worth numerous times since its invention, and has become a staple of many Chapters' armouries. Equipped with hurricane bolters on each side sponson, and a twin assault cannon and multi-melta on the hull, the Land Raider Crusader is the ultimate line breaker. With a transport capacity slightly higher than a regular Land Raider, the Crusader excels at delivering not only a full squad of battle-brothers to their location, but also the champions that lead them.

Although Land Raider Crusaders are not especially common within the Dark Angels Chapter, Company Masters have been known to order their deployment for use in specific campaigns, and some half dozen of the machines are kept within the Rock's armoury.

LAND RAIDER REDEEMERS

Perhaps the most feared Land Raider variant is the Redeemer. Excelling amid dense environments such as urban cityscapes or tangled jungles, the Redeemer is designed to flush enemy infantry from even the most defensible positions. To this end, lascannons are replaced by massive flamestorm cannons, allowing the Redeemer to engulf the foe in great torrents of blazing promethium. The Dark Angels try to avoid battling within the claustrophobic streets of hive cities without having at least one Redeemer available, and what its flamers cannot destroy, the Terminators within will.

DEATHWING LAND RAIDERS

The most revered Land Raiders – those that have served the Dark Angels Chapter the longest or achieved notable deeds – have been granted a great honour. The machines and their machine spirits have been inducted into the Deathwing. The hulls of these vehicles are painted bone white, and the signs and markings of the Deathwing have been wrought upon them so that forevermore they will be reserved for use by the 1st Company alone.



STORMRAVEN GUNSHIPS

The Stormraven Gunship is perhaps the most versatile of all aircraft used by the Adeptus Astartes. Performing adeptly as a strafing attack craft, troop transport and aerial dogfighter, it has a place in many Unforgiven strike forces, and has been used to great effect on battlefields across the galaxy.

Diving through flak and jinking to avoid the bright beams of heavy energy weapons, the Stormraven Gunship fearlessly descends straight into the midst of even the most hellish of combat zones. Small arms fire bounces off of its heavy ceramite plating, and the Stormraven's sturdy build allows it to absorb a fair amount of punishment from larger armaments while moving at a speed that belies its bulk, weapons loadout, and armour.

When transporting Assault Marines equipped with jump packs, the Stormraven can maintain altitude far above the fray, allowing its passengers to leap out of its cargo bay and guide themselves into their targeted area. For ground troops, however, the gunship must either land or fire its hover jets to maintain a position low enough to enable them to deploy. Its spacious holds can ferry up to twelve battle-brothers in power armour, while its rear cargo grapples can carry one of the Chapter's revered Dreadnoughts to the

front line; few other transports can deliver such a formidable strike force into the thick of the fighting.

While the Stormraven does excel at ferrying troops, it would be a mistake to dismiss the vehicle as a transport alone – it bears far more weaponry than any other aircraft of its size, and in many ways is more akin to a flying tank than to a conventional dropship. The standard loadout for Stormravens includes a twin assault cannon, a twin heavy bolter and two stormstrike missile launchers. The stormstrike warheads are particularly destructive, capable of blowing apart a battle tank or sending an enemy flyer spiralling downwards to a fiery end. The aircraft can also be equipped with additional hurricane bolters, allowing it to sweep landing zones clear or discourage enemy interceptors. When expected to go up against heavier armour, a Stormraven's twin assault cannons can be swapped out for lascannons, and a multi-melta added in place of its twin heavy bolters. Such an

impressive offensive array means that the Stormraven is more than capable of serving as a ground-attack ship, strafing infantry hordes or turning entire tank columns into smoking ruins. With powerful engines and vectored thrusters, the Stormraven Gunship is agile enough to perform a number of high-speed manoeuvres, allowing it to engage in air-to-air combat with the dedicated fighter craft or flying beasts of xenos races.

The Stormraven is a recent addition to the forces of the Dark Angels and their successor Chapters. The gunship was meant to undergo a lengthy testing phase, but a combination of the unwieldy bureaucracy of the Imperium and the desperate needs of the 41st Millennium has ensured that many Chapters have already been supplied with Stormravens. The gunship has already proven itself in numerous missions, and is now as used by the Unforgiven Chapters as much as its larger forebear, the Thunderhawk Gunship.





THE UNFORGIVEN

This section contains a showcase of the extensive Citadel Miniatures Dark Angels range, expertly painted to bring the grim and foreboding Unforgiven to life.



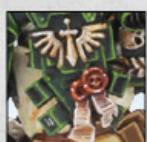
Ezekiel, Grand Master of Librarians



Asmodai, Master of Repentance



Chapter Ancient with chainsword



Azrael, Supreme Grand Master





Land Speeders and atmospheric fighters scream overhead as they begin their attack runs, while below, the stalwart warriors of the Dark Angels advance to battle. Their symbols and heraldic colours – dark green along with the ominous black-armoured Ravenwing and bone-white Deathwing – are recognisable across the galaxy, both feared and held in awe by the Emperor's enemies.



Led by a Sergeant armed with a power sword, these Intercessors are armed with auto bolt rifles.



These Hellblasters are armed with assault plasma incinerators, and their Sergeant is additionally armed with a plasma pistol.



Primaris Lieutenant with power sword and plasma pistol



Aggressors with auto boltstorm gauntlets and fragstorm grenade launchers

'The Imperium was founded by Space Marines with bolt weapons. Wave after wave of xenos fell before their merciless fusillades, entire ranks collapsing at once. So it was, and so it always shall be.'

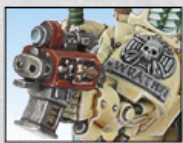
- Azrael, Supreme Grand Master of the Dark Angels







Deathwing Terminator with
plasma cannon



Deathwing Terminator Sergeant
with power sword and storm bolter



Belial, Grand Master of the Deathwing



Deathwing Knight Master with a
flail of the Unforgiven



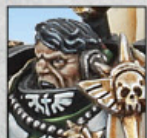
Deathwing Knights with maces of absolution
and storm shields



One of the most legendary fighting formations in all of the Imperium, the Dark Angels 1st Company – the Deathwing – strikes with sledgehammer force, obliterating their foes with deadly salvos and bludgeoning close combat attacks.



Disembarking from a Land Raider, Grand Master Belial leads a squad of Deathwing Terminators to assault the corrupted warriors of the Heretic Astartes. Tirelessly, the Deathwing search for signs of the Fallen even as they smite their most hated enemy.



Sammael, Grand Master of the Ravenwing, on *Corvex*



Ravenwing Ancient bearing the company banner



Ravenwing Apothecary



Ravenwing Champion armed with a Blade of Caliban



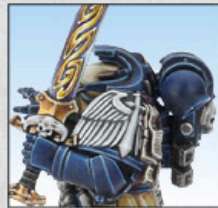
The bikes ridden by Ravenwing Black Knights are equipped with either a grenade launcher or a plasma talon. Here, the Huntmaster carries a power sword, while one of his battle-brothers wields a corvus hammer.



The Fallen have come to fear the distinctive silhouette of the Ravenwing Dark Talon, an atmospheric fighter covered in gothic flourishes. The aircraft bristles with weaponry and carries a stasis crypt for captives.



The Dark Angels 2nd Company – the Ravenwing – combines unmatched speed and raw hitting power. None can escape their hunt...



Librarian with force sword



Librarian in Terminator Armour with force stave and storm bolter



Company Master with relic blade and combi-plasma



Company Master with relic blade



Interrogator-Chaplain with crozius arcanum and power fist



Sergeant with plasma pistol and chainsword



The Dark Angels continue their Primarch's legacy of well-planned and perfectly timed attacks that bring together many elements into a single, foe-crushing assault capable breaking through the most resilient of enemy battle lines.

FORWARD, FOR THE LION!

A Dark Angels strike force will often be at a numerical disadvantage, but draws upon a diverse array of highly skilled squads and devastating war machines. Two very different starter forces are shown below as examples.

The first army, Strike Force Zacharias, is led by a Librarian. This psyker can use the power of the warp to burrow deep into enemy minds. Forming the force's centre are an Intercessor Squad and a Hellblaster Squad, capable of outputting devastating firepower while performing well in a number of roles. Looming over all is a Redemptor Dreadnought, its many weapons making it lethal at range or in close combat. All the units in Strike Force Zacharias have been painted as 5th Company warriors, except for Zacharias

himself, who as a Librarian wears the blue armour stipulated by the Codex Astartes. As this force comprises one HQ unit, one Troops unit, one Heavy Support unit and one Elites unit, it meets the requirements of a Patrol Detachment as described in the *Warhammer 40,000* rulebook, and is therefore Battle-forged, ensuring they have access to three Command Points to spend on Stratagems.

By comparison, the second starter force of Dark Angels is more specialised – a

mobile army entirely composed of Ravenwing models. Strike Force Talon is led by Grand Master Sammael himself atop his jetbike *Corvex*, and he is flanked by pair of Ravenwing Bike Squads. Providing additional firepower, a Land Speeder Vengeance hovers overhead. It is a smaller force, but exceptionally fast and hard-hitting. With one HQ unit and three Fast Attack choices, this force qualifies as an Outrider Detachment, and will gain a Command Point in addition to the three it receives for being Battle-forged.



Strike Force Zacharias is a well-rounded starter force and will prove an excellent base from which to build a larger army.



Grand Master Sammael and Strike Force Talon make for a fast, powerful and strongly themed starter army.



BRINGERS OF RETRIBUTION

Using the previously shown forces as building blocks, a larger Dark Angels army has been mustered. With a vast range of models to choose from, we have added more squads and engines of war to create a truly redoubtable assemblage.

The army pictured above is an impressive collection – just the sort of combined arms strike force the Dark Angels would issue forth from the Rock to complete any type of mission. Like all Space Marines armies, the Bringers of Retribution are an elite fighting force, able to tactically respond to any battlefield threat. With the inclusion of strong Ravenwing and Deathwing elements, however, the army is uniquely Dark Angels, allowing for not just a formidable gaming force, but a pleasing mix of heraldry and colours.

To begin with, Strike Force Zacharias has been enlarged by adding two further Intercessor Squads and a squad of the more heavily armoured Aggressors into the mix. To further augment this hard

core of infantry, a Lieutenant and an Interrogator-Chaplain have been added, allowing them to lead several of the squads.

To counter the enemy armour or monstrous creatures that can dominate the battlefields of the 41st Millennium, the Dark Angels have brought some big guns of their own. The Predator battle tank, with its multiple lascannons, can turn enemy vehicles into burnt-out wrecks, while the Repulsor carries its own arsenal of heavy weaponry while also acting as a transport vehicle.

Thus far, the army packs a lot of firepower and, thanks to the Ravenwing elements of Strike Force Talon – bolstered by



the addition of a Ravenwing Ancient and a Ravenwing Darkshroud – has some very mobile threats that can easily outflank the enemy. The final element of the Bringers of Retribution is the toughest, one that arrives on the field of battle to deliver the killing blow – the Deathwing, led by Grand Master Belial. Two units of Terminators, a Deathwing Ancient, and a unit of Deathwing Knights will instil terror in any foe. While some squads will teleport directly into battle, others will be transported in the Land Raider Crusader, a revered war engine that packs plenty of punch on its own.

Altogether, this army can make up a Battalion Detachment, an Outrider Detachment and a Vanguard Detachment, allowing for additional Command Points that can be spent on things such as orbital strikes, or bringing along an additional relic from the Rock's armoury. With such power at a commander's disposal, retribution will surely be swift...

- | | |
|---|---|
| 1. Grand Master Belial | 13. Ravenwing Black Knights Squad Valour |
| 2. Deathwing Knights Squad Absolution | 14. Ravenwing Bike Squad Squad Purgatorus |
| 3. Deathwing Terminators Squad Resolve | 15. Ravenwing Ancient Topheles |
| 4. Deathwing Ancient Nihl | 16. Ravenwing Darkshroud Old Night |
| 5. Deathwing Terminators Squad Redemption | 17. Land Speeder Vengeance Raynor's Bane |
| 6. Land Raider Crusader Fist of Caliban | 18. Redemptor Dreadnought Brother Tallus |
| 7. Aggressor Squad Temon | 19. Repulsor Spear of Caliban |
| 8. Intercessor Squad Lynok | 20. Interrogator-Chaplain Remus |
| 9. Lieutenant Dhareal | 21. Intercessor Squad Gohlson |
| 10. Intercessor Squad Rymar | 22. Librarian Zacharias |
| 11. Predator Vow of Fury | 23. Hellblaster Squad Infernus |
| 12. Grand Master Sammael | |



SONS OF THE LION

This section contains all of the datasheets that you will need to fight battles with your Dark Angels miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

KEYWORDS

Throughout this section you will come across datasheets with the **DARK ANGELS** keyword. This indicates that the unit is drawn from the Dark Angels Chapter, but the keyword can also be changed to represent that the unit is drawn from a successor Chapter of your choosing, as described below.

DARK ANGELS SUCCESSOR CHAPTERS

There are many esteemed Space Marine Chapters that trace their origins to the gene-seed of the Dark Angels. From the mysterious Consecrators to the ferocious Disciples of Caliban, all uphold the grim legacy of Lion El'Jonson.

If a unit is drawn from a Dark Angels successor Chapter, simply substitute the '**DARK ANGELS**' keyword on every datasheet with the name of your Dark Angels successor Chapter.

For example, if your army includes an Interrogator-Chaplain from the Angels of Absolution successor Chapter, you would replace that datasheet's **DARK ANGELS** Faction keyword with **ANGELS OF ABSOLUTION**, and his 'Spiritual Leaders' ability will then read 'All friendly **ANGELS OF ABSOLUTION** units within 6" of this model can use his Leadership instead of their own.'

Note, however, that you cannot do this for named characters – for example, Azrael is the Supreme Grand Master of the Dark Angels Chapter, and not any successor Chapter.

ABILITIES

The following abilities are common to several Dark Angels units.

AND THEY SHALL KNOW NO FEAR

Blessed with an adamantine will and an unshakeable faith in the righteousness of their cause, the Space Marines of the Adeptus Astartes stand unafraid before the greatest terrors in the galaxy.

You can re-roll failed Morale tests for this unit.

JINK

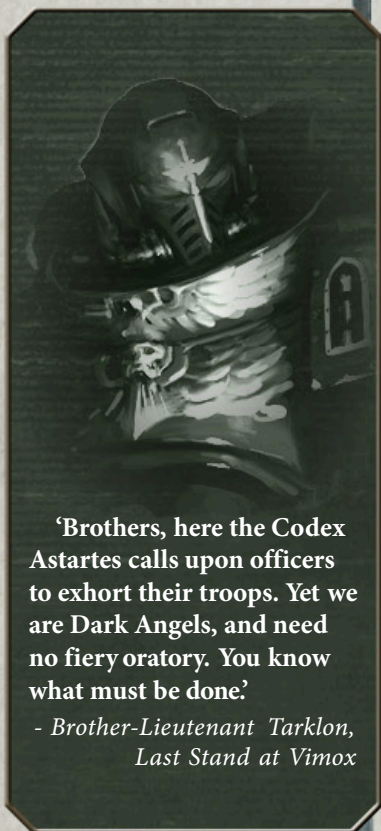
The Ravenwing are undisputed masters of mounted combat, and make for fast-moving targets that are difficult to draw a bead upon.

If this unit Advances, it gains a 4+ invulnerable save against all shooting attacks until the start of your next Movement phase.

INNER CIRCLE

Those with true knowledge of the Unforgiven's quest for absolution are veteran warriors who fear nothing as much as failing in their Chapter's secret hunt for the Fallen.

This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit that target a **FALLEN** unit.



'Brothers, here the Codex Astartes calls upon officers to exhort their troops. Yet we are Dark Angels, and need no fiery oratory. You know what must be done.'

- Brother-Lieutenant Tarklon,
Last Stand at Vimox

DARK ANGELS WARGEAR LISTS

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Melee Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the Armoury of the Rock section (pg 127-131).

SERGEANT EQUIPMENT

Up to two weapons can be chosen from the following list:

- Bolt pistol
- Grav-pistol
- Plasma pistol
- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer

One weapon can be chosen from the following list:

- Boltgun
- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

COMBI-WEAPONS

- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

SPECIAL WEAPONS

- Flamer
- Grav-gun
- Meltagun
- Plasma gun

PISTOLS

- Bolt pistol
- Grav-pistol
- Plasma pistol

MELEE WEAPONS

- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer

HEAVY WEAPONS

- Grav-cannon and grav amp
- Heavy bolter
- Lascannon
- Missile launcher
- Multi-melta
- Plasma cannon

TERMINATOR MELEE WEAPONS

- Lightning claw
- Power fist
- Storm shield
- Thunder hammer

TERMINATOR COMBI-WEAPONS

- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

TERMINATOR HEAVY WEAPONS

- Assault cannon
- Heavy flamer

DREADNOUGHT HEAVY WEAPONS

- Heavy plasma cannon
- Multi-melta
- Twin lascannon





AZRAEL



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Azrael	6"	2+	2+	4	4	6	5	9	2+
Azrael is a single model armed with the Sword of Secrets, the Lion's Wrath, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Lion's Wrath	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.								
- Master-crafted boltgun	24"	Rapid Fire 1		4	-1	2	-		
- Plasma gun	24"	Rapid Fire 1		7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any hit rolls of 1 when firing supercharge, the bearer is slain after all of the weapon's shots have been resolved.		
Sword of Secrets	Melee	Melee		+2	-3	D3	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Inner Circle (pg 74)						Lion Helm: Azrael is accompanied by a relic bearer who carries the Lion Helm, an artefact that generates a powerful force field. As a result, all friendly DARK ANGELS INFANTRY and DARK ANGELS BIKER models within 6" of Azrael have a 4+ invulnerable save. The relic bearer model must always remain as close to Azrael as possible, but is otherwise ignored for all gaming purposes. Remove the relic bearer if Azrael is slain.		
	Chapter Master: You can re-roll failed hit rolls for friendly DARK ANGELS units that are within 6" of Azrael.								
	Supreme Tactician: If your army is Battle-forged, you receive 1 additional Command Point if Azrael is your Warlord.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, AZRAEL								





BELIAL



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Belial	5"	2+	2+	4	4	6	4	9	2+
Belial is a single model armed with the Sword of Silence and a storm bolter. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Sword of Silence	Melee	Melee		+1	-3	2	This weapon always wounds on a 2+, unless the target is a VEHICLE .		
ABILITIES 	Inner Circle (pg 74)						Parrying Blade: Your opponent must subtract 1 from hit rolls for attacks that target Belial in the Fight phase.		
	Rites of Battle: You can re-roll hit rolls of 1 for friendly DARK ANGELS units within 6" of Belial.						Iron Halo: Belial has a 4+ invulnerable save.		
	Grand Master of the Deathwing: You can re-roll failed hit rolls for friendly DEATHWING units within 6" of Belial.						Teleport Strike: During deployment, you can set up Belial in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Belial can teleport into battle – set him up anywhere on the battlefield that is more than 9" from any enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, GRAND MASTER, TERMINATOR, BELIAL								



Few foes have faced Belial's blade, the Sword of Silence, and lived to tell the tale.



SAMMAEL ON CORVEX



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sammael on Corvex	14"	2+	2+	4	6	6	5	9	3+
Sammael on Corvex is a single model armed with the Raven Sword, a bolt pistol, frag grenades and krak grenades. His jetbike <i>Corvex</i> is equipped with a plasma cannon and a twin storm bolter. Only one SAMMAEL may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma cannon	When attacking with this weapon, choose one of the profiles below.								
- Standard	36"	Heavy D3		7	-3	1	-		
- Supercharge	36"	Heavy D3		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Twin storm bolter	24"	Rapid Fire 4		4	0	1	-		
Raven Sword	Melee	Melee		+1	-3	2	This weapon has Strength x2 if Sammael charged in the preceding Charge phase.		
 ABILITIES	Inner Circle, Jink (pg 74)						Grand Master of the Ravenwing: You can re-roll failed hit rolls for friendly RAVENWING units within 6" of Sammael.		
	Rites of Battle: You can re-roll hit rolls of 1 for friendly DARK ANGELS units within 6" of Sammael.								
	Iron Halo: Sammael has a 4+ invulnerable save.						Swift Judgement: When Sammael Advances, add 2D6" to his Move characteristic for that Movement phase instead of rolling a dice.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	BIKER, CHARACTER, GRAND MASTER, FLY, SAMMAEL								



SAMMAEL IN SABLECLAW



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sammael in Sableclaw	16"	2+	2+	4	6	7	5	9	3+
Sammael in Sableclaw is a single model armed with the Raven Sword. His Land Speeder <i>Sableclaw</i> is equipped with a twin assault cannon and twin heavy bolter. Only one SAMMAEL may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Twin assault cannon	24"	Heavy 12		6	-1	1	-		
Twin heavy bolter	36"	Heavy 6		5	-1	1	-		
Raven Sword	Melee	Melee		+1	-3	2	This weapon has Strength x2 if Sammael charged in the preceding Charge phase.		
ABILITIES 	Inner Circle, Jink (pg 74)						Rites of Battle: You can re-roll hit rolls of 1 for friendly DARK ANGELS units within 6" of Sammael.		
	Grand Master of the Ravenwing: You can re-roll failed hit rolls for friendly RAVENWING units within 6" of Sammael.						Explodes: If Sammael is reduced to 0 Wounds, roll a D6 before removing him from the battlefield; on a 6 <i>Sableclaw</i> explodes, and each unit within 3" suffers a mortal wound.		
	Iron Halo: Sammael has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	CHARACTER, VEHICLE, GRAND MASTER, LAND SPEEDER, FLY, SAMMAEL								



INTERROGATOR-CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain	6"	2+	3+	4	4	5	3	9	3+
An Interrogator-Chaplain is a single model armed with a crozius arcanum, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun, or an item from either the <i>Pistols</i>, <i>Combi-weapons</i> or <i>Melee Weapons</i> list. • This model may take a power fist. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	 Inner Circle (pg 74) Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Rosarius: This model has a 4+ invulnerable save. Spiritual Leaders: All friendly DARK ANGELS units within 6" of this model can use his Leadership instead of their own. Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units within 6" of this model. Aura of Dread: Units within 6" of an enemy INTERROGATOR-CHAPLAINS must subtract 1 from their Leadership characteristic.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN, INTERROGATOR-CHAPLAIN								



RAVENWING TALONMASTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Talonmaster	16"	2+	3+	4	6	6	4	8	3+
A Ravenwing Talonmaster is a single model armed with a power sword. His Land Speeder is equipped with a twin assault cannon and twin heavy bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Twin assault cannon	24"	Heavy 12		6	-1	1	-		
Twin heavy bolter	36"	Heavy 6		5	-1	1	-		
Power sword	Melee	Melee		User	-3	1	-		
ABILITIES 	And They Shall Know No Fear, Jink (pg 74)						Explodes: If this model is reduced to 0 Wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 3" suffers a mortal wound.		
	No Escape: Enemy units do not gain any bonuses to their saving throws for being in cover against shooting attacks made by friendly RAVENWING units that are within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	CHARACTER, VEHICLE, LAND SPEEDER, FLY, TALONMASTER								



INTERROGATOR-CHAPLAIN IN TERMINATOR ARMOUR



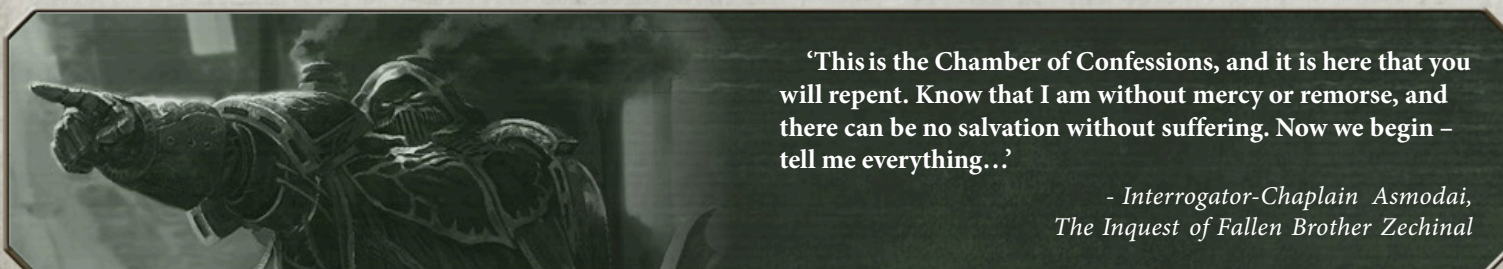
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain in Terminator Armour	5"	2+	3+	4	4	6	3	9	2+
An Interrogator-Chaplain in Terminator Armour is a single model armed with a crozius arcanum and storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
WARGEAR OPTIONS	• This model may replace its storm bolter with an item from the <i>Terminator Combi-weapons</i> list.								
ABILITIES	Inner Circle (pg 74) Rosarius: This model has a 4+ invulnerable save. Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units within 6" of this model. Aura of Dread: Units within 6" of any enemy INTERROGATOR-CHAPLAINS must subtract 1 from their Leadership characteristic. Spiritual Leaders: All friendly DARK ANGELS units within 6" of this model can use his Leadership instead of their own. Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN, TERMINATOR, INTERROGATOR-CHAPLAIN								



ASMODAI



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Asmodai	6"	2+	3+	4	4	5	3	9	3+
Asmodai is a single model armed with the Blades of Reason, a crozius arcanum, bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Blades of Reason	Melee	Melee		User	0	D6	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Inner Circle (pg 74)						Rosarius: Asmodai has a 4+ invulnerable save.		
	 Exemplar of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units that are within 6" of Asmodai. In addition, increase the Attacks characteristic of friendly DARK ANGELS INFANTRY and BIKER units by 1 whilst they are within 6" of Asmodai.						Aura of Dread: Units within 6" of any enemy INTERROGATOR-CHAPLAINS must subtract 1 from their Leadership characteristic. Spiritual Leaders: All friendly DARK ANGELS units within 6" of Asmodai can use his Leadership instead of their own.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN, INTERROGATOR-CHAPLAIN, ASMODAI								



"This is the Chamber of Confessions, and it is here that you will repent. Know that I am without mercy or remorse, and there can be no salvation without suffering. Now we begin – tell me everything..."

- Interrogator-Chaplain Asmodai,
The Inquest of Fallen Brother Zechinal



CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain	6"	2+	3+	4	4	4	3	9	3+
A Chaplain is a single model armed with a crozius arcanum, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	- This model may replace its bolt pistol with a boltgun, power fist or an item from the <i>Pistols</i> or <i>Combi-weapons</i> lists. - This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear (pg 74)						Rosarius: This model has a 4+ invulnerable save.		
	Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units within 6" of this model.						Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Spiritual Leaders: All friendly DARK ANGELS units within 6" of this model can use his Leadership instead of their own.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN								



PRIMARIS CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+
A Primaris Chaplain is a single model armed with a crozius arcanum, absolver bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Absolver bolt pistol	16"	Pistol 1	5		-1	1	-		
Crozius arcanum	Melee	Melee	+1		-1	2	-		
Frag grenade	6"	Grenade D6	3		0	1	-		
Krak grenade	6"	Grenade 1	6		-1	D3	-		
ABILITIES 	And They Shall Know No Fear (pg 74)						Spiritual Leaders: All friendly DARK ANGELS units within 6" of this model can use his Leadership instead of their own. Rosarius: This model has a 4+ invulnerable save.		
	Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, CHAPLAIN								



EZEKIEL



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ezekiel	6"	2+	2+	4	4	5	3	9	2+
Ezekiel is a single model armed with Traitor's Bane, the Deliverer, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
The Deliverer	12"	Pistol 1		4	-1	2	-		
Traitor's Bane	Melee	Melee		+1	-3	D3	Add 1 to this weapon's Damage if the target is a PSYKER .		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES 	Inner Circle (pg 74)						Book of Salvation: Friendly DARK ANGELS INFANTRY and DARK ANGELS BIKER models within 6" of Ezekiel that are slain in the Fight phase may immediately pile in and make a single close combat attack before being removed.		
	Psychic Hood: You can add 1 to Deny the Witch tests you take for Ezekiel against enemy PSYKERS within 12".						Keeper of the Keys: Ezekiel has a 4+ invulnerable save.		
PSYKER	Ezekiel can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the <i>Smite</i> power and three psychic powers from the Interromancy discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, LIBRARIAN, PSYKER, EZEKIEL								



Ezekiel can focus his mind so that it penetrates through the darkest secrets of his foes, burrowing deep inside their thoughts.



LIBRARIAN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian	6"	3+	3+	4	4	4	3	9	3+
A Librarian is a single model armed with a force stave, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Force axe	Melee	Melee		+1	-2	D3	-		
Force stave	Melee	Melee		+2	-1	D3	-		
Force sword	Melee	Melee		User	-3	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its bolt pistol with an item from the <i>Pistols</i> list. • This model may replace its force stave with a force sword or a force axe. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	 Inner Circle (pg 74) Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".					Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Interromancy discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, LIBRARIAN								



PRIMARIS LIBRARIAN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Librarian	6"	3+	3+	4	4	5	4	9	3+
A Primaris Librarian is a single model armed with a force sword, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Force sword	Melee	Melee			User	-3	D3	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Inner Circle (pg 74)								
	Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Interromancy discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, PSYKER, LIBRARIAN								



LIBRARIAN

IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+
A Librarian in Terminator Armour is a single model armed with a force stave.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Force axe	Melee	Melee		+1	-2	D3	-		
Force stave	Melee	Melee		+2	-1	D3	-		
Force sword	Melee	Melee		User	-3	D3	-		
WARGEAR OPTIONS	• This model may take an item from the <i>Terminator Combi-weapons</i> list. • This model may replace its force stave with a force sword or a force axe.								
ABILITIES	 Inner Circle (pg 74) Crux Terminatus: This model has a 5+ invulnerable save. Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12". Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Interromancy discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN								



Having passed through the rites of the Deathwing, Librarians have earned the right to be clad in Terminator armour.



MASTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master	6"	2+	2+	4	4	5	4	9	3+
A Master is a single model armed with a chainsword, a master-crafted boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Master-crafted boltgun	24"	Rapid Fire 1		4	-1	2	-		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Relic blade	Melee	Melee		+2	-3	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its master-crafted boltgun with an item from the <i>Pistols</i>, <i>Combi-weapons</i> or <i>Melee Weapons</i> lists. • This model may replace its chainsword with a storm shield, relic blade or an item from the <i>Melee Weapons</i> list. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear (pg 74) Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Rites of Battle: You can re-roll hit rolls of 1 made for friendly DARK ANGELS units within 6" of this model. Iron Halo: This model has a 4+ invulnerable save. Storm Shield: A model with a storm shield has a 3+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, MASTER								

‘Repent!’ The Interrogator-Chaplain’s words echoed around the cavernous cell, giving the impression of an army of questioners. The Fallen Dark Angel said nothing.

Asmodai paced the stone floor before the restrained traitor, the glow of torchlight reflecting from the Chaplain’s polished black armour. At last, Asmodai stopped in front of his prisoner and turned to face the broken warrior. The skull-mask leered down at the Fallen. ‘Repent!’ he hissed. ‘Repent!’

The Fallen shut his eyes, straining against the rack in an attempt to avoid the dark gaze.

‘Repent now and your death will be swift,’ Asmodai stated in a clipped tone. ‘Continue to deny your guilt and the agony you will endure will be beyond your imagination. The torment you experienced in the warp will be nothing compared to the Emperor’s justice. Repent!’

The Fallen Dark Angel sought to squeeze his bloodshot eyes closed, but could not. He looked anywhere but at the skull-mask looming over him. The cold, unforgiving walls of the chamber held no encouragement, only gloom. The Chaplain captured his gaze, the glowering black eyes reflecting the prisoner’s sheer terror in the firelight.

‘Repent!’ echoed again, and again, and again, trailing off until there was only silence and the slow drip of water from the damp dungeon walls. The dripping became a tapping, the tapping a thumping, matching the rising panic of twin beating hearts. Even the drip seemed to repeat ‘repent-repent, repent-repent’. It pounded in his head.

‘Who is your lord?’ demanded Asmodai, his voice cutting through the madness.

‘I have no lord and master,’ came the reply.

‘The Emperor is your lord,’ declared the Chaplain.

‘The Emperor rejected us, curse his soul. Luther told us the truth. He told us...’ The Fallen’s voice dropped to a whisper. His spirit was breaking. Something was delving into his mind, although he could not see any Librarian. Perhaps he was behind the walls, or in the shadows? ‘Lion El’Jonson betrayed us!’ he mustered in defiance.

‘The Primarch was your saviour!’ roared Asmodai.

‘The Lion sacrificed himself that the Order might survive. It is to him that we owe our everything: our Chapter, our strength, our salvation, the very fibre of our being, the blood that runs through your veins.’

The Fallen knew not how long he had been imprisoned, or even when the interrogation had begun. All he knew was that he wanted to escape, to flee the Chaplain’s goading.

His composure regained, Asmodai spoke again, his tone matter of fact, as if he had uttered such words many times before. ‘As you will not repent, it falls to me to relieve you of your guilt by whatever means necessary.’

At that moment the Fallen noticed the device the Chaplain had picked up, its many honed blades gleaming red in the torchlight.

‘It is my sacred duty to save your soul from the Dark Gods of Chaos,’ Asmodai intoned, ‘and I will fulfil it even if you die in the process.’



MASTER IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+
A Master in Terminator Armour is a single model armed with a relic blade and storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Wrist-mounted grenade launcher	12"	Assault D3		4	-1	1	-		
Chainfist	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
Relic blade	Melee	Melee		+2	-3	D3	-		
WARGEAR OPTIONS	• This model may replace its storm bolter with an item from the <i>Terminator Combi-weapons</i> or <i>Terminator Melee Weapons</i> lists. • This model may replace its relic blade with a power sword, a chainfist, a storm shield or an item from the <i>Terminator Melee Weapons</i> list. • A Master in Terminator Armour with a power fist can also be equipped with a wrist-mounted grenade launcher.								
ABILITIES	Inner Circle (pg 74)						Iron Halo: This model has a 4+ invulnerable save.		
	Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.						Storm Shield: A model with a storm shield has a 3+ invulnerable save.		
							Rites of Battle: You can re-roll hit rolls of 1 made for friendly DARK ANGELS units within 6" of this model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, MASTER								



MASTER IN CATAPHRACTII ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master in Cataphractii Armour	4"	2+	2+	4	4	6	4	9	2+
A Master in Cataphractii Armour is a single model armed with a chainfist and combi-bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2		4	0	1	-		
Chainfist	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
Relic blade	Melee	Melee		+2	-3	D3	-		
WARGEAR OPTIONS	• This model may replace its combi-bolter with an item from the <i>Terminator Combi-weapons</i> or <i>Terminator Melee Weapons</i> lists. • This model may replace its chainfist with a power sword, a relic blade or an item from the <i>Terminator Melee Weapons</i> list.								
ABILITIES	Inner Circle (pg 74)  Cataphractii Armour and Iron Halo: This model has a 3+ invulnerable save, but you must halve the result of the dice rolled when determining how far it Advances. Rites of Battle: You can re-roll hit rolls of 1 made for friendly DARK ANGELS units within 6" of this model.						Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, MASTER								



PRIMARIS MASTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Master	6"	2+	2+	4	4	6	5	9	3+
A Primaris Master is a single model armed with a master-crafted auto bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Master-crafted auto bolt rifle	24"	Assault 2			4	0	2	-	
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	2	-	
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	On a hit roll of 1, the bearer is slain.	
Power fist	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Power sword	Melee	Melee			User	-3	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	- This model may replace its master-crafted auto bolt rifle with a master-crafted stalker bolt rifle. - This model may take a power sword, or replace its master-crafted auto bolt rifle and bolt pistol with a power fist and a plasma pistol.								
ABILITIES	And They Shall Know No Fear (pg 74)						Rites of Battle: You can re-roll hit rolls of 1 made for friendly DARK ANGELS units within 6" of this model.		
	Iron Halo: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, MASTER								



MASTER IN GRAVIS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master in Gravis Armour	5"	2+	2+	4	5	6	5	9	3+
A Master in Gravis Armour is a single model armed with a master-crafted power sword and boltstorm gauntlet.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Boltstorm gauntlet (shooting)	12"	Pistol 3			4	0	1	-	
Boltstorm gauntlet (melee)	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Master-crafted power sword	Melee	Melee			User	-3	2	-	
ABILITIES	And They Shall Know No Fear (pg 74)							Rites of Battle: You can re-roll hit rolls of 1 made for friendly DARK ANGELS units within 6" of this model.	
	Iron Halo: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, MK X GRAVIS, PRIMARIS, MASTER								



LIEUTENANTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lieutenant	6"	2+	3+	4	4	4	3	8	3+
This unit contains 1 Lieutenant. It can include 1 additional Lieutenant (Power Rating +4). Each model is armed with a chainsword, bolt pistol, master-crafted boltgun, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Master-crafted boltgun	24"	Rapid Fire 1			4	-1	2	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS		- Any model may replace its master-crafted boltgun with an item from the <i>Pistols</i>, <i>Combi-weapons</i> or <i>Melee Weapons</i> lists. - Any model may replace its chainsword with an item from the <i>Melee Weapons</i> list. - Any model may take a jump pack (Power Rating +1 per model). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.							
ABILITIES		And They Shall Know No Fear (pg 74)					Company Heroes: During deployment, all models in this unit must be set up at the same time. However, once the battle has begun, each operates independently and is treated as a separate unit for all rules purposes.		
		Jump Pack Assault: During deployment, if a Lieutenant has a jump pack, you can set him up high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases he can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.					Tactical Precision: You can re-roll wound rolls of 1 for DARK ANGELS units that are within 6" of a friendly DARK ANGELS LIEUTENANT .		
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS							
KEYWORDS		CHARACTER, INFANTRY, LIEUTENANTS							



TECHMARINE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techmarine	6"	3+	2+	4	4	4	3	8	2+
A Techmarine is a single model armed with a power axe, servo-arm, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Flamer	8"	Assault D6			4	0	1	This weapon automatically hits its target.	
Plasma cutter	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Assault 1			7	-3	1	-	
- Supercharge	12"	Assault 1			8	-3	2	On a hit roll of 1, the bearer is slain.	
Power axe	Melee	Melee			+1	-2	1	-	
Servo-arm	Melee	Melee			x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun or an item from the <i>Pistols</i> or <i>Combi-weapons</i> lists. • This model may take a servo-harness (Power Rating +1), which comprises an additional servo-arm, a plasma cutter and a flamer.								
ABILITIES	And They Shall Know No Fear (pg 74)								
	Blessing of the Omnissiah: At the end of your Movement phase this model can repair a single DARK ANGELS VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, TECHMARINE								



PRIMARIS LIEUTENANTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Lieutenant	6"	2+	3+	4	4	5	4	8	3+
This unit contains 1 Primaris Lieutenant. It can include 1 additional Primaris Lieutenant (Power Rating +5). Each model is armed with a master-crafted auto bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Master-crafted auto bolt rifle	24"	Assault 2			4	0	2	-	
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	2	-	
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	On a hit roll of 1, the bearer is slain.	
Power sword	Melee	Melee			User	-3	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	- Any model may replace its master-crafted auto bolt rifle with a power sword or a master-crafted stalker bolt rifle. - Any model may either replace its bolt pistol with a plasma pistol, or take a plasma pistol in addition to its other weapons.								
ABILITIES	And They Shall Know No Fear (pg 74)						Company Heroes: During deployment, all models in this unit must be set up at the same time. However, once the battle has begun, each operates independently and is treated as a separate unit for all rules purposes.		
	Tactical Precision: You can re-roll wound rolls of 1 for DARK ANGELS units that are within 6" of a friendly DARK ANGELS LIEUTENANT.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, LIEUTENANTS								



‘There are three areas of the Rock that are off limits. The first is the upper reaches of the Tower of Angels – the great citadel that once watched over Caliban of old. The vault at the dark end of the Halls of Silence is the second, and the third is the Door of Secrets, impassable to all but the Master of the Keys and the Supreme Grand Master. You will read strange signals when the lightning storms surge above the ruins that crown the Rock. During such times it is imperative that you heed not any strange auspex readings from those sectors, for it is not our remit to monitor them. So it is codified by the Master of the Rock, and so do I repeat that message.’

- Brother Raum, Techmarine,
Salutation to New Servants of the Machine God



TACTICAL SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+
This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +4). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Melta bomb	4"	Grenade 1		8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .		
WARGEAR OPTIONS	• The Space Marine Sergeant may replace his bolt pistol and boltgun with items from the <i>Sergeant Equipment</i> list. • The Space Marine Sergeant may take melta bombs. • If the unit contains fewer than ten models, one Space Marine may replace his boltgun with an item from the <i>Special Weapons</i> or <i>Heavy Weapons</i> list. • If the unit contains ten models, one Space Marine may replace his boltgun with an item from the <i>Special Weapons</i> list and one other Space Marine may replace his boltgun with an item from the <i>Heavy Weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74)								
	Combat Squads: Before any models are deployed at the start of the game, a Tactical Squad containing 10 models may be split into two units, each containing 5 models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, TACTICAL SQUAD								



INTERCESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Intercessor Sergeant and 4 Intercessors. It can include up to 5 additional Intercessors (Power Rating +5). Each model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Auto bolt rifle	24"	Assault 2			4	0	1	-	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Bolt rifle	30"	Rapid Fire 1			4	-1	1	-	
Stalker bolt rifle	36"	Heavy 1			4	-2	1	-	
Power sword	Melee	Melee			User	-3	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS		• All models in the unit may replace their bolt rifle with an auto bolt rifle or stalker bolt rifle. • For every five models in the unit, one may take an auxiliary grenade launcher. • The Intercessor Sergeant may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.							
ABILITIES		And They Shall Know No Fear (pg 74)					Combat Squads: Before any models are deployed at the start of the game, an Intercessor Squad containing 10 models may be split into two units, each containing 5 models.		
		Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".							
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS							
KEYWORDS		INFANTRY, PRIMARIS, INTERCESSOR SQUAD							



SCOUT SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout	6"	3+	3+	4	4	1	1	7	4+
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+
This unit contains 1 Scout Sergeant and 4 Scouts. It can include up to 5 additional Scouts (Power Rating +4). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Astartes shotgun	12"	Assault 2		4	0	1	If the target is within half range, add 1 to this weapon's Strength.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy D6		4	0	1	-		
- Krak missile	48"	Heavy 1		8	-2	D6	-		
Sniper rifle	36"	Heavy 1		4	0	1	A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.		
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• The Scout Sergeant may replace his bolt pistol with an item from the <i>Melee Weapons</i> or <i>Pistols</i> lists. • The Scout Sergeant may replace his boltgun with an item from the <i>Pistols</i> list. • Any model may replace its boltgun with a sniper rifle, an Astartes shotgun or a combat knife. • One Scout may replace his boltgun with a heavy bolter or a missile launcher. • Any model may take a camo cloak.								
ABILITIES	And They Shall Know No Fear (pg 74)						Combat Squads: Before any models are deployed at the start of the game, a Scout Squad containing 10 models may be split into two units, each containing 5 models.		
	Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.						Camo Cloaks: If every model in a unit has a camo cloak you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, SCOUT, SCOUT SQUAD								





PRIMARIS APOTHECARY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Apothecary	6"	3+	3+	4	4	5	3	8	3+
A Primaris Apothecary is a single model armed with an absolver bolt pistol, reductor pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Absolver bolt pistol	16"	Pistol 1			5	-1	1	-	
Reductor pistol	3"	Pistol 1			4	-3	2	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74)								
	Narthecium: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, APOTHECARY								



'HONOUR THE APOTHECARY, FOR BY HIS DEEDS WILL YOUR CHAPTER LIVE FOREVER.'

- Coda of Bellus Menarus, Codex Astartes



APOTHECARY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Apothecary	6"	3+	3+	4	4	4	3	8	3+
An Apothecary is a single model armed with a bolt pistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74)								
	Narthecium: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, APOTHECARY								



COMPANY ANCIENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Ancient	6"	3+	3+	4	4	4	3	8	3+
A Company Ancient is a single model armed with a bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun, or an item from the <i>Pistols</i> , <i>Combi-weapons</i> or <i>Melee Weapons</i> lists.								
ABILITIES	And They Shall Know No Fear (pg 74)  Astartes Banner: DARK ANGELS units within 6" of any friendly DARK ANGELS ANCIENTS with this ability add 1 to their Leadership. In addition, roll a D6 each time a DARK ANGELS INFANTRY model is destroyed within 6" of any friendly DARK ANGELS ANCIENTS with this ability before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, ANCIENT, COMPANY ANCIENT								



PRIMARIS ANCIENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Ancient	6"	3+	3+	4	4	5	4	8	3+
A Primaris Ancient is a single model armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Bolt rifle	30"	Rapid Fire 1			4	-1	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74)								
	Astartes Banner: DARK ANGELS units within 6" of any friendly DARK ANGELS ANCIENTS with this ability add 1 to their Leadership. In addition, roll a D6 each time a DARK ANGELS INFANTRY model is destroyed within 6" of any friendly DARK ANGELS ANCIENTS with this ability before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, ANCIENT								



'It is a great honour to be chosen as a Company Ancient, for it is to join a long line of heroes that stretches back to the First Legion. The name of each brother who carried a banner, as well as the way in which they met their end, is recorded in the Reclusiam upon the Honorium Angelicus – a tapestry woven out of the captured standards of our enemies. If you are to complete your initiation, Neophyte, you must memorise every name and deed so that their glory and sacrifice might be remembered as long as the Rock shall stand.'

- Scout Sergeant Estus



COMPANY CHAMPION



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Champion	6"	2+	3+	4	4	4	3	8	3+
A Company Champion is a single model armed with a bolt pistol, Blade of Caliban, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Blade of Caliban	Melee	Melee			+3	-3	D3	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
 ABILITIES	And They Shall Know No Fear (pg 74)								
	Honour or Death: You can re-roll failed hit rolls for attacks made by this model in the Fight phase that target a CHARACTER . In addition, this model must always perform a Heroic Intervention when possible.								
	Combat Shield: This model has a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, COMPANY CHAMPION								



COMPANY VETERANS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+
This unit contains 1 Veteran Sergeant and 1 Space Marine Veteran. It can include up to 3 additional Space Marine Veterans (Power Rating +5). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• The Veteran Sergeant may replace his bolt pistol and chainsword with items from the <i>Sergeant Equipment</i> list. • Any Space Marine Veteran may replace their bolt pistol with a storm shield or an item from the <i>Melee Weapons</i> or <i>Pistols</i> lists. • Any Space Marine Veteran may replace their chainsword with a storm shield, a boltgun, or an item from the <i>Melee Weapons</i>, <i>Pistols</i>, <i>Combi-weapons</i> or <i>Special Weapons</i> list. • Any model may take a combat shield. • One Space Marine Veteran may replace their chainsword with an item from the <i>Heavy Weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74)						Command Squad Bodyguard: Roll a dice each time a friendly DARK ANGELS CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this squad can intercept that hit – the character does not lose a wound but this unit suffers a mortal wound.		
	Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.								
	Combat Shield: A model equipped with a combat shield has a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, COMPANY VETERANS								



DEATHWING APOTHECARY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Apothecary	5"	3+	3+	4	4	5	2	8	2+
A Deathwing Apothecary is a single model armed with a storm bolter.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Storm bolter	24"	Rapid Fire 2			4	0	1	-	
ABILITIES	Inner Circle (pg 74)						Narthecium: At the end of any of your Movement phases, the Deathwing Apothecary can attempt to heal or revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Deathwing Apothecary fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.		
	Crux Terminatus: This model has a 5+ invulnerable save.								
	Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" from any enemy models.								
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING							
KEYWORDS		CHARACTER, INFANTRY, APOTHECARY, TERMINATOR							



CHAPTER ANCIENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chapter Ancient	6"	3+	3+	4	4	4	3	9	3+
A Chapter Ancient is a single model armed with a bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun, or an item from the <i>Pistols</i> , <i>Combi-weapons</i> or <i>Melee Weapons</i> lists.								
ABILITIES	And They Shall Know No Fear (pg 74)								
	Astartes Banner: DARK ANGELS units within 6" of any friendly DARK ANGELS ANCIENTS with this ability add 1 to their Leadership. In addition, roll a D6 each time a DARK ANGELS INFANTRY model is destroyed within 6" of any friendly DARK ANGELS ANCIENTS with this ability before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.								
	Sacred Standard: DARK ANGELS INFANTRY models that are destroyed within 6" of any friendly DARK ANGELS CHAPTER ANCIENTS and subsequently muster one last surge of strength before succumbing to their wounds (see the Astartes Banner ability, above) always resolve their final attack as if they had a Ballistic Skill and Weapon Skill characteristic of 2+.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, ANCIENT, CHAPTER ANCIENT								



DEATHWING ANCIENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Ancient	5"	3+	3+	4	4	5	3	8	2+
The Deathwing Ancient is a single model armed with a power fist and storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Chainfist	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Lightning claw	Melee	Melee		User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Thunder hammer	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS		• This model may replace its power fist and storm bolter with two lightning claws or a thunder hammer and storm shield. • This model may replace its power fist with a chainfist.							
ABILITIES		 Inner Circle (pg 74) Deathwing Company Banner: DEATHWING units have +1 Attack whilst they are within 6" of any friendly Deathwing Ancients. Crux Terminatus: This model has a 5+ invulnerable save.					Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save. Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" from any enemy models.		
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING							
KEYWORDS		CHARACTER, INFANTRY, ANCIENT, TERMINATOR							



DEATHWING CHAMPION



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Champion	5"	2+	3+	4	4	5	3	8	2+
The Deathwing Champion is a single model armed with the halberd of Caliban. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Halberd of Caliban	Melee	Melee		+3	-4	D3	Each time the bearer fights, it can make D3 additional attacks with this weapon if the target unit contains 5 or more models.		
	ABILITIES						Inner Circle (pg 74)		
	Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" from any enemy models.						Crux Terminatus: This model has a 5+ invulnerable save.		
						Honour or Death: You can re-roll failed hit rolls for attacks made by this model in the Fight phase that target a CHARACTER . In addition, this model must always perform a Heroic Intervention when possible.			
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING							
KEYWORDS		CHARACTER, INFANTRY, TERMINATOR, DEATHWING CHAMPION							



DEATHWING TERMINATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Terminator	5"	3+	3+	4	4	2	2	8	2+
Deathwing Sergeant	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Deathwing Sergeant and 4 Deathwing Terminators. It can include up to 5 additional Deathwing Terminators (**Power Rating +12**).

- Each Deathwing Terminator is armed with a power fist and storm bolter.
- The Deathwing Sergeant is armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cyclone missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- Any model may replace all of its weapons with two lightning claws or a thunder hammer and storm shield.
- Any model may replace its power fist with a chainfist.
- For every five models in the squad, one Deathwing Terminator may either take a cyclone missile launcher or replace his storm bolter with a plasma cannon or an item from the *Terminator Heavy Weapons* list.
- This unit may be accompanied by a Watcher in the Dark.

ABILITIES



Inner Circle (pg 74)

Watcher in the Dark: Once per game, if an enemy psychic power affects a Deathwing Terminator Squad accompanied by a Watcher in the Dark, roll a dice. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Watcher in the Dark model from play after this roll has been made, whether successful or not.

The Watcher in the Dark must remain as close to this unit as possible, but is otherwise ignored for all other gaming purposes. Remove the Watcher in the Dark if this unit is slain. The Watcher in the Dark does not count as a model for the purposes of the Combat Squads ability. If a Deathwing Terminator Squad is split, the Watcher in the Dark must accompany one of the units.

Crux Terminatus: Models in this unit have a 5+ invulnerable save.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set it up anywhere on the battlefield that is more than 9" from any enemy models.

Combat Squads: Before any models are deployed at the start of the game, a Deathwing Terminator Squad containing 10 models may be split into two units, each containing 5 models.

Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

KEYWORDS

INFANTRY, TERMINATOR, DEATHWING TERMINATOR SQUAD



DEATHWING KNIGHTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Knights	5"	3+	3+	4	4	2	2	8	2+
Knight Master	5"	3+	3+	4	4	2	3	9	2+

This unit contains 4 Deathwing Knights and 1 Knight Master. It can include up to 5 additional Deathwing Knights (**Power Rating +12**).

- Each Deathwing Knight is armed with a mace of absolution and storm shield.
- The Knight Master is armed with a flail of the Unforgiven and storm shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.
Mace of absolution	Melee	Melee	x2	-2	3	-

WARGEAR OPTIONS • This unit may be accompanied by a Watcher in the Dark.

ABILITIES

Inner Circle (pg 74)

Combat Squads: Before any models are deployed at the start of the game, a unit of Deathwing Knights that contains 10 models may be split into two units, each containing 5 models.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set it up anywhere on the battlefield that is more than 9" from any enemy models.

Storm Shield: Models in this unit have a 3+ invulnerable save.

Watcher in the Dark: Once per game, if an enemy psychic power affects a unit of Deathwing Knights that is accompanied by a Watcher in the Dark, roll a dice. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Watcher in the Dark model from play after this roll has been made, whether successful or not.

The Watcher in the Dark must remain as close to this unit as possible, but is otherwise ignored for all other gaming purposes. Remove the Watcher in the Dark if this unit is slain. The Watcher in the Dark does not count as a model for the purposes of the Combat Squads ability. If a unit of Deathwing Knights is split, the Watcher in the Dark must accompany one of the units.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

KEYWORDS

INFANTRY, TERMINATOR, DEATHWING KNIGHTS



The elite of the elite, Deathwing Knights fight with a cold, vengeful fury.



DEATHWING CATAPHRACTII TERMINATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cataphractii Terminator	4"	3+	3+	4	4	2	2	8	2+
Cataphractii Sergeant	4"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Cataphractii Sergeant and 4 Cataphractii Terminators. It can include up to 5 additional Cataphractii Terminators (**Power Rating +12**).

- The Cataphractii Sergeant is armed with a combi-bolter and power sword.
- Each Cataphractii Terminator is armed with a combi-bolter and power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Grenade harness	12"	Assault D6	4	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- For every five models in the unit, one Cataphractii Terminator may replace his combi-bolter with a heavy flamer.
- Any model may replace its combi-bolter with a lightning claw.
- Any Cataphractii Terminator may replace his power fist with a chainfist or a lightning claw.
- The Cataphractii Sergeant may replace his power sword with a chainfist, a power fist or a lightning claw.
- The Cataphractii Sergeant may take a grenade harness.

ABILITIES

Inner Circle (pg 74)

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

Combat Squads: Before any models are deployed at the start of the game, a Deathwing Cataphractii Terminator Squad containing 10 models may be split into two units, each containing 5 models.

Cataphractii Armour: Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far the unit Advances.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

KEYWORDS INFANTRY, TERMINATOR, DEATHWING CATAPHRACTII TERMINATOR SQUAD



'Listen well, initiates, for I bring light to the darkness. It is the weak-minded that crave comforts – the Dark Angels need them not. Wealth? The sons of the Lion covet no baubles, for they are meaningless to us. Sensual gratification? We know well its transitory nature. Pride? We are no whelps of Russ. By our actions alone shall we be known.'

- Brother-Chaplain Valeforr





DEATHWING TARTAROS TERMINATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tartaros Terminator	6"	3+	3+	4	4	2	2	8	2+
Tartaros Sergeant	6"	3+	3+	4	4	2	3	9	2+
• This unit contains 1 Tartaros Sergeant and 4 Tartaros Terminators. It can include up to 5 additional Tartaros Terminators (Power Rating +12). • The Tartaros Sergeant is armed with a combi-bolter and power sword. • Each Tartaros Terminator is armed with a combi-bolter and power fist.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2		4	0	1	-		
Grenade harness	12"	Assault D6		4	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Plasma blaster	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault 2		7	-3	1	-		
- Supercharge	18"	Assault 2		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Reaper autocannon	36"	Heavy 4		7	-1	1	-		
Volkite charger	15"	Heavy 2		5	0	2	-		
Chainfist	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Lightning claw	Melee	Melee		User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
WARGEAR OPTIONS	• For every five models in the unit, one Tartaros Terminator may replace his combi-bolter with a heavy flamer or a reaper autocannon. • Any Tartaros Terminator may replace his combi-bolter and power fist with two lightning claws. • The Tartaros Sergeant may replace his combi-bolter and power sword with two lightning claws. • Any Tartaros Terminator may replace his power fist with a chainfist. • The Tartaros Sergeant may replace his power sword with a chainfist or a power fist. • The Tartaros Sergeant may replace his combi-bolter with a plasma blaster or a volkite charger. • For every five models in the unit, one model may take a grenade harness.								
ABILITIES	Inner Circle (pg 74) Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.						Combat Squads: Before any models are deployed at the start of the game, a Deathwing Tartaros Terminator Squad containing 10 models may be split into two units, each containing 5 models. Tartaros Armour: Models in this unit have a 5+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	INFANTRY, TERMINATOR, TARTAROS TERMINATOR SQUAD								



DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dreadnought	6"	3+	3+	6	7	8	4	8	3+
A Dreadnought is a single model equipped with an assault cannon, storm bolter and Dreadnought combat weapon.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6		6	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy D6		4	0	1	-		
- Krak missile	48"	Heavy 1		8	-2	D6	-		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Dreadnought combat weapon	Melee	Melee		x2	-3	3	-		
WARGEAR OPTIONS	• This model may replace its assault cannon with an item from the <i>Dreadnought Heavy Weapons</i> list. • This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher. • This model may replace its storm bolter with a heavy flamer.								
ABILITIES	 Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	VEHICLE, DREADNOUGHT								



VENERABLE DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Venerable Dreadnought	6"	2+	2+	6	7	8	4	8	3+
A Venerable Dreadnought is a single model equipped with an assault cannon, storm bolter and Dreadnought combat weapon.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Assault cannon	24"	Heavy 6			6	-1	1	-	
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.	
Missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy D6			4	0	1	-	
- Krak missile	48"	Heavy 1			8	-2	D6	-	
Storm bolter	24"	Rapid Fire 2			4	0	1	-	
Dreadnought combat weapon	Melee	Melee			x2	-3	3	-	
WARGEAR OPTIONS	• This model may replace its assault cannon with a weapon from the <i>Dreadnought Heavy Weapons</i> list. • This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher. • This model may replace its storm bolter with a heavy flamer.								
ABILITIES	 Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.					Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT								



CONTEMPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+

A Contemptor Dreadnought is a single model equipped with a multi-melta, combi-bolter and Dreadnought combat weapon.

REMAINING W	M	WS	BS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	4"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS • This model may replace its multi-melta with a Kheres pattern assault cannon.

ABILITIES **Atomantic Shielding:** This model has a 5+ invulnerable save.



Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT



REDEMPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

A Redemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, heavy flamer, two fragstorm grenade launchers and a Redemptor fist.

REMAINING W	M	WS	BS
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-

WARGEAR OPTIONS • This model may replace its heavy flamer with an onslaught gatling cannon.
• This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator.
• This model may replace its two fragstorm grenade launchers with two storm bolters.
• This model may take an Icarus rocket pod.

ABILITIES **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT



RAVENWING APOTHECARY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Apothecary	14"	3+	3+	4	5	5	3	8	3+
A Ravenwing Apothecary is a single model armed with a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a plasma talon.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma talon	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault 2		7	-3	1	-		
- Supercharge	18"	Assault 2		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Ravenwing grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag shell	24"	Assault D6		3	0	1	-		
- Krak shell	24"	Assault 2		6	-1	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its plasma talon with a Ravenwing grenade launcher.								
ABILITIES	Inner Circle, Jink (pg 74)								
	Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.								
	Narthecium: At the end of any of your Movement phases, the Ravenwing Apothecary can attempt to heal or revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Ravenwing Apothecary fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	BIKER, CHARACTER, APOTHECARY								



The specialists of the Ravenwing take to the field, ready to ride wherever their unique skills are required.



RAVENWING ANCIENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Ancient	14"	3+	3+	4	5	5	3	8	3+
The Ravenwing Ancient is a single model armed with a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a plasma talon.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma talon	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault 2		7	-3	1	-		
- Supercharge	18"	Assault 2		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Ravenwing grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag shell	24"	Assault D6		3	0	1	-		
- Krak shell	24"	Assault 2		6	-1	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its plasma talon with a Ravenwing grenade launcher.								
ABILITIES	 Inner Circle, Jink (pg 74) Ravenwing Banner: RAVENWING units have +1 Attack whilst they are within 6" of any friendly Ravenwing Ancients. Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	BIKER, CHARACTER, ANCIENT								



RAVENWING CHAMPION



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Champion	14"	2+	3+	4	5	5	3	8	3+
The Ravenwing Champion is a single model armed with a Blade of Caliban, bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a plasma talon. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma talon	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault 2		7	-3	1	-		
- Supercharge	18"	Assault 2		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Blade of Caliban	Melee	Melee		+3	-3	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Inner Circle, Jink (pg 74)						Honour or Death: You can re-roll failed hit rolls for attacks made by this model in the Fight phase that target a CHARACTER. In addition, this model must always perform a Heroic Intervention when possible.		
	Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	BIKER, CHARACTER, RAVENWING CHAMPION								



AGGRESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+
This unit contains 1 Aggressor Sergeant and 2 Aggressors. It can include up to 3 additional Aggressors (Power Rating +6). Each model is armed with auto boltstorm gauntlets and a fragstorm grenade launcher.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Auto boltstorm gauntlets (shooting)	18"	Assault 6		4	0	1	-		
Flamestorm gauntlets (shooting)	8"	Assault 2D6		4	0	1	This weapon automatically hits its target.		
Fragstorm grenade launcher	18"	Assault D6		4	0	1	-		
Auto boltstorm gauntlets (melee)	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Flamestorm gauntlets (melee)	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS	• All models in the unit may replace their auto boltstorm gauntlets and fragstorm grenade launcher with flamestorm gauntlets.								
ABILITIES	And They Shall Know No Fear (pg 74)						Fire Storm: Models in this unit can fire twice if they remained stationary during their turn (including when firing Overwatch).		
	Combat Squads: Before any models are deployed at the start of the game, an Aggressor Squad containing 6 models may be split into two units, each containing 3 models.						Relentless Advance: Models in this unit do not suffer any penalty to their hit rolls for Advancing and firing Assault weapons.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, MK X GRAVIS, PRIMARIS, AGGRESSOR SQUAD								



SERVITORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Servitor	5"	5+	5+	3	3	1	1	6	4+
This unit contains 4 Servitors. Each model is armed with a servo-arm.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Heavy bolter	36"	Heavy 3			5	-1	1	-	
Multi-melta	24"	Heavy 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Plasma cannon	When attacking with this weapon, choose one of the profiles below.								
- Standard	36"	Heavy D3			7	-3	1	-	
- Supercharge	36"	Heavy D3			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Servo-arm	Melee	Melee			x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll.	
WARGEAR OPTIONS	• Up to two Servitors may replace their servo-arm with a heavy bolter, plasma cannon or multi-melta.								
ABILITIES	Mindlock: Servitors improve both their Weapon Skill and Ballistic Skill to 4+, and their Leadership to 9, whilst they are within 6" of any friendly TECHMARINES.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, SERVITORS								



REIVER SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reiver	6"	3+	3+	4	4	2	2	7	3+
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Reiver Sergeant and 4 Reivers. It can include up to 5 additional Reivers (Power Rating +5). Each model is armed with a bolt carbine, heavy bolt pistol, frag grenades, krak grenades and shock grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt carbine	24"	Assault 2		4	0	1	-		
Heavy bolt pistol	12"	Pistol 1		4	-1	1	-		
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Shock grenade	6"	Grenade D3		*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.		
WARGEAR OPTIONS • All Reivers in the unit may replace their bolt carbine with a combat knife. • The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife. • All models in the unit may take grav-chutes. • All models in the unit may take a grapnel launcher.									
ABILITIES  And They Shall Know No Fear (pg 74) Combat Squads: Before any models are deployed at the start of the game, a Reiver Squad containing 10 models may be split into two units, each containing 5 models. Grav-chutes: During deployment, you can set up this unit, if it is equipped with grav-chutes, in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Grapnel Launchers: When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models. Terror Troops: Enemy units must subtract 1 from their Leadership if they are within 3" of any Reiver Squads.									
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS									
KEYWORDS INFANTRY, PRIMARIS, REIVER SQUAD									





SCOUT BIKE SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout Biker	16"	3+	3+	4	5	2	1	7	4+
Scout Biker Sergeant	16"	3+	3+	4	5	2	2	8	4+
This unit contains 1 Scout Biker Sergeant and 2 Scout Bikers. It can include up to 3 additional Scout Bikers (Power Rating +4) or up to 6 additional Scout Bikers (Power Rating +8). Each model is armed with a bolt pistol, Astartes shotgun, combat knife, frag grenades and krak grenades. Each of their Scout bikes is equipped with a twin boltgun.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Astartes grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag grenade	24"	Assault D6		3	0	1	-		
- Krak grenade	24"	Assault 1		6	-1	D3	-		
Astartes shotgun	12"	Assault 2		4	0	1	If the target is within half range, add 1 to this weapon's Strength.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Twin boltgun	24"	Rapid Fire 2		4	0	1	-		
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• The Scout Biker Sergeant may replace his bolt pistol with an item chosen from the <i>Melee Weapons</i> or <i>Pistols</i> lists. • Up to three Scout Bikers may replace their bike's twin boltgun with an Astartes grenade launcher.								
ABILITIES	And They Shall Know No Fear (pg 74)						Combat Squads: Before any models are deployed at the start of the game a Scout Bike Squad containing 6 models may be split into two units, each containing 3 models. A Scout Bike Squad containing 9 models may be split into three units, each containing 3 models.		
	Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	BIKER, SCOUT, SCOUT BIKE SQUAD								



'OF ALL THE PRIMARCHS, SAVE PERHAPS MORTARION, LION EL'JONSON STANDS APART. PARTIALLY THIS IS DUE TO HIS TACITURN NATURE – A BROODING SILENCE HANGS OVER HIM AT ALL TIMES. YET THERE IS SOMETHING MORE... SOMETHING BURIED BENEATH HIS NOBLE EXTERIOR. PERHAPS THIS IS A RESULT OF HIS UPRISING, GROWING TO MATURITY ALONE IN THE MONSTER-RIDDEN FORESTS OF CALIBAN. EVEN AT A COUNCIL OF WAR, THE LION MOVES LIKE AN APEX PREDATOR. HE IS ALWAYS WATCHING, ALWAYS PLANNING, ALWAYS HUNTING. HE UNNERVES EVEN HIS BROTHERS.'

- Remembrances of Malcador the Sigillite





ASSAULT SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+
This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +4). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Flamer	8"	Assault D6			4	0	1	This weapon automatically hits its target.	
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	On a hit roll of 1, the bearer is slain.	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
Melta bomb	4"	Grenade 1			8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .	
WARGEAR OPTIONS	• The Space Marine Sergeant may replace his bolt pistol with an item from the <i>Melee Weapons</i> or <i>Pistols</i> lists. • The Space Marine Sergeant may replace his chainsword with an item from the <i>Melee Weapons</i> list. • The Space Marine Sergeant may take a combat shield. • The Space Marine Sergeant may take melta bombs. • Up to two Space Marines may replace their bolt pistol and chainsword with a flamer, or with a plasma pistol and a chainsword. • For every five models in the unit, one model may replace its bolt pistol and chainsword with an eviscerator. • The entire unit may take jump packs (Power Rating +1 for a 5-strong unit, or +2 for a 10-strong one). If they do, their Move characteristic is increased to 12" and they gain the JUMP PACK and FLY keywords.								
ABILITIES	 And They Shall Know No Fear (pg 74) Jump Pack Assault: During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Combat Squads: Before any models are deployed at the start of the game, an Assault Squad containing 10 models may be split into two units, each containing 5 models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, ASSAULT SQUAD								





INCEPTOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+
This unit contains 2 Inceptors and 1 Inceptor Sergeant. It can include up to 3 additional Inceptors (Power Rating +10). Each model is equipped with two assault bolters.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Assault bolter	18"	Assault 3			5	-1	1	-	
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault D3			7	-3	1	-	
- Supercharge	18"	Assault D3			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
WARGEAR OPTIONS	• All models in the unit may replace their two assault bolters with two plasma exterminators.								
ABILITIES	And They Shall Know No Fear (pg 74)							Crushing Charge: Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.	
	Meteoric Descent: During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent – set it up anywhere on the battlefield that is more than 9" away from any enemy models.							Combat Squads: Before any models are deployed at the start of the game, an Inceptor Squad containing 6 models may be split into two units, each containing 3 models.	
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FLY, INCEPTOR SQUAD								



RAVENWING ATTACK BIKE SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Attack Bike	14"	3+	3+	4	5	4	2	7	3+
This unit contains 1 Ravenwing Attack Bike. It can include 1 additional Ravenwing Attack Bike (Power Rating +3) or 2 additional Ravenwing Attack Bikes (Power Rating +6). Each model is equipped with a twin boltgun and heavy bolter, and is crewed by two Dark Angels armed with bolt pistols, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Twin boltgun	24"	Rapid Fire 2		4	0	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Any model may replace its heavy bolter with a multi-melta.								
ABILITIES	And They Shall Know No Fear, Jink (pg 74)								
	Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	BIKER, RAVENWING ATTACK BIKE SQUAD								



RAVENWING BIKE SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Biker	14"	3+	3+	4	5	2	1	7	3+
Ravenwing Sergeant	14"	3+	3+	4	5	2	2	8	3+
Ravenwing Attack Bike	14"	3+	3+	4	5	4	2	7	3+

This unit contains 1 Ravenwing Sergeant and 2 Ravenwing Bikers. It can include up to 3 additional Ravenwing Bikers (**Power Rating +4**) or up to 5 additional Ravenwing Bikers (**Power Rating +6**). It can also include a single Ravenwing Attack Bike (**Power Rating +3**).

- Ravenwing Bikers and Sergeants are each armed with a bolt pistol, frag grenades and krak grenades. Each of their Space Marine bikes is equipped with a twin boltgun.
- A Ravenwing Attack Bike is equipped with a twin boltgun and a heavy bolter, and is crewed by two Dark Angels armed with a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Ravenwing Sergeant may replace his bolt pistol with an item chosen from the *Melee Weapons* or *Pistols* lists.
- Any Ravenwing Biker may replace his bolt pistol with a chainsword.
- Up to two Ravenwing Bikers may take an item from the *Special Weapons* list.
- The Ravenwing Attack Bike may replace its heavy bolter with a multi-melta.

ABILITIES

And They Shall Know No Fear, Jink (pg 74)

Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

Combat Squads: Before any models are deployed at the start of the game, a Ravenwing Bike Squad containing 9 models may be split into two units, one of which has 4 models including the Ravenwing Attack Bike.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

KEYWORDS BIKER, RAVENWING BIKE SQUAD



The black-armoured huntsmen of the Dark Angels roar into the fray, striking quickly and without mercy.



The Land Speeders of the Ravenwing are the finest examples of their kind, able to expertly avoid enemy fire as they deliver their own.



RAVENWING LAND SPEEDERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Land Speeder	16"	3+	3+	4	5	6	2	7	3+
This unit contains 1 Ravenwing Land Speeder. It can include up to 4 additional Ravenwing Land Speeders (Power Rating +6 per model). Each model is equipped with a heavy bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6		6	-1	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy 2D6		4	0	1	-		
- Krak missile	48"	Heavy 2		8	-2	D6	-		
WARGEAR OPTIONS	- Any model may replace its heavy bolter with a multi-melta. - Any model may take an assault cannon, a heavy flamer or a typhoon missile launcher.								
ABILITIES	And They Shall Know No Fear, Jink (pg 74)					Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield.			
	Anti-grav Upwash: Models in this unit have a Move characteristic of 20", instead of 16", whilst their unit contains 3 or more models.					On a 6 it explodes, and each unit within 3" suffers a mortal wound.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	VEHICLE, LAND SPEEDER, FLY, RAVENWING LAND SPEEDER								



RAVENWING DARKSHROUD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Darkshroud	12"	3+	3+	4	6	9	3	8	3+
A Ravenwing Darkshroud is a single model equipped with a heavy bolter.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Assault cannon	24"	Heavy 6			6	-1	1	-	
Heavy bolter	36"	Heavy 3			5	-1	1	-	
WARGEAR OPTIONS	• This model may replace its heavy bolter with an assault cannon.								
ABILITIES	Jink (pg 74)						Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.		
	Icon of Old Caliban: Your opponent must subtract 1 from any hit rolls they make for shooting attacks that target DARK ANGELS units within 6" of any friendly Ravenwing Darkshrouds.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	VEHICLE, LAND SPEEDER, FLY, RAVENWING DARKSHROUD								



RAVENWING LAND SPEEDER VENGEANCE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Land Speeder Vengeance	12"	3+	3+	4	6	9	3	8	3+
A Ravenwing Land Speeder Vengeance is a single model equipped with a heavy bolter and plasma storm battery.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6		6	-1	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Plasma storm battery	When attacking with this weapon, choose one of the profiles below.								
- Standard	36"	Heavy D6		7	-3	2	-		
- Supercharge	36"	Heavy D6		8	-3	3	If you make one or more hit rolls of 1, the bearer suffers 3 mortal wounds after all of this weapon's shots have been resolved, and the plasma storm battery cannot be used for the rest of the battle.		
WARGEAR OPTIONS	• This model may replace its heavy bolter with an assault cannon.								
ABILITIES	Jink (pg 74)								
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	VEHICLE, LAND SPEEDER, FLY, RAVENWING LAND SPEEDER VENGEANCE								

'It is not enough to expertly steer a Land Speeder or bike. At the speed we need to travel, the only possible way to keep the vehicle under control while performing the turns and jukes necessary to keep us alive is to trust in the machine spirit. There is no time for thought. Those that have truly learned when to relinquish and retake control could drive blind-folded through a Tarkian forest.'

- Ravenwing Sergeant Rilnos





RAVENWING BLACK KNIGHTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Black Knight	14"	3+	3+	4	5	2	2	8	3+
Ravenwing Huntmaster	14"	3+	3+	4	5	2	3	8	3+
This unit contains 1 Ravenwing Huntmaster and 2 Ravenwing Black Knights. It can include up to 2 additional Ravenwing Black Knights (Power Rating +5) or up to 7 additional Ravenwing Black Knights (Power Rating +16). Each model is armed with a bolt pistol, frag grenades and krak grenades, and rides a Space Marine bike equipped with a plasma talon.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma talon	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault 2		7	-3	1	-		
- Supercharge	18"	Assault 2		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Ravenwing grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag shell	24"	Assault D6		3	0	1	-		
- Krak shell	24"	Assault 2		6	-1	D3	-		
Corvus hammer	Melee	Melee		+1	-1	1	Each wound roll of 6+ made for this weapon causes D3 damage instead of 1.		
Power maul	Melee	Melee		+2	-1	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Melta bomb	4"	Grenade 1		8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .		
WARGEAR OPTIONS	- Any Ravenwing Black Knight may take a Corvus hammer. - The Ravenwing Huntmaster may take a Corvus hammer, a power sword or a power maul. - The Ravenwing Huntmaster may take melta bombs. - For every 3 models in the unit, one Ravenwing Black Knight may replace his plasma talon with a Ravenwing grenade launcher.								
ABILITIES	Inner Circle, Jink (pg 74)								
	Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING								
KEYWORDS	BIKER, RAVENWING BLACK KNIGHTS								





DEVASTATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+
Armorium Cherub	6"	6+	-	2	4	1	1	3	6+

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (**Power Rating +3**). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades. The unit may be accompanied by an Armorium Cherub, which is not armed with any weapons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Space Marine Sergeant may replace his boltgun with items from the *Sergeant Equipment* list.
- Up to four Space Marines may replace their boltguns with an item from the *Heavy Weapons* list.

ABILITIES

And They Shall Know No Fear (pg 74)

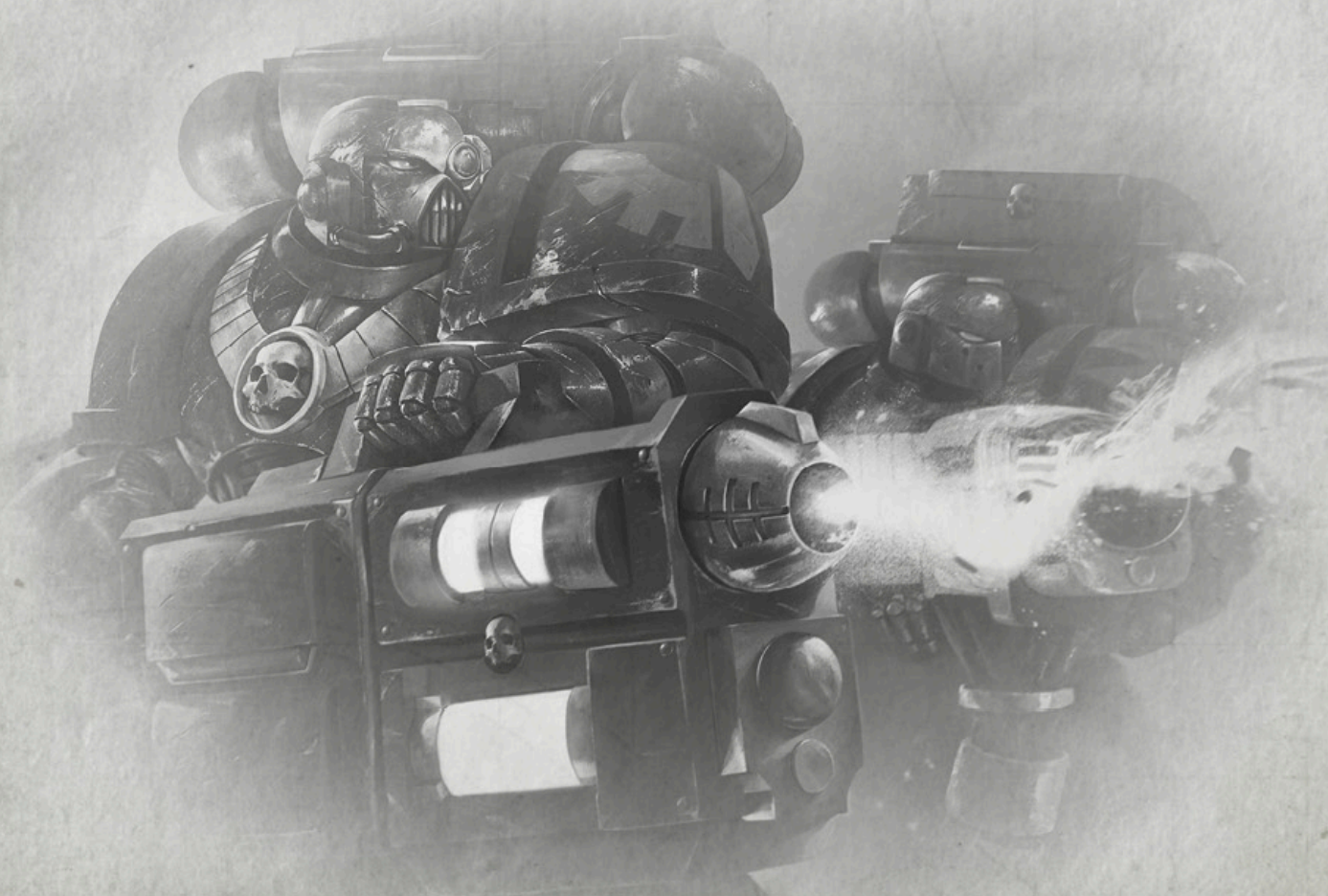
Combat Squads: Before any models are deployed at the start of the game, a Devastator Squad containing 10 models may be split into two units, each containing 5 models.

Signum: Before this unit shoots in the Shooting phase, you can choose one model from this unit that is within 3" of its Sergeant; you can add 1 to hit rolls made for your chosen model's weapons this phase.

Armorium Cherub: Once per game, after a model in a Devastator Squad that is accompanied by a Cherub has fired, the Armorium Cherub can reload that model's weapons. When it does so, remove the Armorium Cherub and that model can immediately shoot again. The removal of an Armorium Cherub (for any reason) is ignored for the purposes of morale. The Armorium Cherub does not count as a model for the purposes of the Combat Squads ability. If a Devastator Squad is split, the Armorium Cherub must accompany one of the units.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS INFANTRY, DEVASTATOR SQUAD

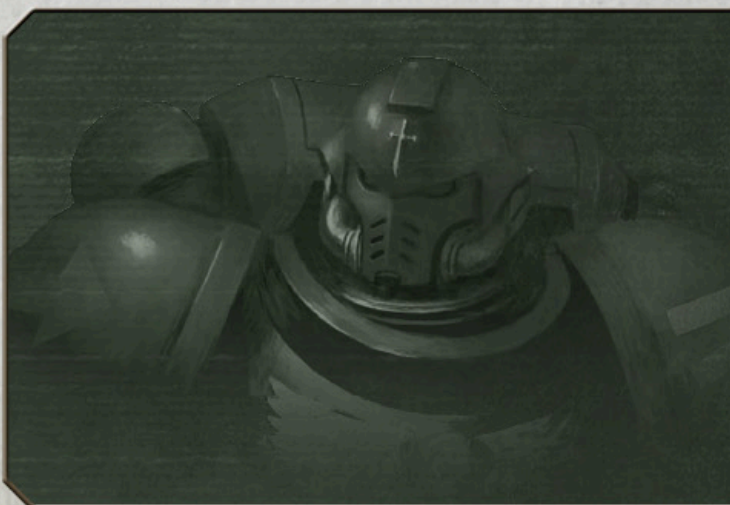




HELLBLASTER SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Hellblaster Sergeant and 4 Hellblasters. It can include up to 5 additional Hellblasters (Power Rating +8). Each model is armed with a plasma incinerator, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Assault 2		6	-4	1	-		
- Supercharge	24"	Assault 2		7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	36"	Heavy 1		8	-4	1	-		
- Supercharge	36"	Heavy 1		9	-4	2	On a hit roll of 1, the bearer is slain.		
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	30"	Rapid Fire 1		7	-4	1	-		
- Supercharge	30"	Rapid Fire 1		8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• All models in the unit may replace their plasma incinerator with an assault plasma incinerator. • All models in the unit may replace their plasma incinerator with a heavy plasma incinerator. • The Hellblaster Sergeant may replace his bolt pistol with a plasma pistol.								
ABILITIES	And They Shall Know No Fear (pg 74)								
	Combat Squads: Before any models are deployed at the start of the game, a Hellblaster Squad containing 10 models may be split into two units, each containing 5 models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, PRIMARIS, HELLBLASTER SQUAD								



‘These are the sons of the Lion, and it is no small task to impress them. I have fought in almost a hundred engagements since joining my brethren on the Rock, leading Squad Grellius to complete every mission assigned, yet not a word of praise have I heard. And rightly so – for such duty were we created and trained. Yet against the cultist waves and Daemon tides invading Hive Trall, our squad alone held a crucial hab-complex against the enemy. When Grand Master Belial arrived to retake the area and recover the gene-seed of the dead, he was surprised find we had held the line. I think I even saw him smile. In that moment, I believed our acceptance amongst our brethren was complete.’

- Hellblaster Sergeant Grellius



PREDATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Predator	★	6+	★	6	7	11	★	8	3+	6-11+	12"	3+	3
A Predator is a single model equipped with a Predator autocannon.										3-5	6"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Heavy bolter	36"	Heavy 3		5	-1	1	-						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This weapon can only be fired once per battle.						
Lascannon	48"	Heavy 1		9	-3	D6	-						
Predator autocannon	48"	Heavy 2D3		7	-1	3	-						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
Twin lascannon	48"	Heavy 2		9	-3	D6	-						
WARGEAR OPTIONS	• This model may replace its Predator autocannon with a twin lascannon. • This model may take two heavy bolters or two lascannons. • This model may take a hunter-killer missile. • This model may take a storm bolter.												
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, PREDATOR												



Bristling with lascannons, a Dark Angels Predator grinds over the ruined battlefield as it seeks an advantageous position.



HUNTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Hunter	★	6+	★	6	8	11	★	8	3+	6-11+	10"	3+	3
A Hunter is a single model equipped with a skyspear missile launcher.										3-5	5"	4+	D3
										1-2	3"	5+	1
Weapon	Range	Type		S	AP	D	Abilities						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This weapon can only be fired once per battle.						
Skyspear missile launcher	60"	Heavy 1		9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. You can re-roll failed hit rolls for this weapon.						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take a storm bolter.												
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, HUNTER												



STALKER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Stalker	★	6+	★	6	8	11	★	8	3+	6-11+	10"	3+	3
A Stalker is a single model equipped with two Icarus stormcannons.										3-5	5"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES					
Hunter-killer missile	48"	Heavy 1	8			-2	D6	This weapon can only be fired once per battle.					
Icarus stormcannon	48"	Heavy 3	7			-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.					
Storm bolter	24"	Rapid Fire 2	4			0	1	-					
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take a storm bolter.												
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, STALKER												



WHIRLWIND

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Whirlwind	*	6+	*	6	7	11	*	8	3+

A Whirlwind is a single model equipped with a Whirlwind vengeance launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.

WARGEAR OPTIONS

- This model may replace its Whirlwind vengeance launcher with a Whirlwind castellan launcher.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES



Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS

VEHICLE, WHIRLWIND



LAND RAIDER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider	*	6+	*	8	8	16	*	9	2+

A Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES



Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

TRANSPORT

This model can transport 10 DARK ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER



VINDICATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W			
Vindicator	★	6+	★	6	8	11	★	8	3+	6-11+	10"	3+	3
A Vindicator is a single model equipped with a demolisher cannon.										3-5	5"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Demolisher cannon	24"	Heavy D3			10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	This weapon can only be fired once per battle.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
WARGEAR OPTIONS	- This model may take a hunter-killer missile. - This model may take a storm bolter.												
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, VINDICATOR												



LAND RAIDER CRUSADER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Land Raider Crusader	★	6+	★	8	8	16	★	9	2+	9-16+	10"	3+	6
A Land Raider Crusader is a single model equipped with a twin assault cannon and two hurricane bolters.										5-8	5"	4+	D6
										1-4	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This weapon can only be fired once per battle.						
Hurricane bolter	24"	Rapid Fire 6		4	0	1	-						
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
Twin assault cannon	24"	Heavy 12		6	-1	1	-						
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take a storm bolter. • This model may take a multi-melta.												
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.												
TRANSPORT	This model can transport 16 DARK ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER												



LAND RAIDER REDEEMER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Redeemer	★	6+	★	8	8	16	★	9	2+

A Land Raider Redeemer is a single model equipped with a twin assault cannon and two flamestorm cannons.

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS	- This model may take a hunter-killer missile. - This model may take a storm bolter. - This model may take a multi-melta.
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ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.	Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.
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TRANSPORT	This model can transport 12 DARK ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models.
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FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
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KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER
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‘THEY SHALL BE PURE OF HEART AND STRONG OF BODY, UNTAINTED BY DOUBT AND UNSULLIED BY SELF-AGGRANDISEMENT. THEY WILL BE BRIGHT STARS ON THE FIRMAMENT OF BATTLE, ANGELS OF DEATH WHOSE SHINING WINGS BRING SWIFT ANNIHILATION TO THE ENEMIES OF MANKIND. SO IT SHALL BE UNTO THE VERY END OF ETERNITY AND THE EXTINCTION OF MORTAL FLESH.’

- Excerpt, Codex Astartes





RHINO

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Rhino	★	6+	★	6	7	10	★	8	3+	6-10+	12"	3+	3
A Rhino is a single model equipped with a storm bolter.										3-5	6"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This weapon can only be fired once per battle.						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take an additional storm bolter.												
ABILITIES	Self-Repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
TRANSPORT	This model can transport 10 DARK ANGELS INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARIS models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, RHINO												



RAZORBACK

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Razorback	★	6+	★	6	7	10	★	8	3+	6-10+	12"	3+	3
A Razorback is a single model equipped with a twin heavy bolter.										3-5	6"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	This weapon can only be fired once per battle.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
Twin assault cannon	24"	Heavy 12			6	-1	1	-					
Twin heavy bolter	36"	Heavy 6			5	-1	1	-					
Twin lascannon	48"	Heavy 2			9	-3	D6	-					
WARGEAR OPTIONS	• This model may replace its twin heavy bolter with a twin lascannon or twin assault cannon. • This model may take a hunter-killer missile. • This model may take a storm bolter.												
ABILITIES	 Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
TRANSPORT	This model can transport 6 DARK ANGELS INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARIS models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, RAZORBACK												



DROP POD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Drop Pod	0"	-	3+	6	6	8	0	8	3+
A Drop Pod is a single model equipped with a storm bolter.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Deathwind launcher	12"	Assault D6			5	0	1	-	
Storm bolter	24"	Rapid Fire 2			4	0	1	-	
WARGEAR OPTIONS	• This model may replace its storm bolter with a deathwind launcher.								
ABILITIES	 Drop Pod Assault: During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain. Immobile: After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.								
TRANSPORT	This model can transport 10 DARK ANGELS INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARIS models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	VEHICLE, TRANSPORT, DROP POD								



LAND SPEEDER STORM



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder Storm	18"	3+	3+	4	5	7	2	7	4+
A Land Speeder Storm is a single model equipped with a heavy bolter and cerberus launcher.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Cerberus launcher	18"	Heavy D6			4	0	1	-	
Heavy bolter	36"	Heavy 3			5	-1	1	-	
ABILITIES 	Open-topped: Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Land Speeder Storm itself can.								
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers a mortal wound.								
TRANSPORT	This model can transport 5 DARK ANGELS SCOUT INFANTRY models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	VEHICLE, TRANSPORT, LAND SPEEDER, SCOUT, FLY, LAND SPEEDER STORM								

'How? How can this be? Do you realise what you have done? That you have doomed yourself is terrible, but in so doing you have condemned your brothers, and even Caliban itself, to damnation. And for what? Look around you, Luther! Look at what you have become. Look at what this has done to us all. What promise did they make you that you would barter away your soul? What could be worth this price?'

- Lion El'Jonson, last recorded words of the Primarch during the Battle of Caliban





REPULSOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Repulsor	★	6+	★	8	8	16	★	9	3+	9-16+	10"	3+	6
A Repulsor is a single model equipped with a heavy onslaught gatling cannon, twin heavy bolter, ironhail heavy stubber, Icarus ironhail heavy stubber, two krakstorm grenade launchers, two storm bolters and auto launchers.										5-8	5"	4+	D6
										1-4	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Fragstorm grenade launcher	18"	Assault D6		4	0	1	-						
Heavy onslaught gatling cannon	30"	Heavy 12		5	-1	1	-						
Icarus ironhail heavy stubber	36"	Heavy 3		4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.						
Icarus rocket pod	24"	Heavy D3		7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.						
Ironhail heavy stubber	36"	Heavy 3		4	-1	1	-						
Krakstorm grenade launcher	18"	Assault 1		6	-1	D3	-						
Las-talon	24"	Heavy 2		9	-3	D6	-						
Onslaught gatling cannon	24"	Heavy 6		5	-1	1	-						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
Twin heavy bolter	36"	Heavy 6		5	-1	1	-						
Twin lascannon	48"	Heavy 2		9	-3	D6	-						
WARGEAR OPTIONS	• This model may replace its twin heavy bolter with a twin lascannon. • This model may replace its heavy onslaught gatling cannon with a las-talon. • This model may replace its ironhail heavy stubber with an onslaught gatling cannon. • This model may replace its two storm bolters with two fragstorm grenade launchers. • This model may replace its Icarus ironhail heavy stubber with an Icarus rocket pod, storm bolter or fragstorm grenade launcher. • This model may replace its auto launchers with two fragstorm grenade launchers. • This model may take an additional ironhail heavy stubber.												
ABILITIES	Hover Tank: Distances and ranges are always measured to and from this model's hull, even though it has a base. Repulsor Field: Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulsor. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Auto Launchers: Instead of shooting any weapons in the Shooting phase, this model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a dice before removing the model from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.												
TRANSPORT	This model can transport 10 DARK ANGELS PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, FLY, REPULSOR												





RAVENWING DARK TALON

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	RIFT VORTEX
Ravenwing Dark Talon	*	6+	*	6	6	10	3	8	3+	6-10+	20-40"	3+	3+
										3-5	20-30"	4+	4+
										1-2	20"	5+	5+

A Ravenwing Dark Talon is a single model equipped with two hurricane bolters and a rift cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Rift cannon	18"	Heavy D3	10	-3	3	If a unit suffers any damage from this weapon, roll a dice and consult the damage table above. If the result equals or beats the relevant number in the Rift Vortex column, the target unit suffers a further D3 mortal wounds.

ABILITIES



Jink (pg 74)

Stasis Bomb: Once per game, this model can drop a stasis bomb as it flies over an enemy unit in its Movement phase. After the Ravenwing Dark Talon has moved, pick one enemy unit that it flew over. Then, roll a D6 for each model in the enemy unit (up to a maximum of 10 dice). For each roll of a 4+, the target unit suffers a mortal wound.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Strafing Run: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot FLY.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

KEYWORDS

VEHICLE, FLY, RAVENWING DARK TALON



The Ravenwing Dark Talon has vectored engines that allow it to hover over the battlefield, hunting like some fell bird of prey.



NEPHILIM JETFIGHTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Nephilim Jetfighter	*	6+	*	6	6	10	3	8	3+	6-10+	20-50"	3+
A Nephilim Jetfighter is a single model equipped with an avenger mega bolter, a twin heavy bolter, and two blackword missile launchers.										3-5	20-35"	4+
										1-2	20"	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES					
Avenger mega bolter	36"	Heavy 10		6	-1	1	-					
Blackword missile launcher	36"	Heavy 1		7	-3	2	-					
Twin heavy bolter	36"	Heavy 6		5	-1	1	-					
Twin lascannon	48"	Heavy 2		9	-3	D6	-					
WARGEAR OPTIONS	• This model may replace its avenger mega bolter with a twin lascannon.											
ABILITIES	 Jink (pg 74) Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Strafing Run: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot FLY. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds. Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.											
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING											
KEYWORDS	VEHICLE, FLY, NEPHILIM JETFIGHTER											



STORMRAVEN GUNSHIP

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Stormraven Gunship	★	6+	★	8	7	14	★	9	3+	8-14+	20-45"	3+	3
A Stormraven Gunship is a single model equipped with a twin assault cannon, twin heavy bolter and two stormstrike missile launchers.										4-7	20-30"	4+	D3
										1-3	20"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Hurricane bolter	24"	Rapid Fire 6		4	0	1	-						
Stormstrike missile launcher	72"	Heavy 1		8	-3	3	-						
Twin assault cannon	24"	Heavy 12		6	-1	1	-						
Twin heavy bolter	36"	Heavy 6		5	-1	1	-						
Twin heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.												
- Standard	36"	Heavy 2D3		7	-3	1	-						
- Supercharge	36"	Heavy 2D3		8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.						
Twin lascannon	48"	Heavy 2		9	-3	D6	-						
Twin multi-melta	24"	Heavy 2		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.												
- Frag missile	48"	Heavy 2D6		4	0	1	-						
- Krak missile	48"	Heavy 2		8	-2	D6	-						
WARGEAR OPTIONS	• This model may replace its twin assault cannon with a twin lascannon or a twin heavy plasma cannon. • This model may replace its twin heavy bolter with a twin multi-melta or a typhoon missile launcher. • This model may take two hurricane bolters.												
ABILITIES	 Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.												
TRANSPORT	This model can transport 12 DARK ANGELS INFANTRY models and 1 DARK ANGELS DREADNOUGHT. Each JUMP PACK or TERMINATOR model takes the space of two other Infantry models. It cannot transport PRIMARIS models or Redemptor Dreadnoughts.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, FLY, STORMRAVEN GUNSHIP												

MANY OF THE RITUALS OF THE DARK ANGELS INVOLVE OATH-TAKING, OTHERS ARE OBVIOUSLY INSTRUCTIONAL IN NATURE, AND SOME ARE ALTOGETHER MYSTERIOUS. ALL, HOWEVER, ARE DOUR CEREMONIES, FOR THE SONS OF THE LION ARE SERIOUS-MINDED. EVEN THE MOST PROSAIC OF THE RITES ARE CRAFTED FOR A PURPOSE, WHETHER THE PARTICIPANTS AT THE TIME GLEAN THE LESSON OR NOT. EVENTUALLY, LIKE AN ANCIENT LOCK MECHANISM, THE TUMBLERS FALL IN PLACE. THE DOOR IS TRULY OPENED WHEN A VETERAN ENTERS THE DEATHWING AND LEARNS THE CHAPTER'S SECRETS. THE EPIPHANY OF THE MOMENT STRIKES LIKE A SILENT THUNDERBOLT AS ALL THE LESSONS AND APOCRYPHAL TALES COALESCE INTO A SINGLE, TERRIBLE TRUTH.



ARMOURY OF THE ROCK

Within the great vaults of the Rock are kept armaments of superlative quality and storied history. With these weapons, the stalwart warriors of the Dark Angels have defended the Imperium against its many enemies for ten thousand years, all the while carrying out their secret hunt for the Fallen. The profiles for these tools of death are detailed below.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	16"	Pistol 1	5	-1	1	-
Assault bolter	18"	Assault 3	5	-1	1	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Astartes grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Auto bolt rifle	24"	Assault 2	4	0	1	-
Auto boltstorm gauntlets (shooting)	18"	Assault 6	4	0	1	-
Avenger mega bolter	36"	Heavy 10	6	-1	1	-
Blacksword missile launcher	36"	Heavy 1	7	-3	2	-
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	0	1	-
Cerberus launcher	18"	Heavy D6	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grav	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
Cyclone missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Deathwind launcher	12"	Assault D6	5	0	1	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Deliverer	12"	Pistol 1	4	-1	2	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Flamestorm gauntlets (shooting)	8"	Assault 2D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Grav-pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grenade harness	12"	Assault D6	4	-1	1	-
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	On a hit roll of 1, the bearer is slain.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Lion's Wrath	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cutter	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Plasma storm battery	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	7	-3	2	-
- Supercharge	36"	Heavy D6	8	-3	3	If you make one or more hit rolls of 1, the bearer suffers 3 mortal wounds after all of this weapon's shots have been resolved, and the plasma storm battery cannot be used for the rest of the battle.
Plasma talon	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ravenwing grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag shell	24"	Assault D6	3	0	1	-
- Krak shell	24"	Assault 2	6	-1	D3	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Reductor pistol	3"	Pistol 1	4	-3	2	-
Rift cannon	18"	Heavy D3	10	-3	3	See <i>Ravenwing Dark Talon datasheet</i> (pg 124)
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . You can re-roll failed hit rolls for this weapon.
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 2D3	7	-3	1	-
- Supercharge	36"	Heavy 2D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin storm bolter	24"	Rapid Fire 4	4	0	1	-
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Volkite charger	15"	Heavy 2	5	0	2	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.
Wrist-mounted grenade launcher	12"	Assault D3	4	-1	1	-

OTHER WARGEAR

Auto launchers	Instead of shooting any weapons in the Shooting phase, a model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target the bearer.
Camo cloak	If every model in a unit has a camo cloak, you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
Combat shield	A model with a combat shield has a 5+ invulnerable save.
Grapnel launcher	When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.

OTHER WARGEAR

Grav-chute	During deployment, a unit equipped with grav-chutes can be set up in high orbit instead of being placed on the battlefield. At the end of any of your Movement phases the unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.
Storm shield	A model with a storm shield has a 3+ invulnerable save.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Blade of Caliban	Melee	Melee	+3	-3	D3	-
Blades of Reason	Melee	Melee	User	0	D6	-
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Close combat weapon	Melee	Melee	User	0	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Corvus hammer	Melee	Melee	+1	-1	1	Each wound roll of 6+ made for this weapon causes D3 damage instead of 1.
Crozius arcanum	Melee	Melee	+1	-1	2	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Halberd of Caliban	Melee	Melee	+3	-4	D3	Each time the bearer fights, it can make D3 additional attacks with this weapon if the target unit contains 5 or more models.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Mace of absolution	Melee	Melee	x2	-2	3	-
Master-crafted power sword	Melee	Melee	User	-3	2	-
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Raven Sword	Melee	Melee	+1	-3	2	This weapon has Strength x2 if Sammael charged in the preceding Charge phase.
Redemptor fist	Melee	Melee	x2	-3	D6	-
Relic blade	Melee	Melee	+2	-3	D3	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll.
Sword of Secrets	Melee	Melee	+2	-3	D3	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Sword of Silence	Melee	Melee	+1	-3	2	This weapon always wounds on a 2+, unless the target is a VEHICLE .
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Traitor's Bane	Melee	Melee	+1	-3	D3	Add 1 to this weapon's Damage if the target is a PSYKER .



With the Fallen chased into a corner by Sammael and his Ravenwing huntsmen, Belial leads the Terminators of the Deathwing to surround the Fallen, who, led by the elusive Cypher, prepare to make a final stand. Only those warriors of the Inner Circle know the true nature of the foe they face, and their hatred for them burns with a ferocious intensity.





ANGELS OF DEATH

In this section you'll find rules for Battle-forged armies that include DARK ANGELS Detachments – that is, any Detachment which includes only DARK ANGELS units. These rules include the abilities below and a series of Stratagems that can only be used by the Dark Angels. This section also includes the Dark Angels' unique Warlord Traits, Psychic Discipline, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Dark Angels in your games of Warhammer 40,000.

ABILITIES

If your army is Battle-forged, Troops units in Dark Angels Detachments and Dark Angels successor Chapter Detachments (that is, any Detachment which includes only units from that successor Chapter) gain the Defenders of Humanity ability. In addition, INFANTRY, BIKER and DREADNOUGHT units (other than SERVITOR units) in Dark Angels Detachments and Dark Angels successor Chapter Detachments also gain the Grim Resolve ability.

if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

GRIM RESOLVE

The stalwart descendants of the Lion are renowned for their unshakeable resolve, enduring tenacity and strict fire discipline in battle.

DEFENDERS OF HUMANITY

The warriors of the Adeptus Astartes are sworn to defend the Imperium of Mankind. While a single Space Marine still stands, the light of Humanity will never fade.

You can re-roll all hit rolls of 1 for this unit whenever it shoots (including when firing Overwatch) so long as it did not move in its prior Movement phase.

In addition, this unit can never lose more than one model as the result of any single failed Morale test.

"The importance of a well thought out plan cannot be overstated. In this, I believe Guilliman and Dorn are correct. The better the plan, the better the assault. Yet there comes a time when even the most well thought out strategy must be abandoned, and instead one must put faith in will power and ferocity. Knowing when to forsake the reasoned approach is the difference between victory and defeat. It is a lesson some of my brothers, especially Russ, are yet to comprehend."

- Lion El'Jonson



STRATAGEMS

If your army is Battle-forged and includes any DARK ANGELS Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Dark Angels on the battlefield.

The Stratagems listed here, with the exception of Relics of the Rock, can also be used by any of the Dark Angels successor Chapters, provided that your army is Battle-forged and includes at least one Detachment of such warriors (not including Auxiliary Support Detachments) – simply replace the DARK ANGELS keyword in all instances with the name of your chosen Chapter.

1CP/3CP

RELICS OF THE ROCK

Dark Angels Stratagem

In times of great need, the commanders of the Dark Angels will arm their battle-brothers with artefacts of extraordinary power.

Use this Stratagem before the battle. Your army can have one extra Relic of Caliban for 1 CP, or two extra Relics of Caliban for 3 CPs. All of the Relics of Caliban that you include must be different and be given to different DARK ANGELS CHARACTERS. You can only use this Stratagem once per battle.

1CP

LINEBREAKER BOMBARDMENT

Dark Angels Stratagem

The sheer power of a Space Marine armoured assault can shatter all before it in a firestorm of high-explosive rounds.

Use this Stratagem in your Shooting phase if a DARK ANGELS Vindicator from your army is within 6" of 2 other friendly DARK ANGELS Vindicators. If you do so, the Vindicators cannot fire their demolisher cannons this phase – instead, select a visible point on the battlefield within 24" of all three vehicles. Roll a dice for each unit (friend or foe) within 3" of that point. Add 1 to the result if the unit being rolled for has 10 or more models, but subtract 1 if the unit being rolled for is a CHARACTER. On a 4+ that unit suffers 3D3 mortal wounds.

2CP/3CP

DEATHWING ASSAULT

Dark Angels Stratagem

With perfect timing, the Deathwing have learned to begin their sweeping fire patterns even before their arrival from teleportation.

Use this Stratagem when a DEATHWING unit from your army is set up on the board using the Teleport Strike ability. If the unit contains 5 or fewer models, this Stratagem costs 2 CPs, otherwise it costs 3 CPs. That unit can immediately make a shooting attack as if it were your Shooting phase. This does not prevent it from shooting again in the following Shooting phase.

1CP

STASIS SHELL

Dark Angels Stratagem

From the most secretive vaults of the Rock's armoury comes ammunition that harks back to the Age of Technology, stasis shells that can momentarily freeze time.

Use this Stratagem just before a RAVENWING model from your army attacks an enemy CHARACTER with a Ravenwing Grenade Launcher. Make a single hit roll with the weapon this phase, adding 1 to the result. If the shot hits, the target suffers D3 mortal wounds.

1CP

HELLFIRE SHELLS

Dark Angels Stratagem

Hellfire shells erupt in the midst of the foes, showering them with flesh-melting mutagenic acid.

Use this Stratagem just before a DARK ANGELS INFANTRY model from your army attacks with a heavy bolter. You only make a single hit roll with the weapon this phase, however, if it hits, the target suffers D3 mortal wounds.

3CP

ORBITAL BOMBARDMENT

Dark Angels Stratagem

The guns and ships of the Imperium stand ready to unleash hell at the Space Marines' command.

This Stratagem can be used once per battle, in the Shooting phase, if you have a DARK ANGELS Warlord that did not move during your Movement phase. Instead of shooting with your Warlord's ranged weapons, select a visible point on the battlefield and roll a D6 for every unit within D6" of that point. Subtract 1 from the result if the unit being rolled for is a CHARACTER. On a 4+ the unit being rolled for suffers D3 mortal wounds.

1CP

WISDOM OF THE ANCIENTS

Dark Angels Stratagem

Dark Angels Dreadnoughts are a link to the Chapter's glorious past. They are living legends, whose mere presence inspires their battle-brothers to great deeds.

Use this Stratagem at the start of any phase. Select a DARK ANGELS DREADNOUGHT from your army. Until the end of the phase, you can re-roll hit rolls of 1 for DARK ANGELS units within 6" of that Dreadnought.

1CP**TACTICAL FLEXIBILITY***Dark Angels Stratagem*

Space Marines are trained to adapt to changing battlefield conditions, and can reform their ranks at a moment's notice.

Use this Stratagem at the start of any of your Movement phases. Select a DARK ANGELS unit from your army with the Combat Squads ability that has 10 models. That unit is immediately split into two separate units, each containing 5 models.

1CP**THE ARMOUR OF CONTEMPT***Dark Angels Stratagem*

Techmarines prize the most belligerent and stalwart machine spirits, for they are unyielding in their persecution of the enemy.

Use this Stratagem when a DARK ANGELS VEHICLE from your army suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound inflicted on this model for the rest of the phase. On a 5+ that mortal wound is ignored.

2CP**ONLY IN DEATH DOES DUTY END***Dark Angels Stratagem*

The certainty of imminent death does not prevent a Space Marine from exacting his final justice upon the enemies of the Imperium.

Use this Stratagem when a DARK ANGELS CHARACTER from your army is slain. Before removing it from the battlefield, that model can immediately either shoot as if it were your Shooting phase, or fight as if it were your Fight phase (this Stratagem is not cumulative with the Astartes Banner ability – the Stratagem takes precedence).

1CP**CLUSTER MINES***Dark Angels Stratagem*

Space Marine Scouts are trained in unconventional tactics, such as scattering lethal cluster mines to cover their retreat.

Use this Stratagem when a DARK ANGELS Scout Bike Squad from your army Falls Back. Select one enemy unit that is within 1" of the unit before it moves and roll a D6; on a 2+ the enemy unit suffers D3 mortal wounds.

1CP**FLAKK MISSILE***Dark Angels Stratagem*

Flakk missiles are designed to eliminate light aircraft by unleashing a devastating payload of shrapnel.

You can use this Stratagem just before a DARK ANGELS INFANTRY model from your army attacks a unit that can Fly with a missile launcher. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the target suffers D3 mortal wounds.

2CP**AUSPEX SCÁN***Dark Angels Stratagem*

Nearby motion and radiation signatures are detected by a handheld device, forewarning the bearer of enemy ambushes.

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of one of your DARK ANGELS INFANTRY units. Your unit can immediately shoot at that enemy unit as if it were your Shooting phase, but you must subtract 1 from all the resulting hit rolls.

1CP**NEVER FORGIVE, NEVER FORGET!***Dark Angels Stratagem*

Of all Humanity's foes, none are as hated as the Heretic Astartes, for they have turned from the Emperor's light.

Use this Stratagem when a DARK ANGELS unit from your army is chosen to attack in the Fight phase. Each time you make a hit roll of 6+ for a model in this unit during this phase, it can, if it was targeting a HERETIC ASTARTES unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks. If you use this Stratagem on a DEATHWING unit, these extra attacks are instead generated on rolls of 4+ when targeting FALLEN units.

1CP**THE LION AND THE WOLF***Dark Angels Stratagem*

As tradition demands, the champions of the Space Wolves and the Dark Angels must recreate the battle between their Primarchs.

Use this Stratagem before the battle if your army includes any SPACE WOLVES INFANTRY units. Choose one DARK ANGELS INFANTRY model and one SPACE WOLVES INFANTRY model in your army. Roll a dice for each model; on a 4+ that model suffers a mortal wound. Each model that survives then increases its Strength, Attacks, Weapon Skill and Leadership characteristics by 1 (e.g. a Weapon Skill of 3+ is increased to 2+). You can only use this Stratagem once per battle.

1CP**HUNT THE FALLEN***Dark Angels Stratagem*

There are no lengths that the Dark Angels will not go to ascertain the whereabouts of the Fallen.

Use this Stratagem at the start of the battle. Select an INFANTRY CHARACTER in your opponent's army; that model is suspected to know the whereabouts of a Fallen, but will not give up its secrets easily. Increase the model's Attacks characteristic by 1, but re-roll failed hit rolls for DARK ANGELS that target it in the Fight phase. In addition, re-roll failed charge rolls for DEATHWING and RAVENWING units that declare a charge against that model.

1CP**DATALINK TELEMETRY***Dark Angels Stratagem*

Land Speeders are excellent forward recon craft, able to vox through precise bombardment coordinates to nearby artillery.

Use this Stratagem in your Shooting phase just before a DARK ANGELS Whirlwind from your army shoots. If the target of the Whirlwind's shooting attacks are visible to a friendly DARK ANGELS LAND SPEEDER unit that is within 12" of the target unit, the Whirlwind's attacks automatically hit.

1CP**SECRET AGENDA***Dark Angels Stratagem*

Taciturn and mysterious, the Dark Angels operate in a clandestine fashion to further their own agenda.

Use this Stratagem before the battle if you are playing a mission that uses Tactical Objectives. For the duration of the battle keep your Tactical Objectives secret from your opponent. Only reveal Tactical Objectives when they are achieved.

1CP**WEAPONS FROM THE DARK AGE***Dark Angels Stratagem*

Although the secret to mastering the containment of plasma energies has been lost, it was not always so.

Use this Stratagem just before a DARK ANGELS unit from your army attacks in your Shooting phase. Increase the Damage characteristic of that unit's plasma weapons by 1 until the end of the phase. For the purposes of this Stratagem, a plasma weapon is any weapon profile whose name includes the word 'plasma' (e.g. plasma pistol, plasma talon, plasma incinerator etc.).

3CP**HONOUR THE CHAPTER***Dark Angels Stratagem*

Every Chapter has forged its own tales of heroism and valour, and no battle-brother would see that record besmirched.

Use this Stratagem at the end of any Fight phase. Select a DARK ANGELS INFANTRY or DARK ANGELS BIKER unit from your army – that unit can immediately fight for a second time.

1CP**FORTRESS OF SHIELDS***Dark Angels Stratagem*

By locking their storm shields together, the warriors of the Deathwing can ward off even the most determined of attacks.

Use this Stratagem at the start of any Fight phase. Select a DEATHWING unit from your army that contains at least three models equipped with storm shields. Your opponent must subtract 1 from all wound rolls made against that unit until the end of the phase.

2CP**INTRACTABLE***Dark Angels Stratagem*

Although stubborn in the extreme, even the resolute Dark Angels know that a fighting retreat is often the most tactical choice.

Use this Stratagem after one of your DARK ANGELS units has Fallen Back. That unit can still shoot this turn.

1CP**KILLSHOT***Dark Angels Stratagem*

Space Marine Predators often hunt in packs, combining their firepower to devastating effect.

Use this Stratagem in your Shooting phase if a DARK ANGELS Predator from your army is within 6" of 2 other friendly DARK ANGELS PREDATORS. If you do so, you can add 1 to the wound rolls and damage for all of the Predators' attacks that target MONSTERS or VEHICLES this phase.

1CP**EMPHYRIC CHANNELLING***Dark Angels Stratagem*

Alone, a Space Marine Librarian is a mighty battle-sorcerer. Gathered together, they possess the power to shatter worlds.

Use this Stratagem at the start of a Psychic phase if a DARK ANGELS PSYKER from your army is within 6" of at least 2 other friendly DARK ANGELS PSYKERS. The psyker can immediately attempt to manifest one additional psychic power this turn and, when attempting to manifest this power, you can add 2 to the Psychic test.

1CP**INNER CIRCLE***Dark Angels Stratagem*

Those who enter the Unforgiven's deepest circles of knowledge will never relinquish the hunt.

Use this Stratagem before the battle. Select a DARK ANGELS MASTER, DARK ANGELS DREADNOUGHT or DARK ANGELS LAND RAIDER from your army. That model gains the DEATHWING keyword and the Inner Circle ability (pg 74) for the duration of the battle.

1CP**SPEED OF THE RAVEN***Dark Angels Stratagem*

With a final burst of acceleration, the Ravenwing plough into the foe, loosing deadly volleys even as they charge.

Use this Stratagem when one of your RAVENWING units Advances. That unit can still shoot and charge this turn.



'We received a code signifier flash-broadcast, changing our mission from hit and run to pursue at all costs, so the whole talon peeled away, heading towards the fleeing cultists. They were fanatics, throwing themselves under our wheels to slow us, to protect their prophet. We ran them down as we were trained to do. But their leader, in terms of size, strength and skill, fought like us – like a warrior of the Adeptus Astartes. A dozen died before we could neutralise him and affix the rack.'

- Brother-Sergeant Regulus, post-capture debriefing

WARLORD TRAITS

The commanders of the Dark Angels are courageous warriors and gifted strategists all, and their practises in battle, shaped from the initial teachings of their Primarch, have been honed over millennia of unrelenting conflict.

If a DARK ANGELS CHARACTER is your Warlord, or if your Warlord is a CHARACTER from a Dark Angels successor Chapter, they can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his preferred style of waging war.

D6 RESULT

1 FURY OF 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.

If your Warlord charged, was charged or performed a Heroic Intervention this turn, friendly DARK ANGELS units within 6" of him add 1 to their Strength characteristic in the Fight phase.

2 COURAGE OF THE FIRST LEGION

The Dark Angels have ever been famous for standing fast beside their leaders, for their loyalty never falters.

Friendly DARK ANGELS units automatically pass Morale tests whilst they are within 12" of your Warlord.

3 BRILLIANT STRATEGIST

The commanders of the Dark Angels share a measure of their Primarch's vaunted strategic brilliance.

Once per battle, if your Warlord is on the battlefield, you can re-roll a single hit roll, wound roll, damage roll or saving throw. In addition, if your army is Battle-forged, roll a D6 each time you use a Stratagem; on a 5+ you gain 1 Command Point.

4 HUNTSMAN

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 can fire their Pistol, Assault, Rapid Fire and Grenade weapons at enemy CHARACTERS even if they are not the closest enemy model. In addition, whenever your Warlord piles in or performs a Heroic Intervention, they can move towards the closest enemy CHARACTER instead of the closest enemy model.

5 MASTER OF MANOEUVRE

This Warlord is known for his ability to swiftly redeploy into ideal attack positions, outmanoeuvring the foe before crushing them utterly.

You can re-roll the dice used to determine how far friendly DARK ANGELS units Advance or charge if they are within 6" of your Warlord.

6 STUBBORN TENACITY

This Warlord can call upon the famed tenacity of his Chapter to fight on despite mortal injury.

Roll a dice each time your Warlord loses a wound. Add 1 to the result if your Warlord did not move during his last Movement phase. On a 6+ your Warlord does not lose the wound.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following named characters is your Warlord, they must be given the associated Warlord Trait.

NAMED CHARACTER

Azrael
Belial
Sammael
Ezekiel
Asmodai

WARLORD TRAIT

Brilliant Strategist
Huntsman
Master of Manoeuvre
Courage of the First Legion
Fury of the Lion

RELICS OF CALIBAN

These artefacts are ancient heirlooms that are maintained in places of honour on the Rock. Only the most accomplished and respected of the Dark Angels are worthy of using such storied items, and having their heroics and deeds added to the continuing legends of the relics themselves.

If your army is led by a DARK ANGELS Warlord, then before the battle you may give any one of the following items to an DARK ANGELS CHARACTER. Named characters such as Azrael already have one or more artefacts and cannot be given any of the following items. If your army is led by a Warlord from a Dark Angels successor Chapter, then before the battle you may instead give one CHARACTER from that Chapter a Heavenfall Blade.

Note that some weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Relics of Caliban your characters have on your army roster.

HEAVENFALL BLADE

This 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, if somewhat temperamental, strength.

Model with a power sword or master-crafted power sword only. A Heavenfall Blade replaces this model's power sword or master-crafted power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Heavenfall Blade	Melee	Melee	+2	-3	D3
Abilities: Each time the bearer fights, it can make one additional attack with this weapon.					

FOE-SMITER

This ornate storm bolter was wrought by Fedorovich the Great, one of the greatest weaponsmiths of the era of the Great Crusade. Fedorovich forged many of the master-crafted weapons still prized by the Imperium today. Foe-smiter 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.

Model with a storm bolter only. Foe-smiter replaces this model's storm bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Foe-smiter	24"	Rapid Fire 2	4	-1	2

SHROUD OF HEROES

When one of the Dark Angels' mightiest warriors is slain in battle, his recovered remains are wrapped in a death shroud until he can be interred within the crypts of the Lion's Sanctum. 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, and those who wear it claim they can feel the protective powers of their predecessors.

Your opponent must subtract 1 from all hit rolls that target the bearer.

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.

Model with a power maul only. The Mace of Redemption replaces this model's power maul and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Mace of Redemption	Melee	Melee	+3	-3	D3
Abilities: Re-roll all failed wound rolls made for this weapon against HERETIC ASTARTES units.					

LION'S ROAR

The Lion's Roar is an ancient combi-weapon issued to heroes of the Chapter and over the years it has proven to be an ideal weapon for those leading boarding missions or bunker assaults. 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.

Model with a combi-plasma only. Lion's Roar replaces this model's combi-plasma and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Lion's Roar					
- Boltgun	24"	Rapid Fire 1	4	0	1
- Plasma blaster (standard)	18"	Assault 2	7	-3	1
- Plasma blaster (supercharge)	18"	Assault 2	8	-3	2
Abilities: When attacking with this weapon, you can shoot either the boltgun, the plasma blaster, or both. If you fire both, subtract 1 from all hit rolls made for this weapon. In either case, each time you fire the plasma blaster, choose either the standard or supercharge profile; if you roll any hit rolls of 1 when firing a supercharged plasma blaster, the bearer is slain after all the weapon's shots have been resolved.					

THE EYE OF THE UNSEEN

This 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. Those fixed by the glowing lens have their deepest wants and fears laid bare, their every weakness exposed. They stagger and stumble beneath its gaze, and it is all they can do not to drop to their knees and confess all.

Enemy units within 3" of the bearer must subtract 1 from their Leadership characteristic. In addition, enemy CHARACTERS that start the Fight phase within 3" of the bearer can only be chosen to fight after all other eligible units have made their attacks, even if they charged or have an ability that would allow them to fight first.



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.

Before the battle, generate the psychic powers for PSYKERS that can use the Interromancy discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

D6 RESULT

1 MIND WORM

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

Mind Worm has a warp charge value of 6. If manifested, select an enemy unit within 12" of the psyker that is visible to him. That unit suffers a mortal wound and may only be chosen to fight in the Fight phase after all other eligible units have fought, even if they charged or have an ability that would allow them to fight first. This effect lasts until the end of your turn.

2 AVERSION

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 has a warp charge value of 6. If manifested, select an enemy unit within 24" of the psyker that is visible to him. Until your next Psychic phase, your opponent must subtract 1 from all hit rolls made for that unit.

3 RIGHTEOUS REPUGNANCE

Reaching into the minds of his brothers, the Librarian stokes the fires of their hate, and the Dark Angels respond with a surge of cold, furious violence.

Righteous Repugnance has a warp charge value of 7. If manifested, pick a friendly DARK ANGELS unit within 12" of the psyker (if your psyker is from a Dark Angels successor Chapter, pick a friendly unit from that Chapter instead). You can re-roll all failed hit rolls and wound rolls made for the unit's Melee weapons until the start of your next Psychic phase.

4 TREPHINATION

The Librarian gathers his thoughts into a white hot spike to plunge straight into his victim's mind, leaving the foe's brain matter dribbling from ears.

Trephination has a warp charge value of 7. If manifested, roll 2D6, adding 2 to the total if the psychic test was more than 10. The closest visible enemy unit within 18" of the psyker suffers a mortal wound for each point that the total exceeds their highest Leadership characteristic.

5 ENGULFING FEAR

The Librarian inveigles his way into the minds of his foes. Subtly, he twists and heightens their fears.

Engulfing Fear has a warp charge value of 6. If manifested, until the start of your next Psychic phase, your opponent must roll 2 dice and discard the lowest result when taking Morale tests for any unit that is within 6" of the psyker.

6 MIND WIPE

The Librarian scourges the mind of his foe, dragging out every memory that makes them who they are and reducing them to hollow shells of what they once were.

Mind Wipe has a warp charge value of 7. If manifested, choose an enemy model within 18" of the psyker that is visible to him. Each player then rolls a D6 and adds their model's Leadership characteristic to their result. If your opponent scores higher, or if the scores are drawn, nothing happens. If your score is higher, the enemy model reduces its Leadership, Ballistic Skill and Weapon Skill characteristics by 1 for the rest of the battle (e.g. a Ballistic Skill of 3+ is reduced to 4+).

"To probe the mind of one of the Fallen is to enter dark waters. You seek footing, order, assurances, but you will find none, only lies and falsehoods. And for every secret memory crypt you unlock, be assured, there are others hidden more deeply. Focus your mind into molten fury, so that you can mind-gouge still deeper. Of all sins, it is betrayal that is buried most deeply."

- Ezekiel,
Grand Master of Librarians



TACTICAL OBJECTIVES

For the most part, the Dark Angels' route to victory on the battlefield is similar to that of the more Codex-compliant Chapters, but unique strategies and practices have developed as a result of the Unforgiven's millennia-old secretive agendas.

If your army is led by a DARK ANGELS Warlord, or one from a Dark Angels successor Chapter, these Tactical Objectives replace those numbered 11-16 in the *Warhammer 40,000* rulebook (if your Warlord is from a successor Chapter, replace the DARK ANGELS keyword in all instances with the name of your chosen Chapter). If a mission uses Tactical Objectives, players use the normal rules with the following exception: when a Dark Angels player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Dark Angels Tactical Objective. Other Tactical Objectives (numbers 21-66) are generated normally.

OGG TACTICAL OBJECTIVE

11	Not One Step Back
12	No Forgiveness
13	Confess!
14	Seize and Interrogate
15	Flawless Strategy
16	The Path of Redemption

11

NOT ONE STEP BACK

Dark Angels

Intractable and immovable, you must stand firm against the foe.

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 turn you chose. This Tactical Objective is immediately discarded if the battle ends or any friendly DARK ANGELS unit Falls Back or fails a Morale test.

14

SEIZE AND INTERROGATE

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 if any enemy **CHARACTERS** were slain by a DARK ANGELS unit in the Fight phase of this turn. If your opponent's Warlord was slain by a DARK ANGELS unit during the Fight phase of this turn, score D3 victory points instead.

12

NO FORGIVENESS

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 if you destroyed any enemy units that were controlling an objective marker at the start of the turn.

15

FLAWLESS STRATEGY

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 **DEATHWING** units arrived as reinforcements using the Teleport Strike ability and were set up within 12" of any enemy units. If your units were also set up within 6" of a friendly **RAVENWING** unit, score D3 victory points instead.

13

CONFESS!

Dark Angels

Pry open the mind of the enemy, breaking their spirit and their sanity in order to extract the secret knowledge hidden within.

Score 1 victory point if a friendly **INTERROGATOR-CHAPLAIN** killed any enemy models in the Fight phase of this turn, or if you successfully manifested any psychic powers from the Interromancy discipline during the turn.

16

THE PATH OF REDEMPTION

Dark Angels

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

Score 1 victory point if, during your turn, a friendly DARK ANGELS unit charged an enemy unit with a higher Power Rating than its own.



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

The points values in this book have not been included as they are out of date; for current points values, please refer to the most recent Munitorum Field Manual and/or any relevant supplements which released afterward for this army (e.g. Psychic Awakening).



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