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# WARLORDS OF THE DARK MILLENNIUM™

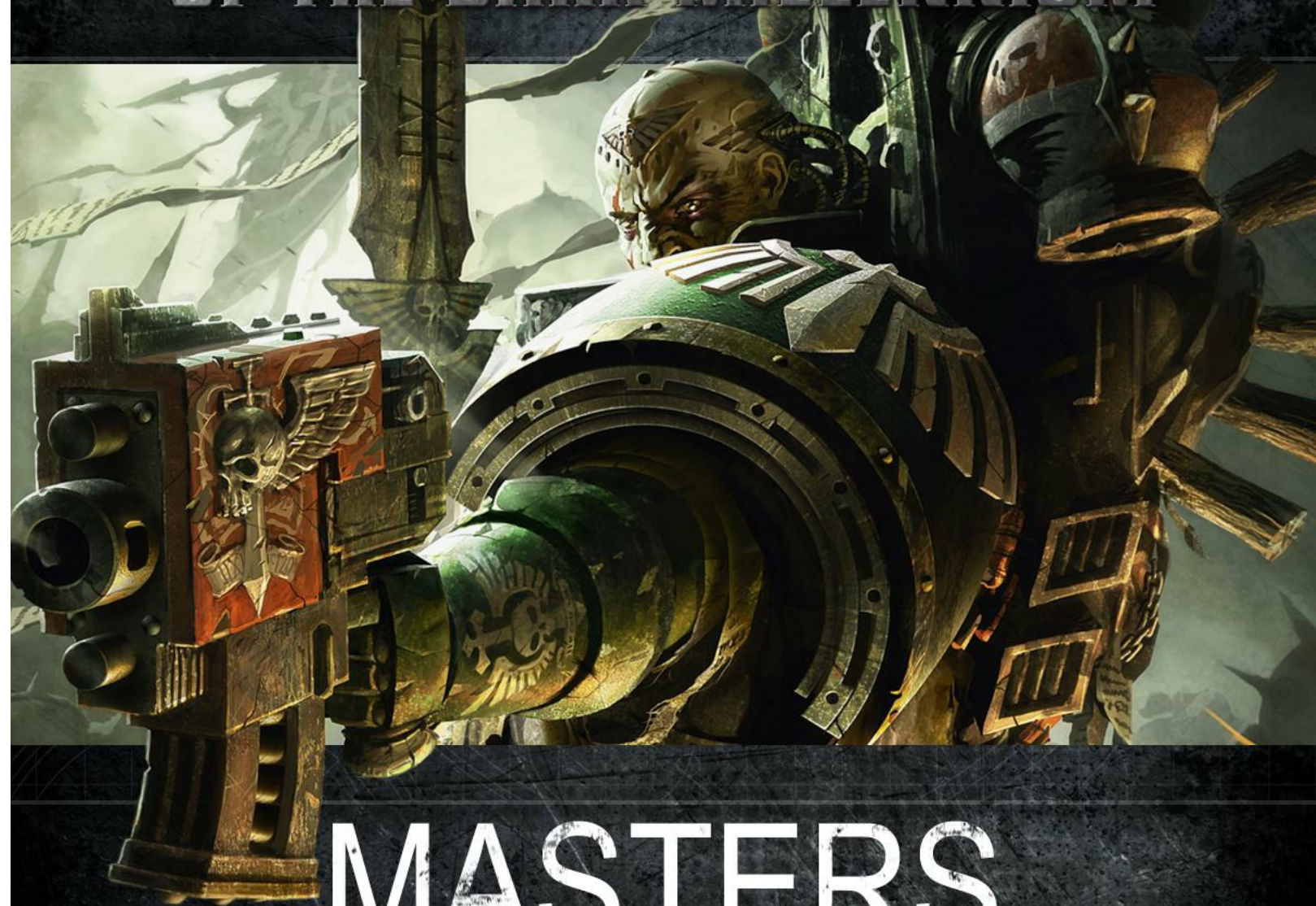


MASTERS  
OF THE  
DARK ANGELS™



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# WARLORDS OF THE DARK MILLENNIUM™



# MASTERS OF THE DARK ANGELS™



# WARLORDS OF THE DARK MILLENNIUM - MASTERS OF THE DARK ANGELS



**There are few Space Marine Chapters that can rival the long and gloried history of the Dark Angels Chapter of Space Marines. Beneath the guise of duty and a taciturn nature, however, the Dark Angels hide a sinister secret, known only to their highest ranking officers. These Masters of the Dark Angels lead their Chapter in two wars – that against the enemy of the Imperium, and another secret war against their failings from the distant past. In Warlords of the Dark Millennium: Masters of the Dark Angels you will find extended background information on the Supreme Grand Master Azrael, the Grand Master of Librarians – Ezekiel, Master Interrogator Chaplain Asmodai, Belial – Grand Master of the Deathwing, and Sammael – the Grand Master of the Ravenwing. Never forgive, never forget...**





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# WARLORDS<sup>™</sup> OF THE DARK MILLENNIUM



# ASMODAI





# ASMODAI

**MASTER INTERROGATOR-CHAPLAIN  
OF THE DARK ANGELS**





# ASMODAI

## MASTER INTERROGATOR-CHAPLAIN, MASTER OF REPENTANCE



**The most unrelenting hunter of the Fallen is Asmodai, oldest of the Chapter's Interrogator-Chaplains. Utterly uncompromising and totally committed to his calling, Asmodai is a stern disciplinarian and stubborn warrior whose hate for the enemies of the Chapter borders on destructive obsession.**





# CHARACTER BACKGROUND





## **CALLED TO PURPOSE**

Fighting in Tactical Squad Ishmael of the 8th Company, Brother Asmodai was a well-regarded but unremarkable warrior. In late 405.M41, the Macharian Heresy was in full flow, with dozens of systems in revolt. Asmodai was numbered amongst the seventy Dark Angels tasked with the suppression of a rebellious hive-moon orbiting the world of Ceti Albus.

The task force landed upon Hive-Moon Sigma without confrontation, but upon entering the upper reaches of the mine-cities delved into the rock they encountered swift and stern resistance. The populace, estimated to be several million in number, had been roused by some unknown demagogue to throw off the rule of the planet below. Many of them armed with little more than las-picks and rock claws, the labourers of Hive-Moon Sigma were nevertheless fervent and fearless in their attacks against the Dark Angels.

Veteran Sergeant Elijah, commanding the punitive force, quickly realised that, while seventy Space Marines might eventually inflict enough casualties to break the will of the mutineers, it would take far too long; dozens of worlds in neighbouring systems were breaking from the Imperium following the collapse of Macharius' crusade. The Dark Angels needed to swiftly locate and eliminate the ringleaders if the rebellion was to be halted in time to confer a strategic advantage.

Taking prisoners from amongst the worker gangs that assailed their position, the Dark Angels elicited such information as the rebels could reveal. Brother Asmodai proved at this occasion to have a talent for exerting pain and influence in equal measure, and it was from his questioning of a cell leader that the Dark Angels learnt of the headquarters of the rebellion in the lower hive. They also had a name to attach to the firebrand rebel commander: Malvine Rhemell.

The expedition into the hive depths was costly. The city extended five kilometres beneath the surface and every level was contested bloodily by miners and their families who had been led to believe the Dark Angels had arrived to destroy their world. During two days of non-stop fighting, the Dark Angels slaughtered a path to within reach of the headquarters but had lost nearly a third of their number.

Breaching the rebel stronghold, Asmodai and the rest of the force were met by the most fanatical of Rhemell's followers. These were the most able and devoted, hundreds-strong. Some of these die-hard renegades drove ore grinders armoured with metal plates and armed with powerful lascutters, plunging directly into the Dark Angels without relent or fear. Others fought within hydraulically-powered lifting suits stronger even than a Space Marine, fitted with plasma-burners, whirling chainblades and energy hammers capable of cracking open power armour.

It was too late for the task force to withdraw, with tens of thousands of hive workers close on their heels, Elijah ordered his Dark Angels to press on, though only thirty of them now remained. Asmodai was one of the first to break into Rhemell's inner sanctum. What he found there shaped the rest of his life.

He was astounded to discover that Malvine Rhemell was another Space Marine. Worse still, he had been a Dark Angel, now he was one of the Fallen. The ancient warrior cut down Elijah with three strikes from his power sword and crippled Asmodai with a lancing blow through the Space Marine's thigh. As more Dark Angels poured through the breach, Rhemell retreated under the cover of a prepared melta-bomb explosion, collapsing part of the ceiling upon his pursuers.

The surviving Dark Angels had no chance to follow as they came under repeated attack from Rhemell's followers. Minutes later, they received a transmission from their ship in orbit. The crew had registered a huge energy spike in the reactor-chain powering the hive-moon. Rhemell had set the plasma chambers to overload to cover his escape.

There was no option but to withdraw. Limping badly, Asmodai fought his way up through the hive levels with the other survivors, racing against time to elude the hive-moon's destruction. Incensed by the treachery of Malvine Rhemell, Asmodai fought with a rage he had never felt before. Even wounded, he gunned down and hacked his way through the press of rebels that came upon him. One by one, the other Dark Angels fell, yet Asmodai was so possessed by his ire that he alone made it back to the surface.

Returning to the ship, the battle-brother learned that a craft had been detected leaving Hive-Moon Sigma, but the rapid strike vessel had lost its power signature amongst the many orbital platforms and colonies. As the Dark Angels ship powered away from orbit, Hive-Moon Sigma destroyed itself, killing millions instantly and dooming millions more as debris showered down onto Ceti Albus.

When Asmodai's superiors learnt of his exploits, there was no option but to induct him into the higher echelons of the Chapter. He declined invitation to the Ravenwing and Deathwing, and instead demanded that he been initiated as a Chaplain.

When his induction was finally complete, as he finished his oaths of dedication to the Hunt, Asmodai added his own vow. He would find Malvine Rhemell and make him repent, or he would die in the attempt.

It is an undertaking that he has yet to fulfil.

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## **FIRST RESISTANCE**

Asmodai was soon elevated to the position of Interrogator-Chaplain, having shown more desire to bring the Fallen to justice than lead the warriors of the Chapter. With a determination that shamed others much his senior, Asmodai accompanied the Deathwing on any expedition that might bring rumour of his quarry.

It was this dedication that saw Asmodai capture his first Fallen Dark Angel in 411.M41. His name was Cephesus, and though Asmodai turned his considerable skills of excruciation and coercion upon him, he died without repenting his treachery. Frustrated, Asmodai became even more active and devoted, going to extraordinary lengths and risking himself and his warriors in extreme situations to capture his prey. He took captive three more Fallen over the next twenty-five years. Still, none would renounce their past heresies and Asmodai's superiors feared for the Chaplain, whose fervour was verging on the self-destructive.

In an attempt to appease Asmodai's desperation, they granted him access to Sorl Mebbon, a Fallen who had been captured before Asmodai's rise who had stubbornly refused to die or confess. For eighteen days without rest, the Chaplain interrogated Sorl Mebbon, inflicting hurt without measure, haranguing him constantly. Where others had failed, Asmodai finally succeeded, breaking Mebbon's spirit after one hundred and twenty-nine hours of unrelenting torment when thirty years of efforts by others had failed.

Mebbon pleaded for forgiveness and repented every act he had committed against the Lion and the Emperor. It is said that these words elicited a satisfied smile from the Interrogator-Chaplain; an expression that has been repeated only once – when Asmodai drew forth the repentance of another Fallen, Ganiel.

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## UNFORGIVING ZEAL

In his quest to bring every Fallen to answer for their heresies, Asmodai has frequently stretched the patience of others in the Inner Circle. The Supreme Grand Master has censured him often for his zealotry and has been forced on numerous occasions to move swiftly to protect the Chapter's reputation or cover up the Interrogator-Chaplain's actions.

It was Asmodai that gave the order for the Battle-barge Spear of Truth to open fire on the city of Hostengard, driving the Fallen Angel Sark Andour out of hiding and into the wilds where he was located by the Ravenwing and taken prisoner during a Deathwing teleport assault. When challenged on the fifty thousand deaths the bombardment had caused, Asmodai told Azrael, 'Better fifty thousand innocents die than one traitor escapes justice.'

Azrael did not take kindly to this and, in rebuke, withdrew the Chaplain's command status for three years, sentencing him to serve under the Master of Recruits in the 10th Company so that he might learn some humility. The punishment lasted only six months, ending when the Captain of the 10th Company revealed that Asmodai had demanded the execution of every Scout drawn from the world of Narcium, accusing a whole generation of being gene-tainted due to their tardiness in answering his questions during instruction.

This, and similar episodes, have not softened Asmodai's approach in the slightest. He has made enemies of countless Imperial servants of all ranks, attracted the unwelcome attention of the Inquisition and even brought the Dark Angels to the brink of war with several other Space Marine Chapters.

Most perilous of these latter events followed a foray into the Narthex Nebula that saw the Dark Angels fighting alongside companies from the Silver Eagles Chapter to cleanse several Imperial worlds from Ork enslavement. The campaign began well, with four planets liberated in the first year. During the joint attack on the fifth system, Calva Senioris, Asmodai heard word of a remarkable warrior leading the resistance against the Ork oppressors.

Asmodai took command of the Dark Angels force, usurping Master Charon with threats of censure when the Company Captain protested. Abandoning the offensive against the Ork-held capital, Asmodai led the Dark Angels against the resistance encampment, killing everybody they found. The 'remarkable warrior' was not one of the Fallen, and turned out instead to be an Inquisitor of the Ordo Xenos who had been on Calva Senioris to warn of Ork aggression when the greenskins had attacked.

Meanwhile, the Silver Eagles had been surrounded, their flank left unprotected by the Dark Angels' absence, and half of them had been slain. Master Charon reasserted his command and led the force on a desperate counter-attack to relieve the beleaguered Space Marines, arriving in time to assist the last one-hundred-and-ninety warriors.

The matter might have ended there had not the Inquisitor returned to the Silver Eagles' homeworld with the devastated companies, informing the Chapter Master of what had happened and requesting the Silver Eagles assist him in chastising the Dark Angels for their behaviour. Understandably reluctant to declare war on the First Legion, Chapter Master Periphas first sent emissaries to the Rock to ask for an explanation and recompense. Azrael himself was forced to attend to Periphas' demands, taking him away from the Tower of Angels for a considerable time. Meanwhile, during Azrael's absence, Asmodai was restricted to his chambers and the chapel. On his return, the Supreme Grand Master asked if Asmodai had any regrets over what had happened, to which the Chaplain replied that he regretted not killing the Inquisitor when he had the opportunity.

## RELENTLESS ENDEAVOUR

For all the ill caused to the Dark Angels by Asmodai's uncompromising manner, his zeal also brings success. Whether by example or exhortation, the Interrogator-Chaplain has turned defeat into victory on numerous occasions. His utter contempt for anything other than total dedication ensures that commanders fighting alongside him apply themselves with nothing less than absolute fidelity. Space Marines may know no fear caused by the enemy, but the Dark Angels perhaps fear rebuke from Asmodai, dreading his wrath far more than death in battle.

At Scarn's Bluff, when the 5th Company found themselves with their backs to mile-high cliffs following a counter-attack by a warband of World Eaters, it was Asmodai that led the break-out; he concluded the battle by chopping the head from the Chaos Champion with the traitor's own chainaxe.

Asmodai single-handedly stormed the barbican of Helican's Citadel when the Meta-heretics of Alicantus Nocturnis unleashed the power of their moon-singers. He took the towers and opened the gates to allow the Ravenwing to pierce the heart of the enemy fortress, slaying the despicable sorcerers.

Again and again, Asmodai has proven to be the unstoppable force needed to break the enemy. He insisted that the Dark Angels respond to the encroachment of Hive Fleet Leviathan, leading several companies against the Tyranids. He met briefly with Chaplain Cassius of the Ultramarines during this expedition and said of his contemporary, 'He knows a lot about killing aliens, which is no bad thing' – one of the few compliments Asmodai has ever paid to anybody. The Interrogator-Chaplain led the boarding attack against the desecrator-class battleship Sorrow's Embrace, storming the engine decks to place melta charges on the plasma reactors before withdrawing. He also held the line at Carpathia Sound, with only two dozen fellow Dark Angels. They fought on for three days against a screaming tide of Asteorian scentfangs, rasptongues, slitterwings and daggerclaws whilst the soldiers of the Cadian 64th were rallied for a counter-attack.

Whether on the offensive or defensive, Asmodai's unyielding righteousness continues to inspire the Dark Angels to victory after seemingly impossible victory.



# RULES



# ASMODAI

	WS	BS	S	T	W	I	A	Ld	Sv
Asmodai	5	5	4	4	3	5	3	10	3+

**UNIT TYPE:** Infantry (Character).

**WARGEAR:** Power armour, crozius arcanum, frag grenades, krak grenades, rosarius.

**WARLORD TRAIT:** The Hunt.

**SPECIAL RULES:** Fear, Independent Character, Inner Circle (Asmodai has the Fearless and Preferred Enemy (Chaos Space Marines) special rules), Zealot.

**Fear:** At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

**Independent Characters:** Independent Characters can join other units. They cannot, however, join vehicle squadrons or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

## *Joining and Leaving a Unit*

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.



While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

### *Look Out, Sir*

Independent Characters pass Look Out, Sir rolls on a 2+.

### *Heroic Morale*

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

### *Special Rules*

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

### *Independent Characters and Ongoing Effects*

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

**Fearless:** Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

**Preferred Enemy:** This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

**Zealot:** A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

**Hatred:** Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from Codex: Orks, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.



## WARLORD TRAIT

**THE HUNT:** *The path of one of the Fallen, perhaps even Cypher himself, has crossed this battlefield – more information must be extracted from the enemy leaders.*

If your Warlord, or the unit he is with, slays the enemy Warlord in the Assault phase, you score an

additional Victory Point.



# CHAPTER RELICS





# THE BLADES OF REASON

*This is an ancient and horrific device, full of arcane cruelty and the sorrow of Mankind. Its many sharply honed and well-polished blades are etched with scriptures of repentance, and criss-crossing the weapon's head are cables and fine neural-wires, mystic science that amplifies pain to agonies beyond endurance.*

**RANGE:** -

**STRENGTH:** User

**AP:** -

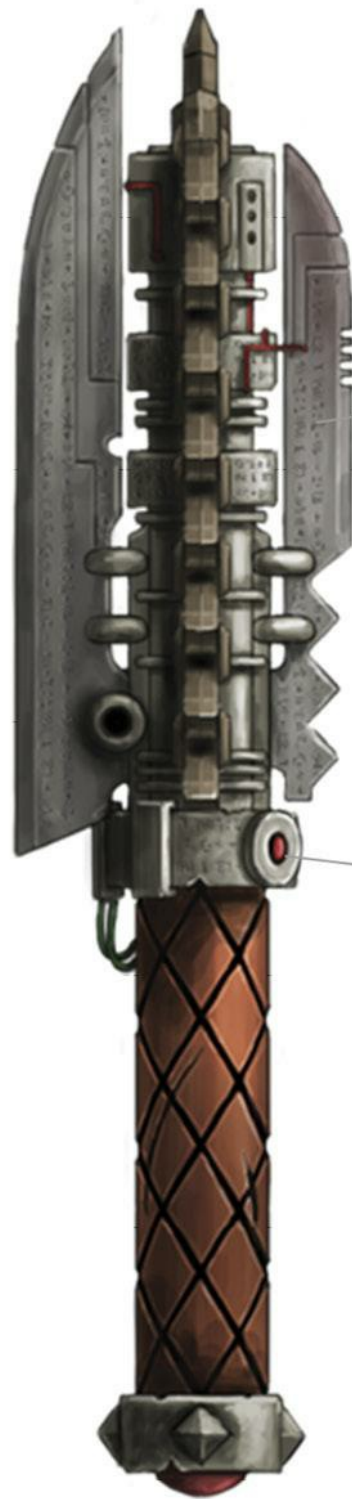
**TYPE:** Melee, Instant Death, Specialist Weapon

**Melee** - Weapons with the Melee type can only be used in close combat.

**Instant Death** - Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness.

**Specialist Weapon** - A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

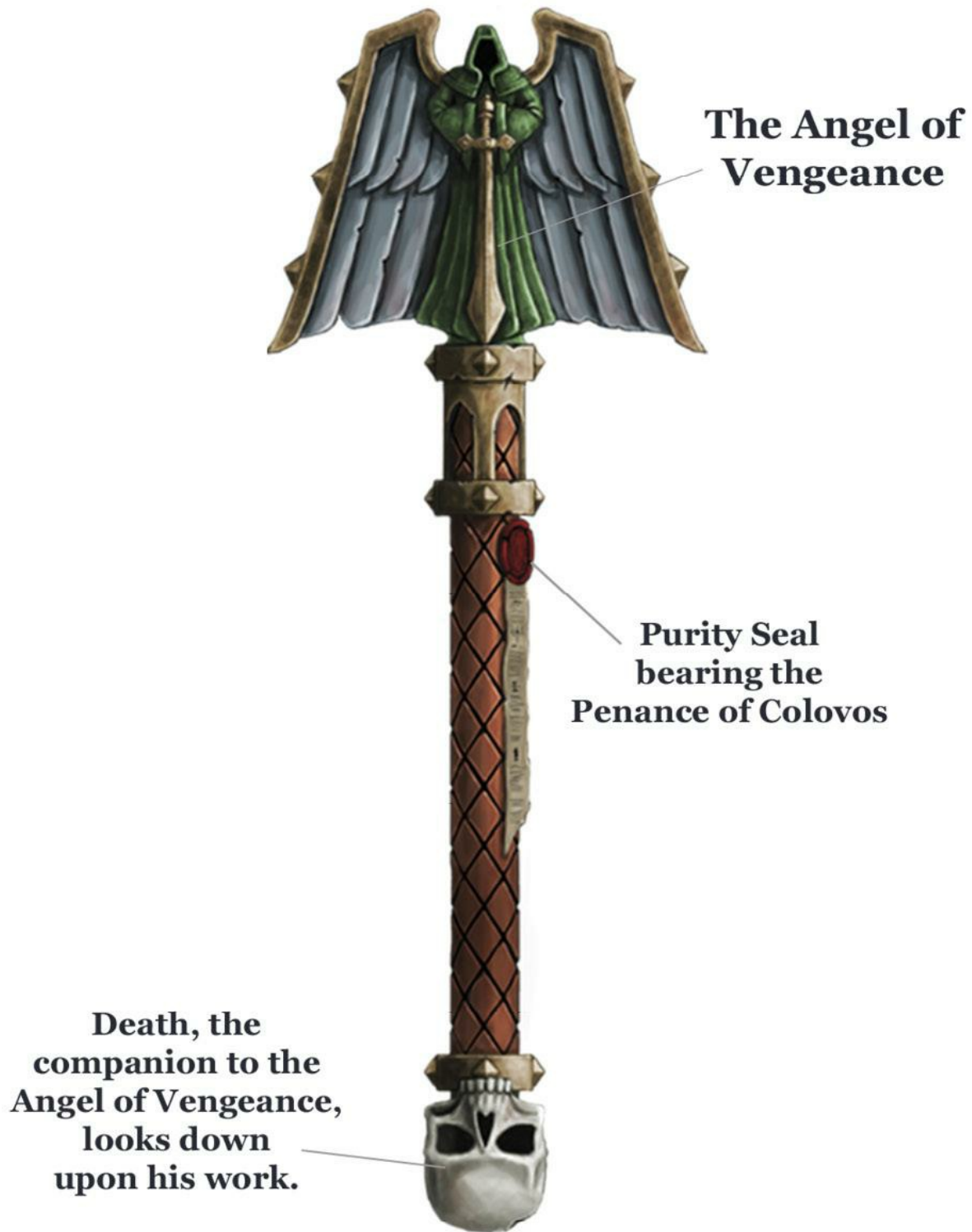
# THE BLADES OF REASON



**Oaths of Duty -  
inscribed in the  
Old Caliban tongue**

**Mercy Switch -  
to bring oblivion  
to the repentant**

# CROZIUS ARCANUM





# ASMODEI'S ROSARIUS

**Adamantine chain  
with  
Black Pearls**



**Pendant representing  
the Angel of Protection,  
contains energy  
field generator**

# ASMODAI'S FACE PLATE

Iconography  
representing the  
Sword of Vengeance  
and the Wings of Fury

Battle damage  
suffered during the  
Rostox Planetstrike



Rebreather and  
vox cable housings

# MINIATURE SHOWCASE





























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# AZRAEL<sup>™</sup>



# AZRAEL

**SUPREME GRAND MASTER  
OF THE DARK ANGELS**



# AZRAEL

## SUPREME GRAND MASTER OF THE DARK ANGELS, KEEPER OF THE TRUTH



**Azrael is the Supreme Grand Master of the Dark Angels, and in this role, he is not only their military commander but the protector of their honour and the shield of their souls. Grim of demeanour, possessed of deep conviction and unwavering purpose, Azrael is the epitome to which the Dark Angels aspire.**







# CHARACTER BACKGROUND



## A DETERMINED NOVITIATE

Dark Angels forswear all past life and allegiances, forgetting the worlds of their birth, forsaking all kinship and former friendships to become warriors of the Chapter. Through long ritual and inculcation into the traditions and teachings of the Dark Angels, each takes on the mantle of righteous soldier of the Emperor and remembers little of his origins. The same is true of Supreme Grand Master Azrael; if he recalls anything of his childhood, he tells nothing.

Yet in the vaults of the Rock, there exist ancient records of recruitment, guarded by the Chaplains and kept safe by vigil and lock. Here, even the beginnings of a lord of the Chapter as great as Azrael can be found. Though the Chaplains discourage idle rumour and gossip, tales circulate amongst the battle-brethren of the circumstance that brought their commander to the Dark Angels.

It is claimed that he was a native of Kimmeria, an icy feral world inhabited by vicious head-hunting tribesmen. Before reaching even thirteen Terran years old, he was marked for greatness. The trophy stakes outside the lodge of his family held two dozen heads taken by the young fighter in raids and battles, and leadership of the clan was certain when he grew older.

The Emperor's servants had other plans for the youth that would become Azrael, for Kimmeria is a recruiting world of the Dark Angels, and on one of their visits to the planet, the Chaplains were drawn to the boy. Along with a handful of other promising candidates, he was taken by the Chapter, body and soul tested near to breaking. Alone amongst those recruited at that time, he passed these tests, meaning that there are no others amongst the Chapter who share any deeper knowledge of his lowly origins.

Once inducted as a novitiate into the 10th Company, the youthful Azrael performed above expectation. As his body was crafted into that of a noble warrior of the Adeptus Astartes, so too was his mind honed. It was not the physical deeds of the Scout that drew attention, though they were as considerable as any Dark Angel, but his surety of purpose and dedication to the teachings of the Chapter.

On Daenyth Secundus, that mettle was tested gravely. Elements of the 10th, 6th and 3rd Companies were fighting Eldar pirates that had been preying upon the people of Daenyth Secundus for many decades. Against such swift-moving, elusive foes, the Scouts were essential in locating the enemy. One night, two weeks into a frustrating campaign that had seen the Eldar avoid open battle, the Scouts located an active warp gate – an Eldar portal to one of the alien ships hiding in orbit. The Sergeants were ready to communicate their discovery to the force commander when a small group of pirates emerged.

Caught unawares, the Eldar were swiftly slain. It was Azrael that realised that the Eldar would soon miss their reconnaissance party and urged the sergeants to lead an attack back through the portal before it was closed. Swayed by the scouts' conviction and recognising the logic of his plan, the Sergeants acceded to his impassioned request. Passing through the portal, the Scouts found themselves aboard a pirate ship above the world. They wreaked havoc in the heart of the enemy starship, managing to disable its engines so that a Dark Angels rapid strike vessel could bring it to battle. Before the ship was destroyed, the Scouts were saved by a daring Thunderhawk extraction.

On returning to the Chapter, Azrael was awarded his first laurel of victory – one of only six individuals in ten thousand years to have earned such honour before becoming full battle-brothers. By the time Azrael took his titled name and ascended to the ranks of the battle-brothers, it was thought he would join the chaplaincy, such was his knowledge of, and aptitude for, the lore of the Dark Angels. However, the course of his life was to take a different turn.

## KNIGHT OF CALIBAN

Many are the great deeds performed by every Space Marine, and Azrael was no exception following his rise to the battle companies of the Dark Angels. Amongst warriors that will fight fearlessly and tirelessly for the cause, capable of feats that would make them heroes amongst the ranks of normal men, it takes a particular kind of Space Marine to earn even higher respect and recognition. For Azrael, this turning point came during the Scouring of Truan IX.

On a night-shrouded world on the edge of the Truan System, the 3rd Company responded to the disappearance of an Adeptus Mechanicus outpost. At first, they encountered no foe amongst the abandoned hab-domes and mine workings, and they discovered no sign of what had happened to more than five hundred thousand Tech-Priests and colonists; there were no corpses and no evidence of battle. Unperturbed, the 3rd Company ventured into the depths.

There, in caverns deep beneath the surface, they discovered the remnants of the inhabitants, their decaying remains scattered where they had fallen, Tech Adepts and miners locked together in mortal combat with themselves and each other.

What had driven them to fall upon each other like wild animals made itself known as the Space Marines soon came under a powerful psychic attack. From the heart of the world, a corrupting siren song permeated the minds of the Dark Angels, demanding obedience and sacrifice, filling the warriors with a rampant paranoia.

Their souls hardened to such intrusion, the Space Marines did not fall immediately under the spell as had the weak-minded colonists, but the assault was not without consequence. Discipline was failing, and arguments between the battle-brothers sparked confrontations and sporadic bouts of violence as the company continued to explore. Their commander, Master Batheus, led his squad at the front, delving ahead into the ancient tunnels the mines had unearthed, leaving behind the rest of his command. Twelve hours later all contact was lost.

After two days, during which the rest of the company came to the verge of open rebellion and internecine fighting, Azrael disobeyed Batheus' last command to evacuate if he did not return, instead gathering about himself such sergeants and battle-brothers as seemed least affected by the psychic malaise. They followed Batheus into the catacombs.

They found the corpses of the command squad, broken and battered by chainsword and bolt shell. Coming under the scrutiny of the foul creature that resided in the depths, Azrael's ad-hoc command suffered the full force of the psychic assault. Pushing through the waves of demented paranoia that assailed him, Azrael left his companions behind and continued on alone, chanting hymnals and battle-prayers to harden his resolve.

In a temple-like chamber, he came across the siren-beast – a bloated Warp entity trapped half in the real universe and half in the immaterial. Holding true to his faith in the Lion and the Emperor, determined that his loyalty was to no other, Azrael confronted the Warp creature. While it lashed at the Space Marine with ethereal tentacles, every touch from the writhing appendages sending a burning psychic pain through him for his disobedience, Azrael slashed and blasted at the creature's material form. Yet no matter how many cuts he made with his combat blade or how deep were the wounds gouged by his bolter, the warp-spawn could not be slain. Fighting through the agony of real wounds and psychic assault, Azrael realised that the creature's warp-self had to be banished. With a handful of melta bombs taken from the corpses of the command squad, Azrael fought his way from one side of

the ancient temple to the other, withstanding the tormenting lashes while he placed the explosives. There was no way to escape the temple and still detonate the charges, so Azrael resigned himself to his death and brought the temple down upon himself and his foe. With the warding stones destroyed, the monster was wrenched back into the warp with a last howl of rage, leaving Azrael alone inside his self-made tomb.

Azrael believed his sacrifice to be mortal, but after three days, the survivors of the company dug him free. Returning to the Tower of Angels, the warriors of the 3rd Company demanded, with due respect and humility, that Azrael be recognised for his efforts. He was inducted directly into the Deathwing Knights of the 1st Company in honour of his mental resolve.

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## **A NATURAL COMMANDER**

Recognising Azrael's swift decision-making and hardiness of spirit during the Truan incident, the upper echelons of the Dark Angels paid close attention to the warrior's conduct and performance. His battle-prowess was undoubted, but to be inducted into the Inner Circle requires more than skill with blade and bolter.

During his tenure with the Deathwing, Azrael continued to fight at the forefront of any engagement and, within a few years, attained the rank of Knight Master. No longer destined for the calling of the Chaplain, Azrael was the natural choice to take command of the 3rd Company when Master Razekiel, Batheus' successor, fell in battle against an Ork warlord; in fact, the warriors of the 3rd Company courteously and respectfully petitioned for the return of their favoured brother.

Many successful campaigns followed, including the defeat of the techno-recidivists of Faze V, the slaying of Gorbaz Ironmaw, who had slain Azrael's predecessor, and the overthrowing of the rebellious Nothurnis Monarchy.

Within the chambers of the Inner Circle, Azrael's prowess was no less impressive. It was he who always spoke first to support the hunt for the Fallen, keen to restore the Chapter's honour and prove the Dark Angels' loyalty to the Emperor. His tempered argument and sound counsel found welcoming ears, and many of the other Masters, some of them decades his senior, looked to him as an exemplar of the greatest traditions of Caliban.

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## **BANE OF THE FALLEN**

For many, it came as no surprise that Azrael was chosen to become Supreme Grand Master following the death of Naberius during the Rhamiel Betrayal in 939.M41. Taking up the accoutrements, privileges and duties of his rank, Azrael's first command was to hold audience with the Chapter Masters of the Dark Angels' successors. Such gatherings were rare, but the scattered scions of Caliban were brought to the Rock as their campaigns allowed, and alongside the council of war was held a feast that rivalled any that had gone before.

Some hold Azrael to be second only to the Lion himself in strategy, leadership and forethought – a comparison which he swiftly and humbly denies. Regardless of such protestations, his quiet and thoughtful words, delivered with brevity and conviction, instilled a new sense of purpose in the Dark Angels' Inner Circle and the Grand Masters of the successors. There had been some who had thought the hunt for the Fallen a hopeless task, but Azrael filled them with fresh determination to see the ancient foes of the First Legion brought to account for their crimes. Thus have the last sixty years seen



the Dark Angels pursue the Fallen with greater vigour than seen in millennia.



## **THE PRECIPICE OF DUTY**

This renewed secret crusade has had its consequences. More than ever, the Dark Angels must operate in the twilight between duty to the Imperium and their self-imposed quest to rid the Chapter of shame. Despite the travails and turmoil this has brought to his battle-brothers, Azrael faces the task undaunted. He knows that a greater honour waits to be seized if the Dark Angels can expunge the Fallen from existence, and he holds this higher truth to be more important than anything else the Chapter might accomplish, for the Dark Angels free of shame will become an even more potent weapon for the Emperor.

Only through force of will and strong leadership can Azrael steer the hard path to final absolution. On the one hand, if ever the Dark Angels totally forget their oaths of allegiance and their pledges of duty, their quest will be in vain. On the other hand, to relent now, when the Emperor's enemies have never numbered so many nor the threats to the Imperium been so grave, is to court a disaster that would see the Dark Angels destroyed.

The burden of the awful truth sits upon the shoulders of all the Inner Circle, but none bear it so heavily nor with such dignity as Azrael. He alone sees the light that will bring redemption and leads a course towards it. Only the Supreme Grand Master – only Azrael – does not hesitate at the precipice of damnation, but strides boldly along its edge, confident that his honour is sound and his goal noble.

If the hunt for the Fallen can ever be successful, if the Dark Angels can ever overcome a shame ten thousand years old, Azrael will see it done.

# RULES



# AZRAEL

	WS	BS	S	T	W	I	A	Ld	Sv
Azrael	6	5	4	4	4	5	4	10	2+

## 215 Points

**UNIT TYPE:** Infantry (Character).

**WARGEAR:** Bolt pistol, frag grenades, krak grenades.

**WARLORD TRAIT:** If Azrael is in your primary detachment, he must be the Warlord. He can choose any one of the Dark Angels Warlord Traits (there is no need to roll).

**SPECIAL RULES:** Independent Character, Inner Circle (Azrael has the Fearless and Preferred Enemy (Chaos Space Marines) special rules), Rites of Battle.

**Independent Characters:** Independent Characters can join other units. They cannot, however, join vehicle squadrons or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

### *Joining and Leaving a Unit*

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

### *Look Out, Sir*

Independent Characters pass Look Out, Sir rolls on a 2+.



### *Heroic Morale*

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

### *Special Rules*

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

### *Independent Characters and Ongoing Effects*

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

**Fearless:** Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

**Preferred Enemy:** This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

**Rites of Battle:** If Azrael is on the battlefield, all models from *Codex: Dark Angels* use his Leadership for Morale, Pinning or Leadership tests.

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## WARLORD TRAITS TABLE

If Azrael is in your primary detachment, he must be your Warlord. He can choose any of the Dark Angels Warlord Traits below (there is no need to roll).

### WARLORD TRAITS

**1) RAPID MANOEUVRE:** *This Warlord is known for his ability to rapidly deploy into ideal attack positions.*

Your Warlord, and any unit he joins, can either roll 2 dice when they Run, using the highest roll, or can add D6" to any Turbo-boost they make.

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**2) THE HUNT:** *The path of one of the Fallen, perhaps even Cypher himself, has crossed this battlefield – more information must be extracted from the enemy leaders.*

If your Warlord, or the unit he is with, slays the enemy Warlord in the Assault phase, you score an additional Victory Point.

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**3) COURAGE OF THE LION:** *Since the Great Crusade, the Dark Angels have been famous for standing fast beside their leaders.*

The Warlord, and all friendly units chosen from *Codex: Dark Angels* within 12" of him, roll an additional dice when making Leadership tests (except Psychic tests), discarding the highest.

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**4) FOR THE LION!** *It is a leader's duty to inspire his battle-brothers to greatness through the courage and daring of his own actions.*

The Warlord and his unit have the Furious Charge special rule.

**Furious Charge** - in a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.

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**5) BRILLIANT PLANNING:** *The Sons of the Lion have inherited some of their Primarch's vaunted ability to coordinate attacks.*

While the Warlord is alive, you can increase or decrease each of your Reserves rolls by 1 (choose after you roll the dice).

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**6) AT ALL COSTS:** *Upon securing objectives pivotal to the Chapter's aims, a commander can call upon the Dark Angels' notoriously tenacious defence, fending off superior numbers through sheer force of will.*

The Warlord, and any Dark Angels unit he is in, has the Feel No Pain special rule whilst they are within 3" of an objective.

**Feel No Pain** - When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

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# CHAPTER RELICS





# THE LION HELM

*An ancient artefact, the Lion Helm is said to have been worn by Lion El'Jonson himself. As with all heirlooms connected to the mighty Primarch of the Dark Angels, it is attended by the Watchers in the Dark. The helm generates a powerful force field that has protected the Supreme Grand Master since the days when the Dark Angels were still a Legion. To don that winged helmet is to take up the mantle of the Lion and lead the Dark Angels to victory, or die in the attempt.*

The Lion Helm is carried by the mysterious Helmet Bearer, which is represented on the tabletop by a separate miniature that will always remain as close as possible to Azrael. The model itself plays no part in the game; if the model gets in the way, simply move it to one side. If Azrael is killed, the Helmet Bearer is also removed.

The Lion Helm confers a 4+ invulnerable save to Azrael and his unit.

# THE LION HELM



# THE PROTECTOR

*A finely wrought suit of power armour, the Protector is inlaid with the sombre symbols of the Dark Angels. Its exact age is unknown, but the Protector has been considered a Chapter relic since the early years of M37, when it is recorded in Chapter records that it saved Brother Methias, Master of the 5th Company, from a close range battle cannon shot during the storming of the traitor stronghold on the moons of Secclucious VII. Since those days, the suit of armour regularly turns up in the Master of the Armoury's log, where it is praised for its exceptional ability to shrug off the most lethal of blows.*

The Protector is a suit of artificer armour. Additionally, the Protector gives Azrael the Feel No Pain (6+) special rule.

**Artificer armour** confers a 2+ Armour Save.

**Feel No Pain** - When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.



# THE PROTECTOR'S BREASTPLATE

The Dark  
Angel icon  
replacing  
the  
standard  
aquila

Vox power  
and  
rebreather  
cable  
 housings



Cincture  
Imperialis  
with  
crux terminatus

# THE PROTECTORS PAULDRON

**Iconography representing  
the Sword of Vengeance**



**Iconography representing  
the Wings of Fury**

# THE LION'S WRATH

*This legendary gun was made by Technomagos Prestor the Unchallenged in the days following the Fall of Caliban. Upon his elevation, Azrael added his name to the list of Dark Angels heroes that have borne it into battle down the ages.*

The Lion's Wrath is a combi-weapon with the Master-crafted special rule, with a secondary plasma gun with the following profile:

**RANGE:** 24"

**STRENGTH:** 7

**AP:** 2

**TYPE:** Rapid fire, Blind, Gets Hot, Master-crafted

**Rapid Fire** - A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

**Blind** - Any unit hit by a model or weapon with this special rule must immediately take an Initiative test. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Furthermore, any model that does not have an Initiative characteristic (for example non-walker Vehicles, Fortifications etc) are unaffected by this special rule.

**Gets Hot** - When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

*Gets Hot and Re-rolls*

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

**Master-crafted** - Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.



# THE LION'S WRATH

Purity Seal affixed  
for the  
Faze V Rebellion

Boltgun



Plasma Gun

# THE SWORD OF SECRETS

*The Sword of Secrets is a power sword that was created soon after the disappearance of Lion El'Jonson. It is the mightiest of the so-called Heavenfall Blades, the swords cut from a block of jet-black obsidian that struck the Rock whilst in orbit around the feral planet of Al Baradad. The blade of the Sword of Secrets is so incredibly well-crafted that it has not chipped nor lost its razor-sharp edge over its many millennia of bloody use. Only the Supreme Grand Master knows that it is also the only device that allows access to the deepest known dungeon in the Rock. Fitting the blade into a cleft in the wall unlocks the iron gate leading to a dark tunnel and the rune-protected cell in which the arch-heretic Luther is imprisoned.*

**RANGE:** -

**STRENGTH:** +2

**AP:** 3

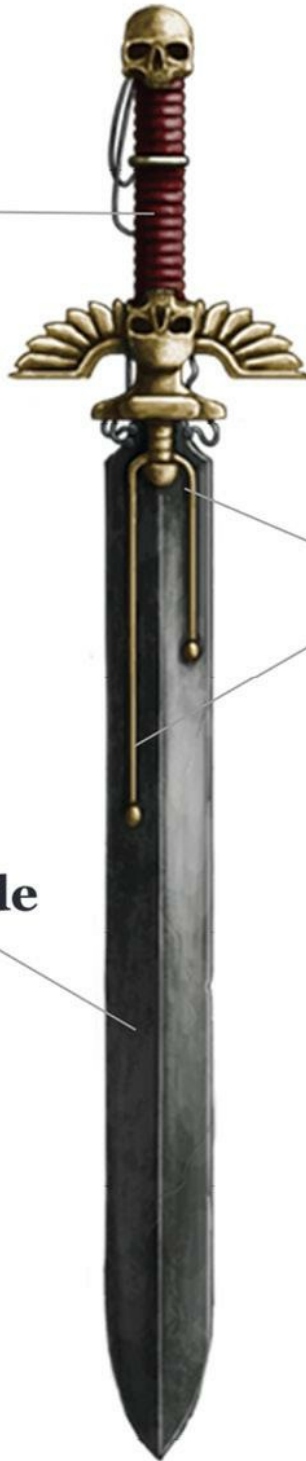
**TYPE:** Melee, Master-crafted

**Melee** - Weapons with the Melee type can only be used in close combat.

**Master-crafted** - Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

# THE SWORD OF SECRETS

leather  
fashioned from  
the remains  
of a ruined  
sacred standard



Powerfield  
Generators

Heavenfall Blade



# MINIATURE SHOWCASE













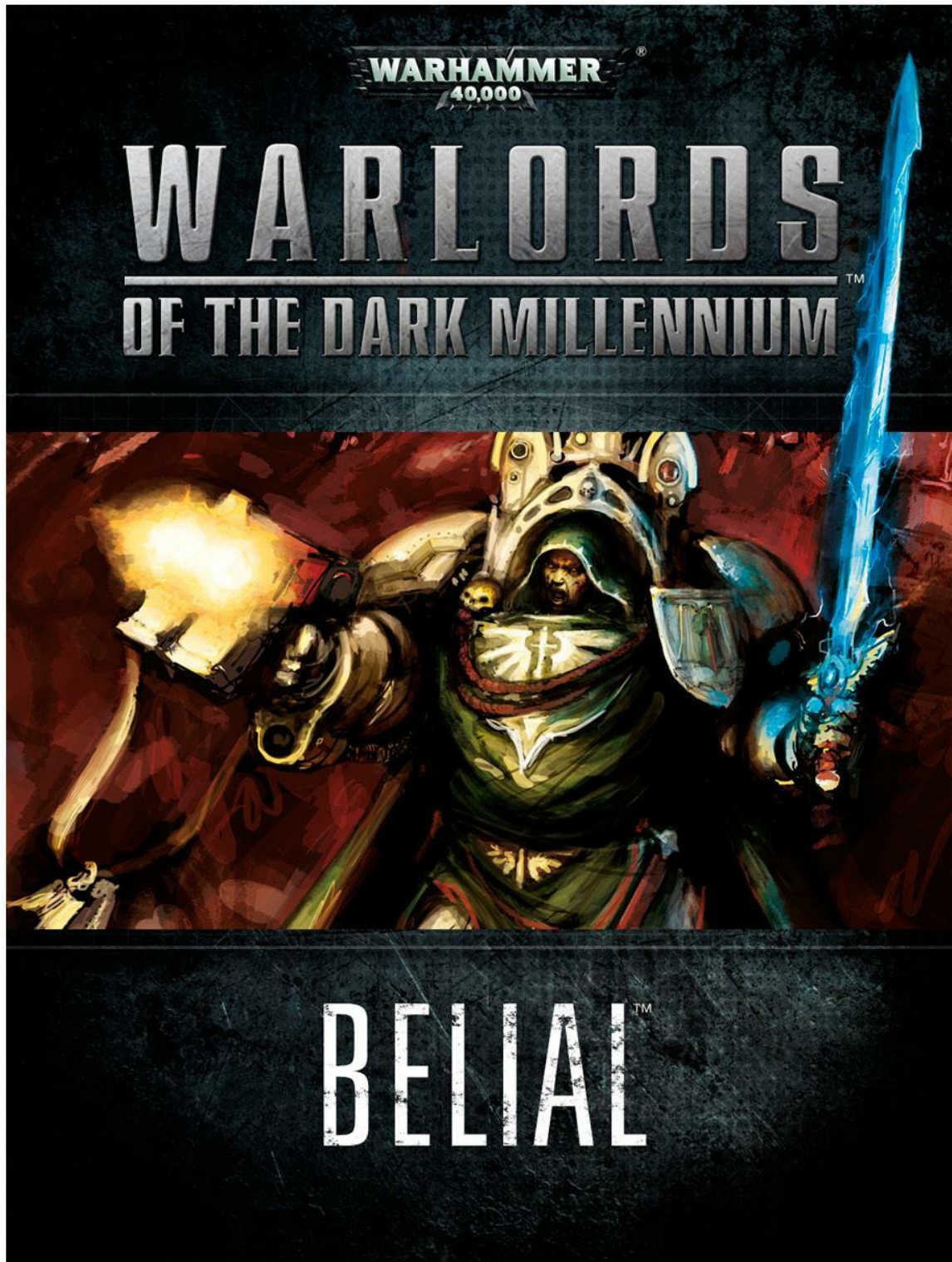














# BELIAL

GRAND MASTER  
OF THE DEATHWING





# **BELIAL**

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



**The 1st Company of every Space Marine Chapter represents the apex amongst a warrior elite, and none are held in higher regard than the Deathwing of the Dark Angels. Lauded for countless victories across the millennia, the Deathwing are the epitome of the Lion's ideals: courageous, noble, indefatigable and unwavering in their dedication. To lead such a company requires a commander of the most exceptional ability, judgement and fortitude. Grand Master Belial is just such an individual.**



# CHARACTER BACKGROUND





## **BLADE BORN**

The semi-feudal world of Bregundia is ruled by a number of knightly orders called Societies, and it was into the nobility of the Society of the Ebon Star that Belial was born. Son of the Society's Magister Militum, Belial was destined from birth to be a warrior and a leader and was raised accordingly. He learned to wield a sword as soon as he was able to lift one, and into his young mind were poured all the principles of Bregundian chivalry, military strategy and the precepts of command.

As a recruiting world for the sons of the Lion, Bregundia is visited by the Chaplains of the Dark Angels every few decades so that they might pick the most prominent and skilled knightly aspirants and squires for testing. Such an event happened shortly after Belial's seventeenth birthday (the equivalent of eleven years by Terran reckoning) but the youth's father forbade him from entering the tournament which would determine the hopeful boy's fate – Belial was destined to become Magister Militum like his forefathers.

Stealing the armour of a lowlier knight, Belial ignored his father's command and entered the contest, keeping his visor lowered to conceal his identity. None could best him, and he was duly declared the Ebon Star's candidate to be tested as a Chapter aspirant. When Chaplain Lamorak demanded that the young knight remove his helm to be identified, Belial refused, fearing that his father would see him and withdraw his application. Lamorak insisted and Belial again deferred, claiming that he would rather face the Chaplain in combat than reveal himself.

Lamorak accepted the challenge, expecting to best the upstart squire in moments, but the duel that followed lasted a full seven minutes – an extraordinary effort for any non-augmented human. Eventually, Lamorak landed a blow that sent Belial crashing to the floor and the youth was bested. Forced to remove his helm, he revealed his true identity. As Belial feared, his father demanded that the Dark Angels choose another aspirant – but Lamorak overruled the Magister Militum, saying that Belial was surely the most capable recruit he had encountered since becoming a Chaplain. The society of the Ebon Star would lose a proud warrior and future leader, but their loss was to the benefit of the Dark Angels.

Throughout his time as an aspirant and a Scout, few could defeat Belial with a blade, and as he acclimated to the Adeptus Astartes genetic enhancements and implants, only the most experienced warriors of the Chapter could defeat him. When he ascended to the full rank of battle-brother, Belial's first act was to challenge Chaplain Lamorak to a rematch – a duel Belial won in under a minute.



## **THE PERFECTION OF SELF**

The teachings of the Dark Angels and the doctrines of the Ebon Star are combined in Belial, driving him to seek a state of perfection as both a warrior-noble and a Space Marine. Brutally efficient with bolter and blade, as a warrior, Belial had few peers amongst his brethren. He applied the same drive to learning the principles of tactics and strategy, command and logistics, and though his rise was not as meteoric as some of the most famed Masters of the Chapter, Belial's knowledge and skill is wide-ranging and perhaps without equal.

Motivated to learn as much from every victory as defeat, Belial would frequently impose penitence and atonements upon himself for perceived failures, and when he was promoted to sergeant, such impositions were shared with the other warriors of his squad. No matter how small or seemingly insignificant a flaw he found, Belial was ready to atone and improve. A missed shot, a delay of seconds in responding to an order, a wayward blow or clumsy step, all were treated with the same

regard as a failure. Over the decades, Belial and his squad gained renown amongst the 3rd Company in which they served, and their ethos spread to other battle-brothers. Many of those who learned from Belial's example went on to serve in the Deathwing, so that at one time, the 3rd Company provided twice as many warriors to the 1st Company as any other.



## **FURION'S BLACK CRUSADE**

In the ruins of the vast Temple Saturnis on the ravaged cardinal world of Durga Principe, the Dark Angels 3rd Company were set to halt the Black Crusade of Furion. Dedicated to the bloodthirsty god Khorne, Furion had already laid waste to seventeen star systems. Imperial forces including Space Marines from several Chapters, amongst them the Angels of Absolution, confronted the horde of the Chaos Champion. In support of their Successor Chapter, the Dark Angels despatched the 3rd Company.

Master Nadael placed his warriors directly in the path of Furion's Berzerkers, planning to hold the coming attack long enough for the other Imperial forces to surround and crush the invading Chaos army. However, such was Furion's hunger for bloodshed that he force-marched his army through the long, freezing Durga night and came upon the Dark Angels before their defences were fully prepared.

As the lead elements of the Khornate host entered the Temple Saturnis, Nadael moved with his command squad to bolster the outer perimeter. He arrived only to find the outlying squads overrun and was himself slain soon after. Belial was the most senior sergeant left alive, and it was no surprise that the rest of the company instantly looked to him for leadership.

As they had been unable to fortify the Temple Saturnis sufficiently, the sprawling chambers, corridors and cloisters would eliminate the Dark Angels' advantage of firepower and become a killing ground for the Khorne Berzerkers; to withdraw immediately would leave the raging pursuers free to fall upon the 3rd Company's rear. Belial and his squad formed a rearguard to allow the rest of the company to withdraw in good order, and set off into the ruins to combat the incoming Chaos horde.

Using the maze of ruins to manoeuvre and fire, Belial and his squad ambushed several Berzerker squads and destroyed them without taking any losses. Buying time for the retreat, the Dark Angels were eventually forced to hold ground at the edge of the ruins, and it was here that Furion himself led the next attack.

Furion was carnage incarnate, tearing into the Dark Angels without pause. Belial met the Khornate Champion face-to-face even as the rest of his squad battled Furion's personal guard. Matching discipline against pure rage, Belial eventually managed a bloody victory by slicing through Furion's leg and placing two bolt rounds into his corrupt hearts as he fell. The death of Furion threw the Chaos army into disarray. The 3rd Company were able to pour fire on the Khornate horde from their new positions, and with their leader dead, the Black Crusade splintered and was destroyed over the following months.

Returning to the Rock, Belial was promoted to the rank of Master of the 3rd Company. To mark his achievement against Furion, Azrael himself presented Belial with the Sword of Silence, one of the fabled Heavenfall Blades. It has been his badge of office and honour ever since.



## **A DEMANDING MASTER**

Despite his victories, Belial's quest for perfection continued as he became accustomed to his new role.

The 3rd were turned into a benchmark of discipline and lethal efficiency. Never once giving thought to defeat, Belial fought in dozens of campaigns, most notably against the Ork warlords Ghazghkull Thraka and Nazdreg on the world of Piscina IV. Despite suffering near-terminal injuries, Belial went on to command a successful holding action against the Ork invaders, saving the capital Kadillus Harbour from repeated attacks.

When Grand Master Gabriel was slain leading the Deathwing aboard the space hulk Charnel Shrine, there was only one candidate for his replacement voiced by the Inner Circle. Belial's reputation as a hard but fair taskmaster, coupled with his personal prowess, made him the obvious successor.

Becoming Grand Master of the Deathwing did not soften Belial's demeanour in any respect. He leads from the front of every campaign, setting an example to his warriors that has further heightened the expertise and dedication of the 1st Company.



## **VENGEANCE DELIVERED**

Though other matters demanded his attention, and he had not been in command at the time, Belial was driven to atone for the Deathwing's defeat on the Charnel Shrine. He was Deathwing, and their reputation and his were one and the same. The mark against the company was a dishonour that gnawed at Belial, and when he was granted the opportunity, he requested that he lead the Deathwing back to the space hulk to correct the previous failure. Knowing that such a thorn can work terrible injuries in the mind of one such as Belial, Azrael granted the 1st Company commander any resources required for the mission. Belial turned down the assistance of any other company, saying that it was the Deathwing alone that would pass judgement on the denizens of the Charnel Shrine.

The space hulk was an enormous conglomeration of dozens of different vessels, stretching over twenty cubic miles. It was inhabited by both a large brood of Genestealers and an ork tribe, which occupied opposite ends of the massive structure. They seemed oblivious to each other's presence, and having discovered the orks in the previous engagement, it was the unexpected appearance of the Genestealers that had doomed the first attack. Gabriel's initial plan had been a targeted strike to reactivate a plasma reactor on one of the dormant vessels, which would initiate a chain-reaction detonation to destroy the hulk. Belial eschewed this strategy, preferring systemic cleansing, corridor by corridor, chamber by chamber. By this means alone would he be satisfied that every foe had been slain.

In a campaign that was waged incessantly for seventy-three days, the Deathwing launched assault after assault, driving the genestealers out of their brood-nests towards the orks, whilst simultaneously purging the ork settlements to force the greenskins into the Tyranid bio-constructs. The inevitable conclusion was fighting between the two alien races, draining their strength further.

Like a predator stalking its prey, the Deathwing cleansed the passages and rooms, eliminating the survivors of both species, advancing deep into the hulk with Belial always at the forefront. The final engagement aboard the Charnel Shrine took place around the reactor previously selected by Gabriel. Assured that the xenos inhabitants had been corralled on this one component-vessel, Belial led another strike team accompanied by several Techmarines. The reactor was brought back on-line and forced into overcharge. Under bombardment by the Dark Angels vessels in attendance, the orks and genestealers were prevented from escaping while the Deathwing teleported to safety. The resulting explosion ripped apart the hulk, destroying everything that remained.

Never one to overlook any detail, Belial sent search and destroy teams into the remnants for a further eighteen days, until he finally declared the enemy wiped out and the company's honour restored.





## THE HUNT

As well as campaigns against xenos, heretics, mutants and the forces of Chaos, Belial has been instrumental in the hunt for the Fallen. His temperament of ruthlessness and efficiency intersects well with the more flamboyant approach practised by Sammael of the Ravenwing. Recent plans to capture the Fallen combine Sammael's daring and creativity with Belial's thoroughness and persistence, and the Interrogator-Chaplains have been kept busy by their efforts over the latter decades of the 41st Millennium.

To Belial, every Fallen yet to be captured is a stain upon the Chapter's honour – and his own – and their continued existence is an affront to his nature. To the Grand Master of the Deathwing, the quest for redemption and the search for perfection are one and the same.

# RULES



# BELIAL

	WS	BS	S	T	W	I	A	Ld	Sv
Belial	6	5	4	4	3	5	3	10	2+

## 190 Points

**UNIT TYPE:** Infantry (Character).

**WARGEAR:** Sword of Silence, Terminator armour, Storm bolter, iron halo, teleport homer.

**OPTIONS:** Replace his storm bolter and Sword of Silence with a thunder hammer and storm shield or a pair of lighting claws for free.

**WARLORD TRAIT:** The Hunt.

**SPECIAL RULES:** Deathwing Assault, Independent Character, Inner Circle (Belial has the Fearless and Preferred Enemy (Chaos Space Marines) special rules), Marked for Retribution, Tactical Precision, Vengeful Strike.

**Deathwing Assault:** Units entirely composed of models that have both this special rule and Terminator armour can choose to make a Deathwing Assault. Immediately after determining Warlord Traits, tell your opponent which units are making a Deathwing Assault, and make a secret note of whether it takes place during your first or second turn. All units making the Deathwing Assault automatically arrive via Deep Strike at the start of the chosen turn – there is no need to roll for reserves.

**Independent Characters:** Independent Characters can join other units. They cannot, however, join vehicle squadrons or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

### *Joining and Leaving a Unit*

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.



He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

### *Look Out, Sir*

Independent Characters pass Look Out, Sir rolls on a 2+.

### *Heroic Morale*

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

### *Special Rules*

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

### *Independent Characters and Ongoing Effects*

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

**Fearless:** Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

**Preferred Enemy:** This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

**Marked for Retribution:** Belial's shooting attacks are Precision Shots on a To Hit roll of 5+.

**Tactical Precision:** Belial (and any unit composed entirely of models with the Inner Circle special rule that he has joined) do not scatter when arriving by Deep Strike.

**Vengeful Strike:** When a model with this special rule arrives by Deep Strike, it treats all of its ranged weapons (not including psychic powers) as having the Twin-linked special rule until the end of the turn.

**Grand Master of the Deathwing:** In a primary detachment that contains Belial, Deathwing Terminator Squads are troops choices instead of elites choices.



## WARLORD TRAIT

**THE HUNT:** *The path of one of the Fallen, perhaps even Cypher himself, has crossed this battlefield – more information must be extracted from the enemy leaders.*

If your Warlord, or the unit he is with, slays the enemy Warlord in the Assault phase, you score an additional Victory Point.



# CHAPTER RELICS





# THE SWORD OF SILENCE

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

**RANGE:** -

**STRENGTH:** User

**AP:** 3

**TYPE:** Melee, Fleshbane, Master-crafted

**Melee:** Weapons with the Melee type can only be used in close combat.

**Fleshbane:** If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

**Master-crafted:** Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

# THE SWORD OF SILENCE

**Ancient leather grip –  
from the hide of a  
Calibanite Black Lion**



**The Black Jewel  
of Al Baradad**

**Blade of  
Heavensfall  
obsidian**

# BELIAL'S STORM BOLTER

**MK VI Tactical  
dreadnought pattern  
storm bolter**

**Artificer detailing  
in gold-titanium  
alloy**



**'Retribution' class  
mass-reactive bolts**



# HERALDIC SHIELD



**The Broken Sword  
is the symbol  
of the Deathwing**

**Belial's personal  
heraldry features  
the Angel Penitent**

# PERSONAL STANDARD



**Scrolls of Duty –  
sacred oaths  
sworn by every  
current member  
of the Deathwing**

**The Watcher's Eye –  
a relic of lost Caliban**

**This current banner  
has been born by a  
captain of the  
Dark Angels 1st Company  
for over three thousand years**

# MINIATURE SHOWCASE



























WARHAMMER<sup>®</sup>  
40,000

# WARLORDS<sup>™</sup> OF THE DARK MILLENNIUM



# EZEKIEL







# EZEKIEL

GRAND MASTER OF LIBRARIANS





# **EZEKIEL**

## **GRAND MASTER OF LIBRARIANS, HOLDER OF THE KEYS, KEEPER OF THE BOOK OF SALVATION**



**Along with the Supreme Grand Master and the Master of Sanctity, the Grand Master of the Librarium is one of the most important individuals in the Dark Angels and the Unforgiven Chapters. It is the Grand Master that oversees the psykers of the Chapter and judges the strength and loyalty of those that lead the hunt for the Fallen. The current incumbent of this role is Ezekiel, a quiet and sinister figure who inspires as much fear as respect from those who serve with him.**



# CHARACTER BACKGROUND





## THE ORACLE-CHILD

The Dark Angels arrived at the world of Delphyna III in 516.M41, responding to bleak visions of destruction witnessed by their Librarians. Contact had been lost with the world for many centuries, and upon their arrival, the four companies of Dark Angels found a society that had devolved into the worst kinds of superstition and barbarism. Human sacrifice was rife, though carried out in the name of the Emperor. All technology was shunned and the cities had fallen to ruin. Of the Imperial Commander, Adeptus Arbites and other authorities, only charred bones remained to decorate bloody altar-towers that stood high above the stretches of wilderness.

The Dark Angels brought retribution with bolter and blade, the regressed inhabitants no match for the superhuman warriors of the Adeptus Astartes. There was no hope for the populace of the planet, but once cleansed of their taint, Delphyna III was ripe for recolonisation. Every day, the crude keeps and castles of the Delphynians fell to the onslaught as hundreds of thousands were slain.

In the largest keep-town, Serenghast, the warriors of the Dark Angels were confronted not by raving blood-spattered savages but placid, mute folk who opened the gates of their settlement and silently welcomed the Space Marines. Taken aback and fearing sorcery, Master Astophael of the 4th Company ordered his warriors to stand down and sent for assistance from the Librarium.

Codicier Meroth detected the psychic presence within Serenghast from several miles away. Alone, he entered the citadel at the heart of the town, his mind protected by his psychic hood and all manner of soul-enchantments. Yet no attack came.

He found the inner keep deserted, room after room filled with shelves and tables packed with scrolls and scraps of parchment. Examining these, he discovered nonsensical proclamations and half-hysterical rantings. The psychic presence was strong and he continued his investigations. In the deepest dungeon, within a lightless oubliette, Meroth found a child no more than ten Terran years old, chained on a floor strewn with filthy straw. His flesh was marked by brand and scar.

The psychic potential of the boy was as plain to the Librarian as his wasted state; a throbbing in his psychic sight.

‘You could have slain them all,’ Meroth told the child, guessing rightly that it was he that had pacified the people above. The mad scribblings now took on a more sinister edge; transcriptions of the tortured boy’s ravings, accounts of visions ripped from him by hot iron and blade. ‘Why did you endure this?’

The boy looked at Meroth with dark brown eyes, his stare aged beyond his meagre years.

‘I saw salvation coming on wings of fire. Now it is here.’



## THE TESTING

The boy that would become Ezekiel submitted meekly to every test and torment the Chaplains and Librarians visited upon him, never once protesting as they sought to find some physical, mental or psychic weakness that would render him unsuitable for transformation into a Space Marine. Though physically debilitated, he was genetically ideal and was passed into the 10th Company for training and implantation.

After long years learning the craft of the warrior and the mental discipline to hone his psychic potential, Ezekiel was presented with one final challenge. To be admitted from the 10th Company to the Librarium, he had to face the Testing. A senior Librarian would delve into his innermost thoughts

to visit upon him the worst terrors he had ever feared. Only by surviving this mental assault would Ezekiel prove himself strong enough to become a Librarian.

It was Meroth that volunteered to conduct his student's testing, taking him to the Well of Sanctuary deep in the heart of the Rock. In a chamber lined with protective runes and crystal psychic matrices, Meroth began.

Ezekiel did not resist at all, but opened up his memories for the Librarian to see. Meroth's mind touched for the briefest moment, experiencing a tiny fragment of what had happened to the young boy. Meroth howled like a wounded beast of Old Caliban and collapsed.

It took eighty days for him to recover, during which Ezekiel waited patiently for his mentor's assessment. Meroth never spoke of what he had encountered in those memories, but simply pronounced Ezekiel fit for the Librarium. There was, he said, no nightmare the Librarians could visit upon Ezekiel that he had not already endured.



## **AN OUTSIDER**

It was plain that Ezekiel was one of the most naturally powerful psykers the Dark Angels had ever recruited. He was passed to the rank of Codicier immediately, bypassing Lexicanium, and within ten years had attained the position of Epistolary, surpassing Meroth, who had endeavoured to teach him.

Despite his obvious power, or perhaps because of it, Ezekiel was always treated with some suspicion by the Dark Angels that fought alongside him. No rumour was spoken outright, but the Chapter's battle-brothers learned of his origins and the incident with Meroth. Though none dared even think it in Ezekiel's presence, they wondered what manner of mind hid behind those calm brown eyes? What kind of child could have suffered as Ezekiel had suffered without going insane?

Ezekiel proved himself more than capable in battle, and though his battle-brothers had misgivings, he did not return them, showing a loyalty and regard for his fellow Dark Angels that only unnerved them even more. While they were keen to benefit from the psychic storms he could unleash on the battlefield, ever were they wary of keeping his company outside of war. Ezekiel did not mind this at all and spent what few occasions he had for peace studying and meditating in the Librarium.



## **WAAAGH! GROBLONIK**

Ezekiel earned the trust of his fellow Dark Angels, if not their companionship, at Sularian Gate, which lives long in the memories of the Chapter's battle-brothers and is hailed as one of their greatest victories of the last five hundred years.

In 949.M41 the Waaagh! of Ork warlord Groblonik had captured the sprawling manufactories of Argentoratum, swept through the hive cities of Kholorn, slashed across the plains and forests of Zamarobriva and despoiled the temples on the cardinal world of Reminius, killing and enslaving billions.

At the world of Honoria, the forces of the Imperium drew together to face the coming greenskin tide. While the Imperial Navy sent a flotilla to intercept the hulks and ships of Groblonik, Imperial Guard regiments from Vostroya and Mordia were mustered alongside Skitarii from the forge world of Atanix

Triumvirae. In response to requests for aid, the Dark Angels dispatched their 5th Company, supported by elements from the Deathwing and Librarium.

Outnumbered, the Imperial Navy could not prevent Groblonik's horde from reaching Honoria, but the Imperial forces were ready for this. Long plagued by Ork attacks, successive Imperial Commanders had built up a ring of defences around the central highlands surrounding their capital at Aurelium. Massive fortresses, called the Gates, protected the highways that ran through the passes to the capital with void shields, anti-orbital and air defences and thousands of soldiers transported from Mordia and Vostroya to bolster the Honorian planetary defence force.

Rather than be pinned down to a single location, the Dark Angels waited as a mobile reserve in Aurelium, ready to respond to any breakthrough by the Orks, or to launch a counter-attack if necessary.



## **SULARIAN GATE**

The bulk of the greenskins crashed onto Honoria south and east of the capital and advanced quickly, seeming to aim straight for Aurelium. Groblonik did not throw his warriors carelessly at the Gates, but spent several weeks testing the defences of each; rare planning unseen in other Ork attacks. When the main assault came, it was directed at Sularian Gate, and to this battle rushed the Dark Angels in Thunderhawks and Rhinos.

Ezekiel was amongst the first Dark Angels to arrive and found the defenders already nearly overwhelmed, the void shields of the Gate overloaded by strange energy weapons and the towers battered by immense cannons. The Librarian plunged into the fighting on the walls at the head of the Dark Angels squads, his force sword slaying greenskins with every swing. Almost single-handedly, Ezekiel threw back the Orks from the southern wall, driving them from the Gate with bursts of lightning and gouts of cleansing psychic flame.

Groblonik sent his warriors and war machines back against Sularian Gate again and again, subjecting the defenders to four days of continuous bombardment and assault. Ezekiel seemed to be everywhere, always appearing with his command squad where most needed, guided by prophetic visions of the Ork attacks. For four days, the Imperial Guard and 5th Company held, guided by Ezekiel's foresight.

As the sun fell on the fourth day, the Librarian's prophetic skills failed him. A stray bullet from an Ork shoota ricocheted from the parapet and struck him in the left eye, almost penetrating to his brain. With Ezekiel felled, the defenders were stretched thin during the night, as Groblonik sent waves of Stormboyz jump-packing up to the walls and had Blitza-Bombers strafing the streets behind.

Without Ezekiel to predict where the next attacks would come, the 5th Company, and their Mordian and Vostroyan allies, were unable to hold, and as the sun rose on the fifth day of the battle, the Orks finally gained a foothold on the walls and surrounded the main gate tower. If they managed to seize control of the mechanism, the Sularian Gate would fall and the horde would pour down the valleys into Aurelium.

The Dark Angels gathered about the great portal towers, the 5th Company forming a dark line against the tide of vicious aliens pouring up the pass and over the walls. Sensing victory, Groblonik himself led the attack, butchering Imperial Guardsmen and Space Marines with a fire-wreathed two-handed axe.

Just as it seemed the defenders would break, Ezekiel arrived at the walls, his face still bloodied and a



crude augmetic eye freshly attached to his wound. The Orks fled from his approach, their small minds filled with terrifying visions that overwhelmed even the power of the Waaagh! energy coursing through them. Those that did not run in panic were cut down by sheets of golden flame coursing from Ezekiel's blade.



## **THE EYE OF VENGEANCE**

In the wake of the psyker's attack, the defenders rallied, following Ezekiel as he fought his way through the press to confront Groblonik. The Warlord, incensed by the cowardice of his minions, swung his axe at Ezekiel's head. The flaming blade met the edge of the Librarian's sword and shattered. Shards of razor-sharp metal slashed into the warlord's face. Many of the Dark Angels who witnessed the fight later said that it was remarkable how these jagged slivers seemed to tear out Groblonik's left eye. Blinded, the Ork reeled back and Ezekiel took up his sword double-handed to cut the beast's head from his neck and fling it out into the horde of greenskins.

Already filled with dread by Ezekiel's psychic assault, the Orks routed at the death of their leader. He has since refused to have a more sophisticated bionic fitted, choosing to bear the original replacement in honour of the warriors that fought and fell beside him at Sularian Gate.

Following this feat, the Grand Master of the Librarium, Danatheum, took the unprecedented move of standing down from his position, returning to the rank of Epistolary so that Ezekiel could take his place. The welcome from the Inner Circle was unanimous but guarded.



## **FINAL JUDGEMENT**

It is one of Ezekiel's many tasks to test the loyalty and dedication of any who rise to the rank of Master or Grand Master, to seek out weakness and ensure that they are pure of purpose. So intimidating is this prospect that fully a third of the Dark Angels selected for such promotion have politely refused the honour and chosen to remain as warriors of the Deathwing, Ravenwing or as Veteran Sergeants. Perhaps the cause for this is the case of Sergeant Cadraellon, who was selected to become Master of the 10th Company not long after Ezekiel's accession. Ezekiel probed Cadraellon's thoughts and memories for a day and a night. As soon as the Chief Librarian finished, the prospective Master drew his pistol and killed himself with a bolt through his temple.

Ezekiel claimed he had seen nothing that would have prevented Cadraellon's promotion to Master, but there are those that think it unlikely the Chief Librarian's prophetic abilities would have failed to foretell such a devastating consequence. Whatever the cause, the incident has ensured that only those truly pure of heart and intent consider themselves worthy of leadership.

# RULES



# EZEKIEL

	WS	BS	S	T	W	I	A	Ld	Sv
Ezekiel	5	5	4	4	3	5	3	10	2+

**UNIT TYPE:** Infantry (Character).

**WARGEAR:** Artificer armour, master-crafted bolt pistol, frag grenades, krak grenades, psychic hood.

**WARLORD TRAIT:**

**THE HUNT** If your Warlord, or the unit he is with, slays the enemy Warlord in the Assault phase, you score an additional Victory Point.

**SPECIAL RULES:** Independent Character, Inner Circle (Ezekiel has the Fearless and Preferred Enemy (Chaos Space Marines) special rules).

**Independent Characters:** Independent Characters can join other units. They cannot, however, join vehicle squadrons or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

## *Joining and Leaving a Unit*

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

## *Look Out, Sir*

Independent Characters pass Look Out, Sir rolls on a 2+.

## *Heroic Morale*

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if



reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

### *Special Rules*

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

### *Independent Characters and Ongoing Effects*

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

**Fearless:** Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

**Preferred Enemy:** This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

**Psyker:** Ezekiel always knows the *Mind Worm* psychic power. He may generate two more powers from the **Divination**, **Pyromancy**, **Telepathy** and **Telekinesis** disciplines.



## **Mind Worm**

### **Warp Charge 1**

*Ezekiel burrows his consciousness into a victim's brain, forcing him to reveal his innermost secrets as he convulses to death.*

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

**RANGE:** 12"

**STRENGTH:** 4

**AP:** 2

**TYPE:** Assault D3, Ignores cover, Sap Will

**Sap Will:** For each unsaved Wound a model suffers from *Mind Worm*, that model's Weapon Skill, Ballistic Skill, Initiative and Leadership are reduced by 3 (to a minimum of 1) for the remainder of the game.

**Focussed Witchfire:** Some witchfire powers can pick out models in an enemy unit – these are called focussed witchfire powers. They follow all the normal rules for witchfire, but you can choose the specific model in the target unit that you want the power to affect. This isn't guaranteed, however, as

such powers require great concentration which can easily be broken. Accordingly, when the Psychic test is taken for focussed witchfire, pay close attention to the actual number rolled. If the total is 5 or less and the Psychic test is passed, then the power is resolved against the model you chose. If the total is greater than 5 and the Psychic test is passed, randomly select a different model in the same unit for the power to be resolved against.



# CHAPTER RELICS





# MASTER-CRAFTED BOLT PISTOL

*Pistols are light enough to be carried and fired one-handed, but with limited range, allowing a trooper to fight in close combat with a pistol and sword or other Melee weapon.*

**RANGE:** 12"

**STRENGTH:** 4

**AP:** 5

**TYPE:** Pistol

**Master-crafted:** Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

**Pistol:** All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase.

*Gunslinger*

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

# MASTER-CRAFTED BOLT PISTOL

adamantium  
muzzle break



Chapter Techmarine  
sanctionary sigil

gene-coded  
reactive grip

# ARTIFICER ARMOUR

*Embellished by the finest artificers in the Dark Angels armoury, these lavish suits afford the wearer protection to rival even Terminators.*

Artificer armour confers a 2+ Armour Save.



# ARTIFICER ARMOUR

psyhic reactive  
ceramite plating with  
psychic hood  
couplings

winged blade of the  
chapter asendant



sacred seal of the  
Master of the Librarius

# PSYCHIC HOOD

*Psychic hoods are embedded with arcane constructions of psychically attuned crystals that allow a Librarian to extend his psychic protection to nearby allies.*

Each time a unit (or model) is targeted by an enemy psychic power and is within 6” of a friendly model with a psychic hood, the wearer of the hood can attempt to Deny the Witch in their stead, as if he were in that unit.

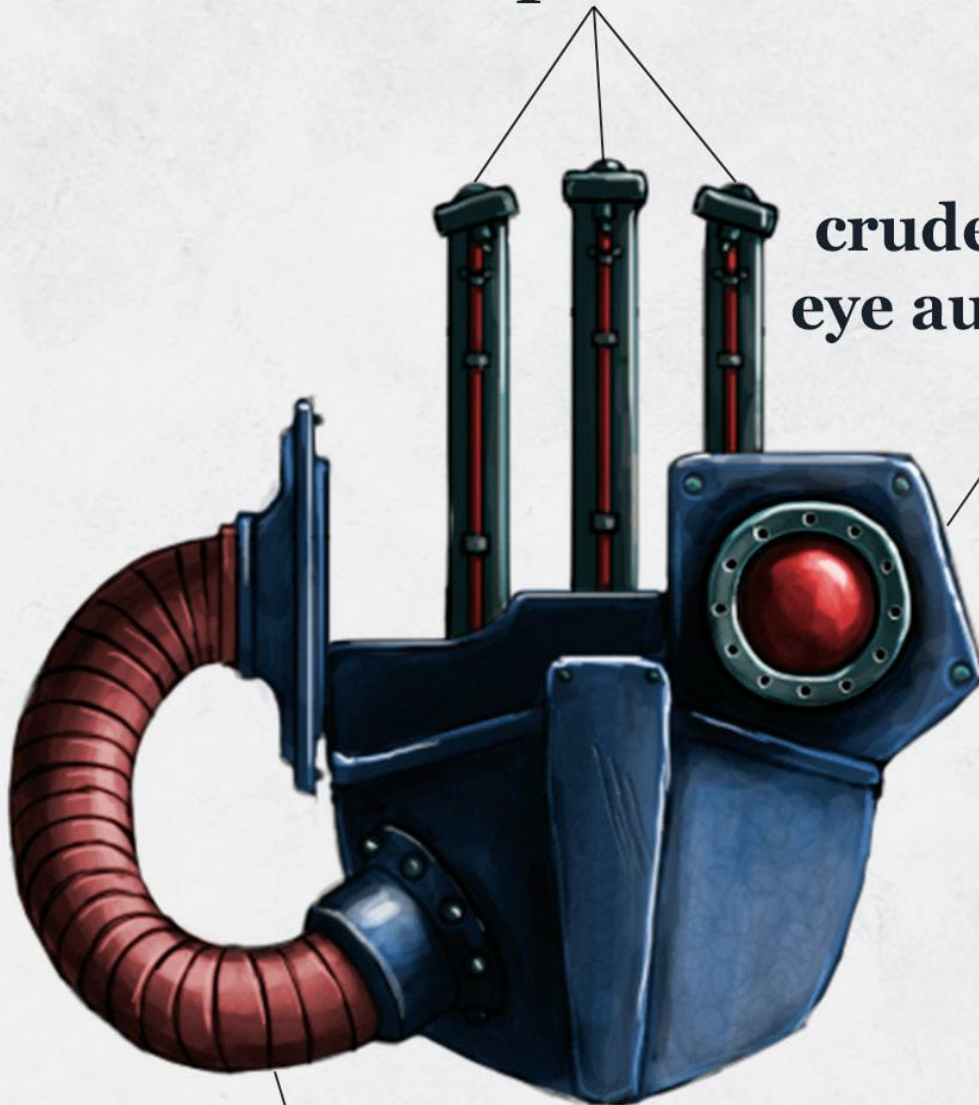
If the Deny the Witch attempt is failed, the psychic power is resolved as normal, but effects only the initial target, not the wearer of the hood

If a model with a psychic hood is embarked on a vehicle, he can only use the hood to protect the vehicle he is embarked upon.

# PSYCHIC HOOD

cereberal amplifiction coils

crude bionic  
eye augmetric



respirator coupling



# BOOK OF SALVATION

*This revered tome lists the names of all the Fallen who have been captured by the Dark Angels. Only the Inner Circle know the contents of the book, but the whole Chapter understands that its protection is paramount.*

So long as Ezekiel lives, all friendly Dark Angels units within 6” of him fight with righteous vigour, adding 1 to their Weapon Skill characteristic.

# BOOK OF SALVATION

hexagramatically  
warded clasps

sacred seal of the  
Master of the  
Librarius



shroud of the fallen

# TRAITOR'S BANE

*This sword was made to slay those who dared turn their back on the Emperor. The rage of those betrayed is bound within this blade and, from the shrieks emitted by the traitors slain by it, their end is painful indeed.*

**RANGE:** -

**STRENGTH:** User

**AP:** 3

**TYPE:** Melee, Force, Master-crafted, Two-handed

**Melee:** Weapons with the Melee type can only be used in close combat.

**Force:** If a Psyker inflicts one or more unsaved Wounds with a Force weapon, he can immediately choose to activate it by expending a Warp Charge point and taking a Psychic test. If the test is failed, or the bearer has no Warp Charge points to spend, then there is no additional effect.

If the test is passed, all unsaved Wounds inflicted by the Force weapon that turn have the Instant Death special rule. Deny the Witch rolls cannot be taken against Force weapons.

Force weapons have no additional effect against vehicles or models that do not have a Wounds characteristic.

*Instant Death*

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness.

**Master-crafted:** Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

**Two-handed:** A model attacking with this weapon can never gain bonus Attacks for fighting with two weapons.



# TRAITOR'S BANE



# MINIATURE SHOWCASE



















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# SAMMAEL<sup>™</sup>



# SAMMAEL

GRAND MASTER OF THE RAVENWING  
AND LEADER OF THE HUNT



# **SAMMAEL**

## **GRAND MASTER OF THE RAVENWING**

### **AND LEADER OF THE HUNT**



**The hunt for the Fallen occupies the thoughts of all members of the Inner Circle, but the major part of its conduct falls to the commander of the Dark Angels' 2nd Company – the Grand Master of the Ravenwing. The Leader of the Hunt and his warriors are at the forefront of the physical search for the traitors that turned from the Lion, and the current incumbent, Sammael, epitomises the dynamism and élan required for the role.**





# CHARACTER BACKGROUND





## WITH PISTOL AND BLADE

Whilst serving in the Assault Squads of the 8th Reserve Company, Sammael quickly earned the admiration of his fellow Space Marines with his forthright tactical acumen and insatiable drive. Having only fought as a fully-fledged battle-brother for a handful of years, Sammael was bent on earning respect, and promotion to the Battle Companies, as quickly as possible, Sammael was always the first to volunteer for additional duties and spent every moment when he was not in combat or on vigil honing his skills in the battle-halls of the Rock. Adeptus Astartes implants and training had boosted an already considerable natural talent and made him a fearsome bladesman. Sammael frequently placed highly in the ritualised duels and tournaments that occur amongst the Dark Angels, building a comradely rivalry with Grand Master Belial, whom he has never been able to best. His insights on the battlefield were as incisive as his sword blows, garnering him the rank of sergeant in only his fifth year as a full battle-brother.

Always adhering to orders from his Company Master and paying due respect to the chain of command, Sammael nevertheless had an instinct for positioning his squad at the forefront of any assault or counter-attack. Wherever an Assault Squad was needed to punch through a foe's weak point or respond to an enemy breakthrough, Sammael and his warriors were always the unit closest to hand for the mission.

Such gifts do not go unnoticed, and the previous Master of the Ravenwing, Gideon, personally selected Sammael for observation. Gideon conducted the rites of preparation himself, and was pleased to find that Sammael was capable of handling the secrets of the Hunt as well as he handled his chainsword.



## IN BLACKEST SABLE

The youngest Dark Angel ever to be inducted into the Ravenwing, Sammael was treated as something of a talisman by his squadron-brothers. His natural flair for attack and mobile defence took him to the position of sergeant in swift years once again, and Sammael's easy camaraderie ensured that there were none that served with him who begrudged the promotion.

On Scarcis, Valindor IV, Neophastus and Pelaggian, against the Ork horde of Grishgor the Underfiend and the renegade warbands of the Scabrell Cluster, Sammael's exploits continued to gain him renown amongst his battle-brothers. On Kaphon Betis, when Sammael was still a sergeant in the Ravenwing, the future Grand Master first heard the name Cypher. Kaphon Betis had been subject to repeated assaults by Eldar pirates, and these had provided cover for Cypher and his band to destabilise the rule of the Imperial Commander.

Grand Master Gideon regretted deeply that the Dark Angels had been so close to catching their arch-foe. The Fallen had still been in-system when the Ravenwing arrived alongside warriors from the 3rd Company and the Deathwing, though the Dark Angels did not know at the time that their elusive quarry was still nearby. By the time the Dark Angels drove off the Eldar attacks, Cypher had slipped away once more. Sammael took several prisoners from pro-xenos cults and overheard their discussions of 'Lord Cypher', learning that this mysterious individual had been the mind behind much of the upheaval.

Faced with Sammael's questions, Grand Master Gideon chose to take Sammael into his confidence, inducting him unofficially into the Inner Circle; an induction that was formally ratified when they



returned to the Rock. When Sammael and his squadron were instrumental in the capture of the Fallen known as Ecanus, during the Lustanstadt Uprisings, Grand Master Gideon again singled out the warrior for especial praise and elevated him to the ranks of the Black Knights.

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## CHAOS AT KAPUA

When word reached the Tower of Angels of a Chaos-tainted uprising in the Kapua System, the Ravenwing was despatched to ascertain whether there was any Fallen involvement; the Chapter's bitter outcasts are accused of fomenting many such rebellions. The 2nd Company arrived at Kapua and performed a lightning-drop onto the storm-shrouded world of Kapua VII. The initial attack met little resistance – mostly rebels and cultists poorly equipped to take on the elite of the Dark Angels.

However, this early success was soon reversed by the intervention of Traitor Marines from the Black Legion and Word Bearers. Though their numbers were small, their presence bolstered the resolve of the Chaos worshippers and Grand Master Gideon was forced to withdraw or risk his formation getting bogged down in a static battle of attrition with the Chaos Marines, an engagement for which the foe was better suited.

Over the course of the following days, the Ravenwing conducted several scouting forays and a recon-in-force to establish the extent of the foes facing them and to draw out and destroy such enemy elements as could be lured from their defensive lines. With this intelligence in hand, Gideon and his veterans identified the city of Vespengard as integral to the traitors' plans and composed a plan of attack that would pull apart the defenders and see them destroyed piecemeal.

The next phase of the campaign started well, as encircling Ravenwing forces baited squads of Word Bearers from their bastions and bunkers, opening up a gap in the approaches to Vespengard. Grand Master Gideon led the attack on the Chaos-held settlement with the bulk of his force, driving his bikers and Land Speeders through the break in the enemy cordon.

---

## THE TRAITOROUS IRE

Disaster struck upon reaching the inner reaches of Vespengard. The commander of the uprising had kept hidden his greatest weapon: a Reaver Titan corrupted by the promises of the Chaos Gods. The *Traitorous Ire* dominated the open spaces and wide thoroughfares of the city's heart, its turbo-lasers and gatling blaster driving back the Ravenwing advance. While they recoiled from this blow, the Dark Angels found that the errant Word Bearers had returned to their positions in a pre-planned move to ensnare the Ravenwing. They were surrounded.

Gideon was convinced that the enemy was led by one of the Fallen – for who else could have known the Dark Angels' way of war so well as to organise such an effective ambush. Rather than order a break-out from the city, he commanded his warriors to attack the *Traitorous Ire*. If the Titan could be removed from the battle, the city would again belong to the Dark Angels and the traitors could be hunted down in the wilds.

The Grand Master led the attack with Sammael at his right hand, punching through the cultists that swarmed from the buildings to bar the Ravenwing's path and slow them down enough for the Titan to engage.

As they reached one of the central squares, the Ravenwing were caught by a timely fusillade from the *Traitorous Ire*'s gatling cannon. Massive shells slammed into the road and sent debris crashing down from the surrounding buildings. Gideon and his squad were caught on the edge of one such blast; Space Marines and bikes were flung through the air by the immense detonation. Flaming debris rained down onto the ferrocrete road and Sammael was momentarily knocked unconscious amongst the dead and wounded.



## RISING FROM THE ASHES

When he recovered his senses, Sammael pushed himself from the rubble to find his bike was smashed beyond use and the company was in disarray. Enemies were closing from the rear and the *Traitorous Ire* had the surviving Ravenwing pinned back in alleys and side roads where the cultists would be able to ambush them with ease.

Gideon lay crushed beneath a slab of masonry, his armour cracked in a dozen places, bones broken and organs pulverised. Yet the Grand Master still clung to life as Sammael found him amongst the devastation.

‘What are your orders, Grand Master?’ asked the Black Knight. ‘Do we continue the attack or withdraw?’

‘I cannot say,’ whispered Gideon. With his last strength and breath he pulled the Raven Sword free of its scabbard. ‘The company is yours to lead.’

With that final effort, Grand Master Gideon, veteran of six centuries of war, died.

Sammael wasted no time in taking command of the demoralised Ravenwing. Securing himself a functioning steed from amidst, he commanded the Land Speeders to conduct harrying raids on the enemy Titan while the bikes and attack bikes regrouped under the shadowy veil of a Darkshroud.

The situation was grim. Communication from the fleet announced that traitor vessels were closing on the Ravenwing's Battle Barge *Implacable Justice* and no orbital support could be expected. The company had lost nearly a third of its warriors and machines. Sammael did not expend any time worrying about reorganisation, but left it to his veterans and sergeants to form such squadrons as were needed.

Wishing to see Gideon's plan to fruition, Sammael led a fresh attack on the *Traitorous Ire*, using the Land Speeders and Darkshroud to feign a rear attack, while a second force was sent to the east, forming a diversion on the war engine's augur returns. Their energy signatures masked by burning buildings, sparking power lines and venting reactors, a handful of the Ravenwing's most adept riders followed Sammael through the ruins created by the Titan's weapons.

They burst from their cover as the *Traitorous Ire* turned to confront the feint from the east. Bike-mounted weapons, even the plasma talons of the Black Knights, were little use against the void shields of a Titan. Instead, Sammael put his faith in speed, tearing across the square at the head of his warriors to strike from within the energy defences of the war machine.

Cultists in the surrounding buildings opened fire on the charging Ravenwing but they dodged and jinked with reckless abandon, and all survived to reach the Titan. Barely slowing, each sped past the machine's lumbering feet in quick succession, hurling all the melta-bombs and charges the force possessed as they raced between the Titan's legs.

Even before they were clear, Sammael detonated the bombs, shearing away the lower right leg of the *Traitorous Ire*. As the behemoth collapsed, its reactor exploded, levelling the buildings still standing on the square and showering flaming metal and ceramite onto the swiftly-retreating Ravenwing.

Following the loss of their Titan, the Chaos forces struggled to regroup. Sammael kept the Ravenwing mobile, always attacking and harassing, fighting continuously for seven weeks until reinforcements from the Deathwing, 4th and 5th Companies arrived to purge Kapua VII of the Chaos taint once and for all.

Much to Sammael's disappointment, no member of the Fallen was ever located, but the destruction of the *Traitorous Ire* is still remembered as one of the Ravenwing's greatest achievements.

On returning to the Rock, Sammael's promotion was endorsed by the other Masters of the Chapter and he has led the 2nd Company for more than a century.



## LEADER OF THE HUNT

Sammael has discharged his duties as Grand Master of the Ravenwing with a blend of careful planning and audacious bravery. Under his leadership the 2nd Company has perhaps gained even more of a reputation for recklessness and independence, but their numerous victories stand as testament to his skill as a commander and his talent for leadership.

Though bound by sacred duty to pursue the Fallen, Sammael is the most relaxed of the Inner Circle; confident that with Azrael's guidance, Belial's determination and his daring, the Hunt has entered a decisive phase. There are those amongst the Inner Circle, Asmodai most vocal amongst them, who wish Sammael's company exercised more discipline at times, but such criticism does not diminish the Grand Master's achievements.

And now, following the uncovering of a Fallen plot at the recruiting world of Piscina IV and the destruction of a Fallen star base at Port Imperial, Sammael is on the trail of Cypher once more. This time, Sammael swears, the thrice-cursed Fallen will not elude the Ravenwing.



# RULES



# SAMMAEL

	WS	BS	S	T	W	I	A	Ld	Sv
Sammael	6	5	4	5	3	5	3	10	3+

**UNIT TYPE:** Jetbike (Character).

**WARGEAR:** Power armour, bolt pistol, frag grenades, krak grenades, teleport homer.

**Power Armour:** Power armour confers a 3+ Armour Save.

## Bolt Pistol

**RANGE:** 12"

**STRENGTH:** 4

**AP:** 5

**TYPE:** Pistol

**Pistol:** All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (see the *Warhammer 40,000* rulebook).

**Gunslinger:** All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

**Frag grenades:** Frag grenades are assault grenades.

## Shooting

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

**RANGE:** 8"

**STRENGTH:** 3

**AP:** -

**TYPE:** Assault 1, Blast

## Assault

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat.

## Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's

maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

### **Multiple Blasts**

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

### **Blast Weapons and Re-rolls**

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

### **Blast Weapons and Snap Shots**

Blast weapons cannot be fired as Snap Shots.

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### **Krak grenades**

*Krak grenades are shaped charges, excellent for cracking the armour on light vehicles.*

### **Shooting**

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

**RANGE:** 8"

**STRENGTH:** 6

**AP:** 4

**TYPE:** Assault 1

### **Assault**

Unless used in assaults against vehicles or Monstrous Creatures, Krak grenades have no effect. When they are used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

**RANGE:** -



**STRENGTH: 6**

**AP: 4**

**TYPE: -**

---

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

---

**WARLORD TRAIT:** Rapid Manoeuvre.

**Rapid Manoeuvre:** Your Warlord, and any unit he joins, can either roll 2 dice when they Run, using the highest roll, or can add D6" to any Turbo-boost they make (or Flat Out move, in the case of Master Sammael on his Land Speeder).

---

**SPECIAL RULES:** Hit & Run, Independent Character, Inner Circle, Scouts, Skilled Rider.

**Hit & Run:** A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

**Independent Characters:** Independent Characters can join other units. They cannot, however, join vehicle squadrons or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

#### *Joining and Leaving a Unit*

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

### *Look Out, Sir*

Independent Characters pass Look Out, Sir rolls on a 2+.

### *Heroic Morale*

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

### *Special Rules*

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

### *Independent Characters and Ongoing Effects*

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

**Inner Circle:** A model with this special rule has the Fearless and Preferred Enemy (Chaos Space Marines) special rules.

**Preferred Enemy:** This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

**Scouts:** After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it.

This rule also confers the Outflank special rule.

If a model has both the Infiltrate and Scout special rules, it may make a Scout Redeployment after deploying using the Infiltrate special rule.

**Skilled Rider:** A unit that contains at least one model with this special rule automatically passes Dangerous Terrain tests, and receives +1 to its Jink cover saves (other cover saves are unaffected).

## UPGRADE

**Sableclaw:** Should you choose to field Sammael mounted on his Land Speeder instead of on his jetbike, the following profile is used instead.

	[Armour]				
	BS	F	S	R	HP
Sableclaw	5	14	14	10	2

**UNIT TYPE:** Vehicle (Fast, Skimmer).

**WARGEAR:** Twin-linked assault cannon and twin-linked heavy bolter.

**Twin-linked:** A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

*Twin-linked blast weapons*

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

*Twin-linked template weapons*

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

**SPECIAL RULES: Deep Strike.**

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

*Arriving by Deep Strike*



Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.
- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.
- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (see the *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

### *Deep Strike Mishaps*

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

# CHAPTER RELICS



# ADAMANTINE MANTLE

*Blessed in a special ritual by the Interrogator-Chaplains within their Inner Sanctum far beneath the Tower of Angels, this cloak is interwoven with rare minerals and fibres from the fabled Cloak of the Lion.*

The Adamantine Mantle grants Sammael the Eternal Warrior special rule.

**Eternal Warrior:** A model with this special rule is immune to the effects of Instant Death.

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## CORVEX

*A treasured wonder from a distant age, Corvex is as sleek as it is powerful. It is held aloft by gravitic drives, the likes of which are lost to the Techpriests. To see Corvex streak across the battlefield is to know that the Ravenwing are on the hunt!*

Corvex is a jetbike fitted with a plasma cannon and a twin-linked storm bolter.

### Plasma Cannon

**Range:** 36"

**Strength:** 7

**AP:** 2

**Type:** Heavy 1, Blast, Gets Hot

### Heavy

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

### Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.



Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

**Multiple Blasts:** If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

**Blast Weapons and Re-rolls:** If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

**Blast Weapons and Snap Shots:** Blast weapons cannot be fired as Snap Shots.

### **Gets Hot**

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

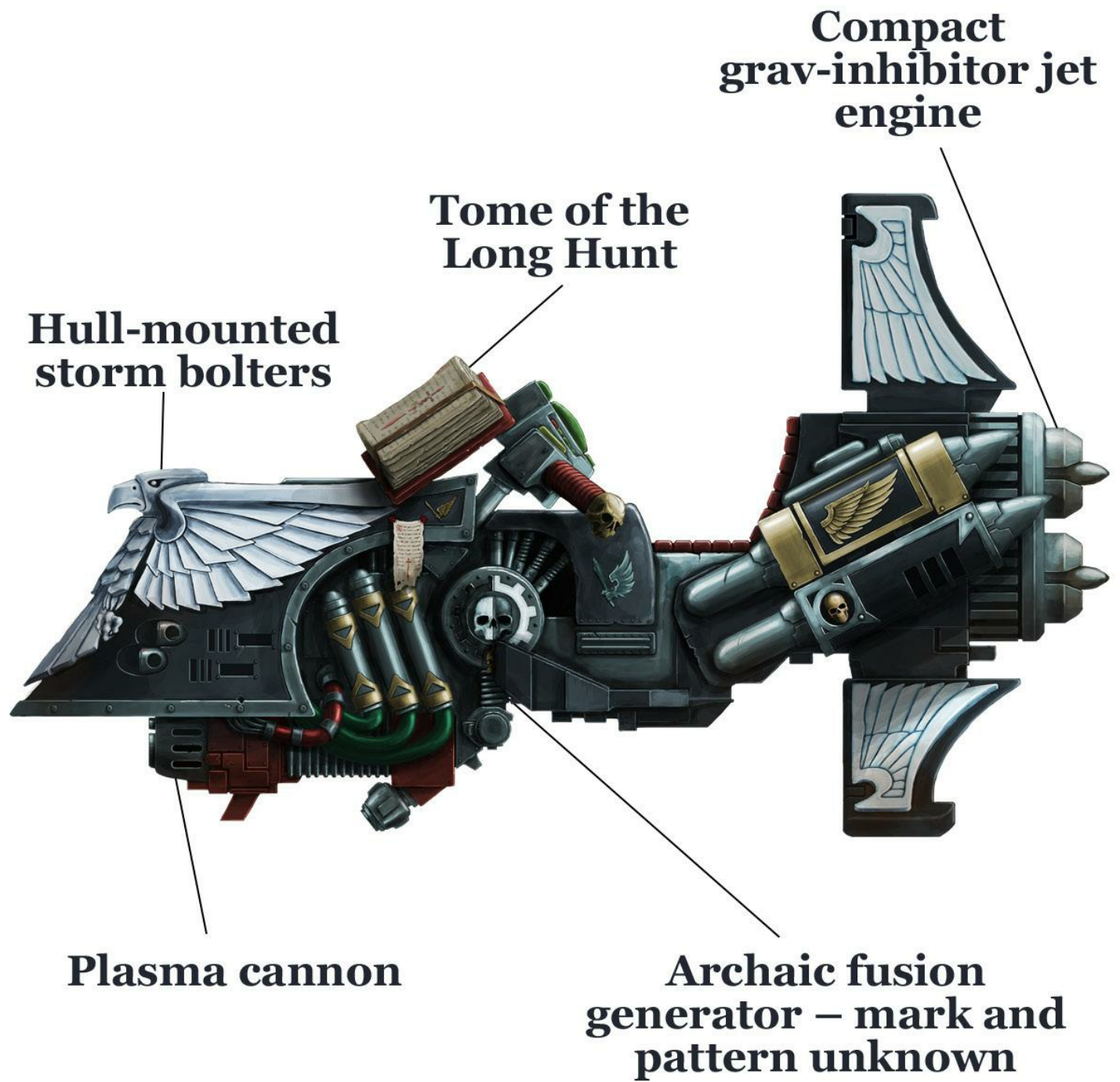
### **Gets Hot and Weapons That Do Not Roll To Hit**

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

### **Gets Hot and Re-rolls**

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

# CORVEX – IMPERIAL JETBIKE OF ANCIENT DESIGN



# NIGHT HALO

*This Dark Angels icon is a symbol of bravery and a ward against the weapons of the enemy. It has served many Masters of the Ravenwing and Sammael's faith in its protective powers has proved well founded over his many years of battle.*

The Night Halo grants Sammael a 4+ invulnerable save. If Sammael is riding in Sableclaw, it instead grants the Land Speeder a 4+ invulnerable save.



# SAMMAEL'S BREASTPLATE

Heavily modified MK5  
breastplate –  
The Raven's Curriass

Purity seal -  
penitent scroll of  
the inner circle



Night Halo

# RAVEN SWORD

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

**RANGE:** -

**STRENGTH:** User

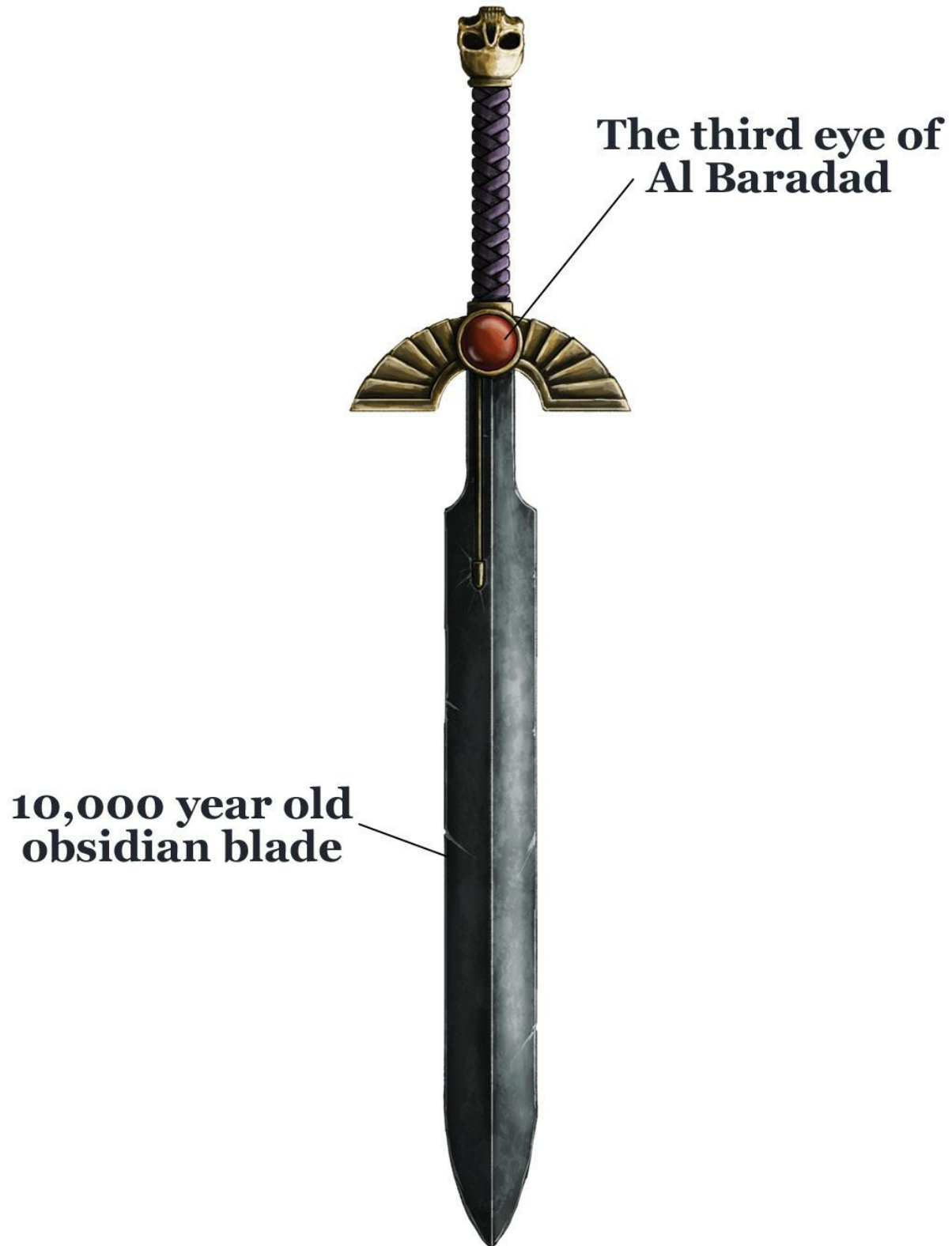
**AP:** 2

**TYPE:** Melee, Melee-crafted

**Melee.** Weapons with the Melee type can only be used in close combat.

**Melee-crafted.** Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

# RAVEN SWORD





# SAMMAEL'S PERSONAL HERALDRY

Sigil of the Ravenwing



# MINIATURE SHOWCASE







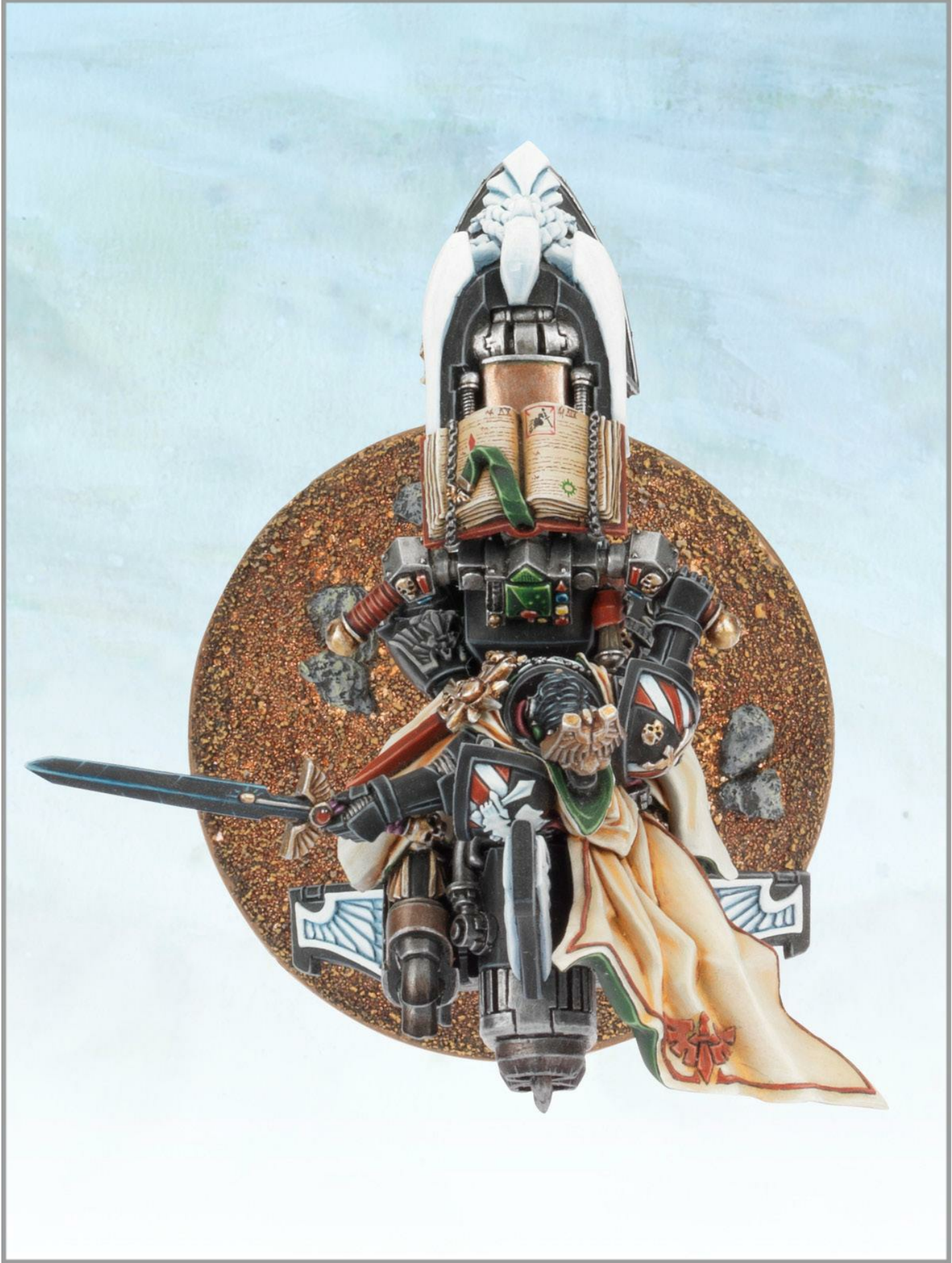












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