

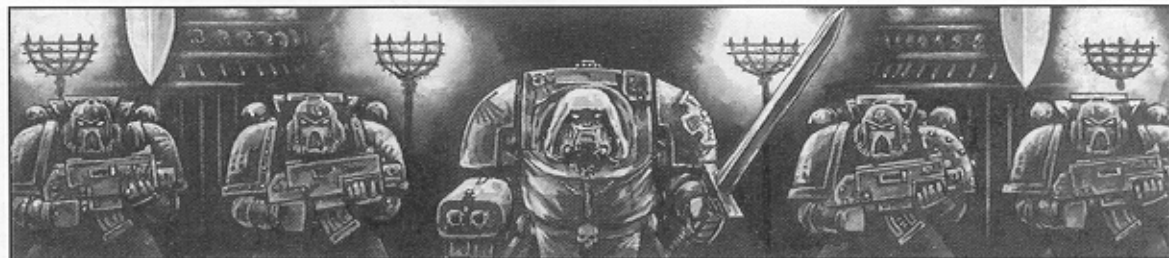
CODEX™ DARK ANGELS®

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

UK
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WILLOW RD, LENTON,
NOTTINGHAM,
NG7 2WS

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20th FLOOR, LEADER CENTRE,
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GAMES WORKSHOP®

ISBN: 1 859893 67 0

Games Workshop World Wide Web site: <http://www.games-workshop.com>

Product Code: 60 03 01 01 004

INTRODUCTION

"Forget your past life. From this day on you are simply a Dark Angel - nothing else is of consequence. The Chapter is all that matters."

Commander Azrael addressing new recruits to the Scout Company

Welcome Brother Marine to Codex: Dark Angels, a book dedicated to the most zealous of the Space Marine Chapters. Within these pages you will learn some (but not all!) of the secrets of collecting, painting and gaming with Space Marines of the Dark Angels Chapter in the Warhammer 40,000 battle game. Guard these secrets well, and reveal them at your peril...

THE DARK ANGELS

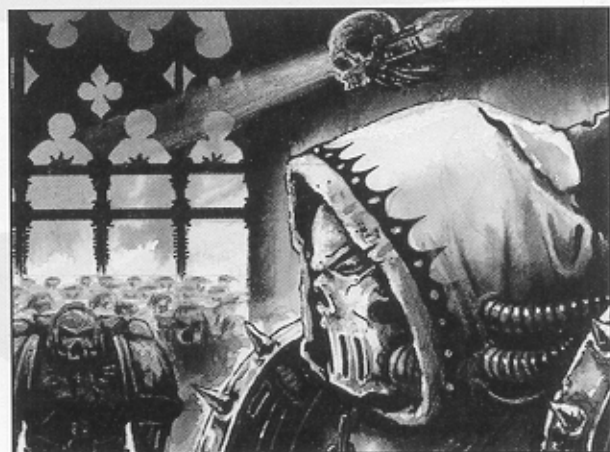
The origins of the Dark Angels Chapter are shrouded in mystery. There are no records of its beginnings nor any mention of its part in the Emperor's Great Crusade. Any reference in the Imperial histories to its deeds during the accursed times of the Horus Heresy has been expunged. But yet a legend persists that at one point the Dark Angels teetered on the very brink of Chaos and that an act of the most terrible betrayal dishonoured all of the Chapter's feats of valour, leaving an enduring stain on the Chapter's honour. Such is their shame, that from that time on they have borne the mark of the Unforgiven and must strive for absolution from the sins of millennia past.

Their terrible secret is that during the Horus Heresy some of their brethren were converted to the side of Chaos. The renegades were defeated in a battle that destroyed the Dark Angels' home world, Caliban, but many of the traitor Dark Angels survived to be cast through space and time by the Chaos gods. These survivors are known to the Dark Angels as 'The Fallen'. In the eyes of the Chapter's leaders, there is only one way that the Chapter can ever atone for their shame, restoring their honour and trust within the Emperor's eyes. That is if all the Fallen are found and either made to repent or are slain.

This story of treachery and betrayal is the Dark Angels' hidden shame and their secret mission to destroy all of the Fallen is now their only hope of salvation. None know of this other than the Dark Angels, their Successor Chapters and, perhaps, the Emperor on his Golden Throne.



The Chapter has been shaped by its dark past and is secretive and monastic in nature, with much time given over to worship and prayer. There are many different levels within the Chapter which individuals may gradually rise through. On attaining each new level, they find out a little more about the truth behind the Dark Angels' origins, but it is only the highest ranking members of the Chapter that know the terrible, shameful secret of what happened ten thousand years ago.



WHAT'S IN THIS BOOK?

Codex: Dark Angels is split into three main sections, each of which describes a different area of creating your own Dark Angels army and getting it into action on the tabletop battlefield. Note that in order to use this Codex you will also need a copy of Codex: Space Marines.

The Army List. The Dark Angels army list is supplemental to the main Space Marine army list in Codex: Space Marines. It details the unique troops and squads available to a Dark Angels commander and the specialised wargear they carry into battle.

The Painting and Collecting Guide. This section covers everything you need to know in order to start collecting and gaming with a Dark Angels army. There are pages of painting guides and colour scheme ideas, as well as tactics, ideas on organising your army and lots of other useful information.

The Dark Angels. The final section includes background information about the sinister Dark Angels, and also includes a special scenario based on a battle fought by the Dark Angels against the combined forces of two Ork Warlords. There are also special characters from the Dark Angels Chapter that you can use in your battles if you wish.

DARK ANGELS ARMY LIST

On the pages that follow you will find special rules and an army list allowing you to field a Dark Angels Space Marine army in games of Warhammer 40,000. The list is designed to be compatible with the scenarios included in the Warhammer 40,000 rulebook, but it also provides the information you will need if you wish to use Dark Angels in scenarios that you have devised yourself, or that form part of a campaign.

Important Note: Throughout this book we refer to a Dark Angels army. However, it is possible to use this army list to build an army based on one of the Unforgiven Successor Chapters of the Dark Angels, such as the Angels of Absolution or Angels of Redemption. Alternatively you can use the list for a Chapter of your own devising. This will allow you to create your own colour scheme, Chapter history, special characters and other details, yet still play with a non-Codex army if you want to.

USING THE ARMY LISTS

The Dark Angels army list is different from other army lists you may have already seen. Instead of being an independent army list, it is used in conjunction with the standard army list in Codex: Space Marines. A Dark Angels army is chosen in exactly the same way as any other Space Marines army, except where noted on the following pages. Although the Dark Angels and the Unforgiven vary somewhat from a 'Codex' Space Marine army, there are still more similarities than differences. For this reason, and in order to avoid any unnecessary repetition, the following pages detail only the different organisation and army list options that are available to the Dark Angels. Full entries for the other troops

available to a Dark Angels Commander can be found in Codex: Space Marines.

Unless noted in this volume, all of the rules, options and limitations that apply to a Space Marine army also apply to a Dark Angels army.

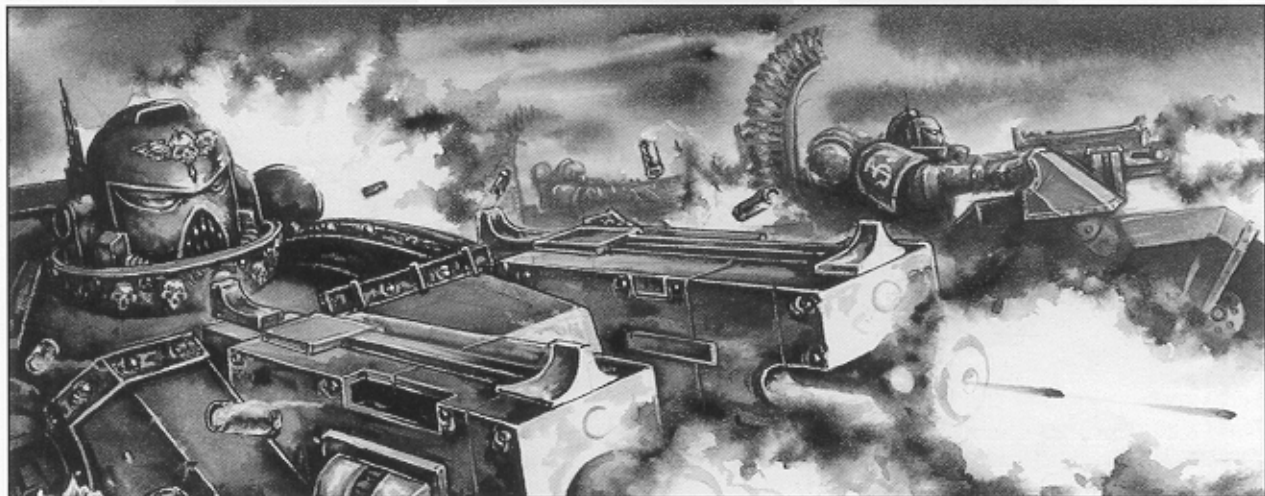
CHOOSING YOUR ARMY

When you are choosing your army, you may make choices from Codex: Dark Angels, within the normal limitations of the Force Organisation chart being used, points values of the battle, etc. Some of the entries that follow refer you to an entry or option from the Codex: Space Marines list. If this is the case, you use the entry or option from Codex: Space Marines, with the special rules presented here. For example, Dark Angels Tactical squads are chosen from the Tactical squad entry in Codex: Space Marines, but use the special rules that apply to Dark Angels printed in this Codex.

Dark Angels Armoury

A Dark Angels army has access to all of the weapons and wargear from the Space Marine Armoury in Codex: Space Marines. In addition, there are a number of special items of wargear which are only available to a Dark Angels army and cannot be taken by an army representing a different Chapter.

Important Note: Dark Angels Masters, Grand Masters, Librarians, Interrogator Chaplains and some Veteran Sergeants are members of the Deathwing and therefore have Terminator honours. The +1 Attack bonus has already been included in their characteristics and may not be taken again. For the same reason, they do not receive the +1 attack bonus if given Terminator armour.



DARK ANGELS ARMOURY

Each Dark Angels character may pick up to two single-handed weapons, or one single-handed and one two-handed weapon, plus up to 100 points of wargear, either from the Space Marine Armoury or the Dark Angels Wargear below. Note that Dark Angels Masters, Grand Masters, Librarians, Chaplains and some Veteran Sergeants already have Terminator honours and may not take them again.

Wargear

In addition to the wargear included in Codex: Space Marines, the Dark Angels may also pick items as indicated from the list below. These items are all unique and may not be duplicated. Note that Dark Angels do not have access to Holy Relics or Sacred Standards, which are replaced with the equivalent items from this list.

Lion Helm (Grand Masters only)	35 pts
Sword of Secrets (Grand masters only)	40 pts
Book of Salvation (Librarians only)	40 pts

Blades of Reason (Chaplains only)	5 pts
Cup of Retribution (Independent Characters only)	40 pts
Standard of Devastation (Standard Bearer only)	35 pts
Standard of Fortitude (Standard Bearer only)	30 pts
Standard of Retribution (Standard Bearer only)	40 pts

Dark Angels Vehicle Upgrades

Dark Angels use the Space Marine Armoury when choosing vehicle upgrades.

RAVENWING & DEATHWING ARMIES

The Dark Angels include two Companies that have a unique structure and organisation. The Chapter's 1st Company is known as the Deathwing and is made up exclusively of Space Marine Terminators, while the 2nd Company is known as the Ravenwing and is made up exclusively of Space Marines mounted on bikes, attack bikes and Land Speeders. Normally squads from the Deathwing or Ravenwing will fight alongside squads from the other companies in the Chapter, but sometimes they will be fielded as detachments drawn only from their own Company. The following special rules can be used to represent a 'pure' Deathwing or Ravenwing army.

Deathwing Army

A Deathwing army must include the Master of the Deathwing as one of its HQ choices. It may include Interrogator-Chaplains and Librarians as additional HQ choices, but may not have any other type of character. In a Deathwing army, only the Master of the Deathwing may be accompanied by a Command squad.

Aside from characters, the only units allowed in a Deathwing army are Deathwing Terminator squads, Dreadnoughts and Land Raiders. Deathwing Terminator squads may be chosen as Elites, Troops, Fast Attack or Heavy Support choices for the purposes of the Force Organisation chart being used for the mission being played. Note what category (eg, Troops, Elites, etc) each squad you take counts against, in case the scenario to be played requires some types to be held in reserve.

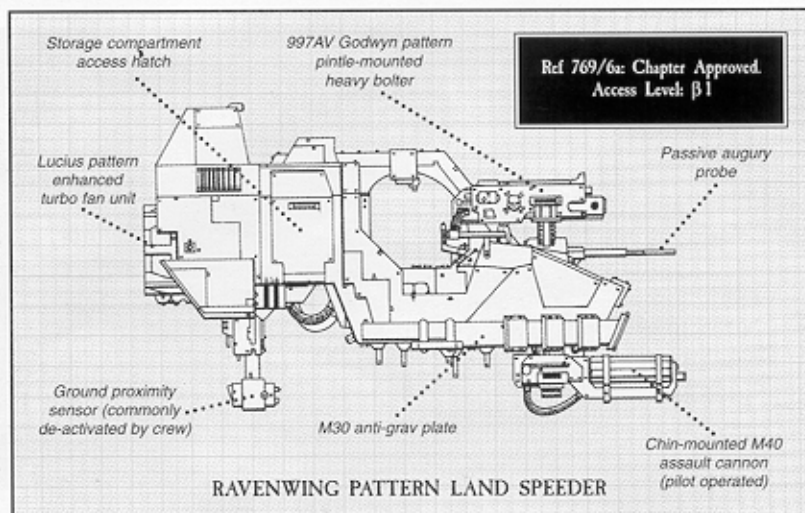
Dreadnoughts are taken as Elites choices as normal and Land Raiders may be taken either as Heavy Support, or as a transport for Terminator squads and Command squads that consist of no more than five models (the unit has to be able to fit inside its transport vehicle!). Land Raiders taken as a transport vehicle still cost 250 points, but don't count as one of the army's Heavy Support choices. Terminators that have a Land Raider transport vehicle may not *deep strike* into battle.

Ravenwing Army

A Ravenwing army must include the Master of the Ravenwing as one of its HQ choices. It may also include Interrogator Chaplains and Librarians as additional HQ choices, but may not have any other type of character. Chaplains or Librarians must be given a bike as an additional item of wargear. In a Ravenwing army, only the Master of the Ravenwing may be accompanied by a Command squad.

Aside from characters, the only other units allowed in the army are Ravenwing bike squadrons, Ravenwing attack bikes and Ravenwing Land Speeders. When you are fielding a Ravenwing army, bikes count as Troops units and Attack Bike squadrons count as Heavy Support units, instead of Fast Attack choices as would normally be the case. Land Speeder squadrons still count as Fast Attack choices. These changes are summarised on the table below.

Unit	Normal Type	Ravenwing Army
Bike Squadron	Fast Attack	Troops
Attack Bike Squadron	Fast Attack	Heavy Support
Land Speeder Squadron	Fast Attack	Fast Attack



DARK ANGELS SPECIAL RULES

'And They Shall Know no Fear' & Drop Pods

These special rules are included in Codex: Space Marines and also apply to all Dark Angels Space Marines.

Allies

The Dark Angels refuse to fight alongside non-humans except under the most dire of circumstances. Because of this, unless you are playing a special scenario or game that is part of a campaign, then the Dark Angels will not fight as part of an army containing detachments that include any of the following troops: Ogryns, Ratlings, any non-human race. In addition, a Dark Angels army may not include any allies from the Heroes of the Imperium list unless you are playing a special scenario, though in this case it is because they don't want the outsiders 'sticking their noses' into the Dark Angels' private business.

Stubborn

Stubborn resistance against impossible odds by members of the Deathwing is legendary. Models that are noted as *stubborn* in the army lists automatically pass any Morale checks they have to take, even if faced by a situation or opponent that would normally cause them to automatically fail. However, such is their stubbornness that they will keep on fighting even when discretion may prove the better part of valour and so they may not voluntarily fall back from close combat (see the optional rule in the Designers' Notes at the back of the Warhammer 40,000 rulebook). Note that stubborn models still have to test for pinning as normal.

Characters that are stubborn confer the ability onto any unit that they lead, as long as the character is part of the unit.

Intractable

Dark Angels are very tenacious, but sometimes this will overcome their better judgement and they will stubbornly refuse to move when it might be in their better interests to do so. To represent this, roll a D6 for each Dark Angels character, unit or vehicle at the start of the turn if there is an enemy model within 24", in sight and within range of at least one weapon in the unit. On a roll of 2-6 the unit can move normally, but on a roll of 1 the Dark Angels will stubbornly refuse to move and must remain stationary.

Dark Angels units that refuse to move may not move in the movement phase or the assault phase, but can shoot as normal. In addition, they count as being *stubborn* for the remainder of that turn and all of the following enemy turn, even if they are not usually classed as *stubborn*.

Important Exception: This rule does not apply to Ravenwing units and characters.

The Ravenwing

Dark Angels of the Ravenwing practise and train continuously in the use of the vehicles they ride. They may re-roll the dice if they fail a Difficult Terrain test. In addition, they are trained to 'jink' their vehicles from side to side. This allows them a 6+ invulnerable save against any enemy shooting attacks as long as they moved in their previous movement phase. This save may be taken instead of their normal armour save, not in addition to it. Land Speeders and attack bikes are allowed to take this special saving throw, even though Land Speeders are vehicles and therefore do not normally get a save.

Hunting the Fallen

In the eyes of the Dark Angels, the only way that they can rid themselves totally of their secret shame and restore their honour and trust within the Emperor's eyes is if all the Fallen Dark Angels are found and made to repent or are slain. However, since the Fallen were cast through the warp to all corners of space and time, this is no mean task for the Dark Angels. Unlike the Inquisitors and Grey Knights of the Imperium, whose role it is to root out the agents of Chaos at work within the galaxy, the Dark Angels are only concerned with finding the Fallen of their Chapter. Although the Chapter will be called upon for many different missions for the Imperium, the search for their Fallen comrades is a constant quest that they can never relinquish.

Dark Angels will always attempt to follow up every rumour and clue concerning the Fallen. To represent this, roll a D6 at the start of any mission, unless you are playing against Tyranids or Necrons. On a roll of 6 the Dark Angels have heard that one of the characters in the opposing army has information that may lead them to one of the Fallen. This can be any character, including characters taken as upgrades for a unit, such as a Veteran Sergeant. Randomly determine who this character is. If the character is slain in close combat by a Dark Angel, it is assumed that he has been subdued and captured instead of being killed (though he counts as being killed for all game purposes). Capturing him earns the Dark Angels D6x10 extra victory points in a scenario that uses victory points to determine the winner. In any other scenario, capturing the character allows the Dark Angels player to claim a moral victory no matter what the outcome of the actual game. If the Dark Angels fail to capture the character, then their opponent receives the victory points (and the bragging rights!).

Cypher: If the opposing army includes Cypher and his Fallen Angels unit then the rule above is not used. Instead, each Fallen Angel that is captured is worth D6x10 victory points. For uncaptured Fallen Angels, the victory points are awarded to the Dark Angels' opponent. In order to capture Cypher he must be slain in close combat and fail his special 'final saving throw'. (The full rules for Cypher are included in Codex: Chaos Space Marines.)

A moment of
laxity spawns a
lifetime of
heresy.

Never forget,
never forgive.





Dark Angels Heroes can be Leaders, Masters or Grand Masters. Leaders represent Dark Angels Space Marines from the 3rd to the 10th Company who have not yet been initiated into the Inner Circle. Masters and Grand Masters represent high-ranking members of the Chapter and are part of the Inner Circle.

Librarians

Like all Space Marine Librarians, Dark Angels Librarians are able to make a special psychic attack against enemy models. The rules for using psychic powers can be found on page 74 of the Warhammer 40,000 rulebook.



All Librarians in the Dark Angels Chapter are inducted into the Deathwing as soon as they join the Chapter. They assist the Chapter's Interrogator-Chaplain when they interrogate the Fallen.

DARK ANGELS HERO

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Leader	50	4	4	4	4	1	4	3	9	3+
Master	65	5	5	4	4	2	5	4	9	3+
Grand Master	80	5	5	4	4	3	5	4	10	3+

Options: The Hero may be given any equipment allowed from the Dark Angels Armoury.

Master of the Deathwing: One Master or Grand Master can be made Master of the Deathwing. He must be equipped with Terminator armour and may be given any additional equipment allowed from the Dark Angels Armoury. If accompanied by a Command squad then it must be upgraded to a Deathwing Command squad (see the Command squad entry opposite).

Master of the Ravenwing: One Master or Grand Master may be made Master of the Ravenwing. See the 'Master of the Ravenwing' special character on page 19.

SPECIAL RULES

Independent Character: Unless accompanied by a Command squad, a Dark Angels Hero is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: The Dark Angels Hero may be accompanied by a Command squad, see the special entry opposite. Note that a Dark Angels Hero and Command squad count as a single HQ choice.

Stubborn: Dark Angels Heroes are members of the Deathwing and are therefore *stubborn* (for details see the special rules at the start of this army list).

Exception: The Master of the Ravenwing is not treated as being stubborn. Although a member of the Deathwing, he knows that it is his duty to survive and report back on what he sees and discovers.

DARK ANGELS LIBRARIAN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	85	5	5	4	4	2	5	4	9	3+

Options: The Librarian may be given any equipment allowed from the Dark Angels Armoury.

SPECIAL RULES

Independent Character: Unless accompanied by a Command squad, a Dark Angels Librarian is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Psychic Power – Weaken Resolve: The Librarian may attempt to use the *Weaken Resolve* psychic power when an enemy unit with a model within 12" of the Librarian has to take a Morale check. If the Librarian passes his Psychic test then the enemy unit must take its Morale check on 3D6 added together, rather than on 2D6 as is normally the case. The power may only be used once per player turn (ie, the Librarian can use his power once in the Dark Angels' turn and once in the enemy's turn).

Command Squad: The Librarian may be accompanied by a Command squad, see the special entry that follows. Note that a Dark Angels Librarian and Command squad count as a single HQ choice.

Stubborn: Librarians are members of the Deathwing and are therefore *stubborn* (for details see the special rules at the start of this army list).

THE YOUNG LION

The young Primarch's capsule crash-landed on a planet called Caliban. How Jonson survived those early years on Caliban is a complete mystery. By rights he should have died within the first few minutes of being exposed on the planet. But Jonson did not die. Somehow, as a young child on one of the most deadly death worlds in the Imperium he not only survived, but grew strong and tall. What it was like for him in those grim and dark days none can say, for there was no-one there to record the events of his life, and Jonson never spoke of those times himself. All that can be said for certain is that for a decade Jonson was forced to trust to his own wit and skill in order to survive.

The Life and Times of Lion El' Jonson

INTERROGATOR-CHAPLAIN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Interrogator-Chaplain	90	5	5	4	4	2	5	4	9	3+

Weapons: Crozius arcanum and rosarius.

Options: The Chaplain may be given any equipment allowed from the Dark Angels Armoury.

SPECIAL RULES

Independent Character: Unless accompanied by a Command squad, an Interrogator-Chaplain is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: The Interrogator-Chaplain may be accompanied by a Command squad, see the entry below. Note that an Interrogator-Chaplain and Command squad count as a single HQ choice.

Stubborn: Interrogator-Chaplains are members of the Deathwing and are therefore *stubborn* (for details see the special rules at the start of this army list).

DARK ANGELS COMMAND SQUAD

See squads below for details on profiles and points cost.

Squad: The squad is chosen at an additional points cost from the Dark Angels army list. The squad consists of between four and nine models, one of whom may be a Sergeant.

Weapons & Options: The standard weapons and options available to the squad type chosen are available to the Command squad.

Characters: The standard characters available to the squad type chosen are available to the Command squad. In addition, one model may be upgraded to an Apothecary, one model may be upgraded to a Techmarine and one model may be upgraded to a Standard Bearer. Any of these characters may take equipment from the Dark Angels Armoury.

Transport Vehicle: Any vehicles normally available to the squad type chosen are available to the Command squad.



Dark Angels
Chaplains are
known as
Interrogator-

Chaplains, for it is their sacred duty to attempt to make those of the Fallen who are captured repent their past. The Chaplain is allowed to add a single black pearl to his rosarius for each of the Fallen he convinces to repent. Those that refuse to do so inevitably die in agony during the interrogation, as the Chaplain is forced to use ever more drastic measures to make clear the error of their ways.

High ranking Dark Angels are often accompanied by a Command squad. The squad chosen depends on the model leading it:

Master of the Deathwing: Deathwing Terminator squad.

Master of the Ravenwing: Ravenwing Bike or Ravenwing Land Speeder squadron.

Any other model: Dark Angels Tactical squad.

ELITES

DEATHWING TERMINATOR SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	52	4	4	4	4	1	4	2	9	2+

Squad: The squad consists of one Deathwing Terminator Sergeant and between four and nine Deathwing Terminators. The Terminator armour's 2+ save and +1 Attack bonus have already been included in the characteristics above.

Weapons: The Deathwing Terminator Sergeant is equipped with a power sword and storm bolter. Deathwing Terminators are armed with a power fist and storm bolter.

Options: Any model may replace its power fist with a chainfist at +5 pts, or its power fist and storm bolter with either a pair of lightning claws or a thunder hammer and storm shield at no additional cost.

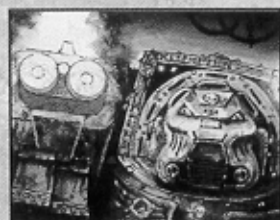
Up to two models may be armed with the following weapons: an assault cannon at +20 pts; a heavy flamer at +10 pts; a Cyclone missile launcher at +20 pts. The Cyclone replaces the model's power fist and the other weapons replace the model's storm bolter.

Character: The Sergeant may have additional equipment from the Dark Angels Armoury.

SPECIAL RULES

Deep Strike: Dark Angels models with Terminator armour may *deep strike*. See the Terminator Armour rules in the Wargear section.

Stubborn: Members of a Deathwing Terminator squad are *stubborn* (for details see the special rules at the start of this army list).



The Deathwing is the 1st Company of the Dark Angels Chapter.

Originally their armour was black, but it was changed to white to honour the memory of the lone squad of Dark Angels Terminators that freed their home world from a Genestealer invasion. Only when a Dark Angel is promoted to the Deathwing does he learn the true history of the Chapter and of their millennia-long mission to hunt down all of the Fallen.

DARK ANGELS DREADNOUGHT- SEE CODEX: SPACE MARINES

TROOPS

TACTICAL SQUAD – SEE CODEX: SPACE MARINES

SCOUT SQUAD – SEE CODEX: SPACE MARINES

Transport: DARK ANGELS RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	4

Transport: DARK ANGELS RAZORBACK

	Points	Front Armour	Side Armour	Rear Armour	BS
Razorback	70	11	11	10	4

TRANSPORTING TROOPS

Certain Space Marine squads (as indicated in their army list entry) can use Rhinos and Razorbacks to move rapidly across a battlefield. Neither vehicle counts as part of a squad or uses up any choices on the Force Organisation chart.

Dark Angels Rhinos and Razorbacks follow all of the rules and options given for the same vehicles in Codex: Space Marines.

FAST ATTACK



X The Ravenwing is the name of the 2nd Company of the Dark Angels Chapter. It is a highly specialised formation used for scouting and assault missions, where speed is more important than heavy firepower. However, apart from the Company Master, members of the Ravenwing are unaware that the Chaos Space Marines they are so often called upon to hunt down were once fellow Dark Angels.

RAVENWING BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ravenwing Biker	45	4	4	4	4(5)	1	4	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	4	2	9	3+
Attack Bike	+75	4	4	4	4(5)	1	4	2	8	2+

Squad: The squadron consists of a Ravenwing Sergeant and between two and four Ravenwing Dark Angels riding Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each Ravenwing rider is armed with a bolt pistol or a close combat weapon.

Options: Up to two Dark Angels in the squad may be armed with the following weapons: flamer at +3 pts, meltagun at +10 pts, plasma gun at +6 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts. Veteran Sergeants may be given extra equipment from the Dark Angels Armoury.

Attack Bike: The bike squadron may include one attack bike at an additional cost of +75 pts. The attack bike is armed with twin-linked bolters and a pintle-mounted multi-melta.

SPECIAL RULES

Ravenwing: Special rules apply to Ravenwing models. See the special rules at the start of the army list for details.

ASSAULT SQUAD – SEE CODEX: SPACE MARINES

SCOUT BIKE SQUADRON – SEE CODEX: SPACE MARINES

"The enemy has been sighted. I am going to engage. In the name of the Emperor:
Ravenwing – Attack! Attack! ATTACK!"

Grand Master Gidian of the Ravenwing.

RAVENWING LAND SPEEDER SQUADRON

	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Land Speeder	60	10	10	10	4

Squadron: Land Speeders are fielded in squadrons of between one and three vehicles.

Type: Fast, Skimmer. Note that as the crew of a Land Speeder are wearing power armour, the Land Speeder does not count as being open-topped.

Crew: Dark Angels.

Weapons: Heavy bolter.

Options: The Land Speeder may be fitted with an assault cannon in addition to its heavy bolter at an additional cost of +25 pts.

SPECIAL RULES

Ravenwing: Special rules apply to Ravenwing models. See the special rules at the start of the army list for details.

RAVENWING ATTACK BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	75	4	4	4	4(5)	1	4	2	8	2+

Squad: The squadron consists of between one and three Dark Angels attack bikes.

Weapons: Each bike is fitted with twin-linked bolters and a pintle-mounted multi-melta. Each Dark Angels rider is armed with a bolt pistol.

SPECIAL RULES

Ravenwing: Special rules apply to Ravenwing models. See the special rules at the start of the army list for details.



X Ravenwing Land Speeders are fitted with fairly long-range weapons, so that they can stand off and fire at the enemy while the Company's bike and attack bike squadrons press home the attack.

X Ravenwing attack bikes are fitted with multi-meltas and are used to destroy the heavily armoured targets that the weapons fitted to the Company's bikes and Land Speeders can't damage. They are usually attached directly to the Company's bike squadrons, but are sometimes fielded in separate squadrons if the enemy is expected to field a large number of armoured vehicles.

HEAVY SUPPORT

DEVASTATOR SQUAD – SEE CODEX: SPACE MARINES

WHIRLWIND – SEE CODEX: SPACE MARINES

PREDATOR ANNIHILATOR – SEE CODEX: SPACE MARINES

PREDATOR DESTRUCTOR – SEE CODEX: SPACE MARINES

LAND RAIDER – SEE CODEX: SPACE MARINES

VINDICATOR – SEE CODEX: SPACE MARINES

Ten times the time of snow and blizzards came to the forest home of the young Primarch. By this time he was full-grown, his genetically instilled powers accelerating his growth at a greatly enhanced rate. Cut-off from human contact, he could not speak, only roar in anger, rage or frustration. He ran naked through the dark pine forests, hunting and being hunted in turn. His hair was long and unkempt, his brooding eyes glowering at the world from behind a fringe of yellow-russet hair. His nails were long and begrimed with dirt and blood. So it came to pass that one day this wild-thing, more lion than man, heard a strange new sound. It was a sound he had never heard before. The sound of human laughter.

The Life and Times of Lion El'Jonson

VETERAN SERGEANTS

Some Space Marine squads include an option for being led by a Veteran Sergeant. All Veteran Sergeants have Terminator honours and may choose extra equipment from the Space Marine & Dark Angels Armouries. Note that the +1 Attack bonus for having Terminator honours has already been included in the Veteran Sergeant's characteristics.

Important Note: Dark Angels Veteran Sergeants may have been inducted into the Deathwing and can be **stubborn** at an additional cost of +5 pts. They will confer this ability on any squad they are leading for as long as they are alive.

FORCES OF THE DARK ANGELS



HQ



DARK ANGELS CHARACTERS

All Dark Angels characters are members of the Deathwing, which makes them stubborn and immune to Fall Back tests. They confer this ability on any unit they join, making the squad stubborn as well. This can be very useful, but remember it also stops you choosing to fall back when you want to!



ELITES



DEATHWING TERMINATORS

Like all Space Marine Terminators, the Deathwing are superb all-round troops, though few in number, even when fielded in a pure Deathwing army. They work/best in dense terrain where the enemy can't use its superior numbers, and where the Deathwings' stubbornness can make them very difficult to shift.



FAST ATTACK



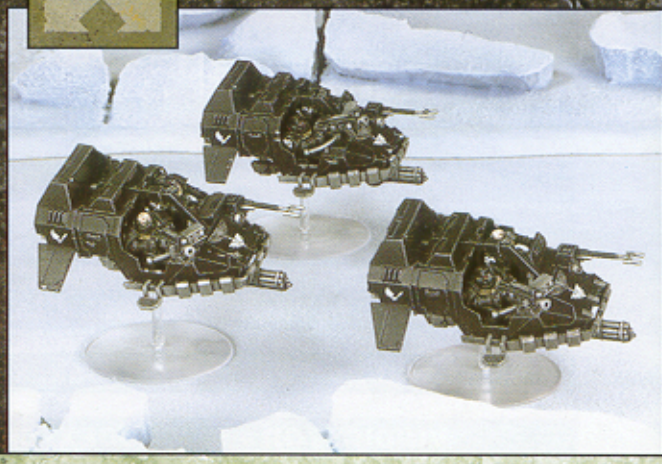
RAVENWING BIKE SQUADRON

Ravenwing Bike squadrons make superb hit-and-run troops. Due to their high speed, you can use them to attack the flanks and rear of an enemy army: strategic positions which, with their speed, they are capable of reaching in only a turn or two.

Alternatively, Ravenwing bikes make an effective mobile reserve that can be used to launch counter-attacks once the enemy has committed itself. Ravenwing bikes also benefit from being able to re-roll failed Terrain tests, meaning that they can risk moving through terrain other bikes would normally avoid.



FAST ATTACK



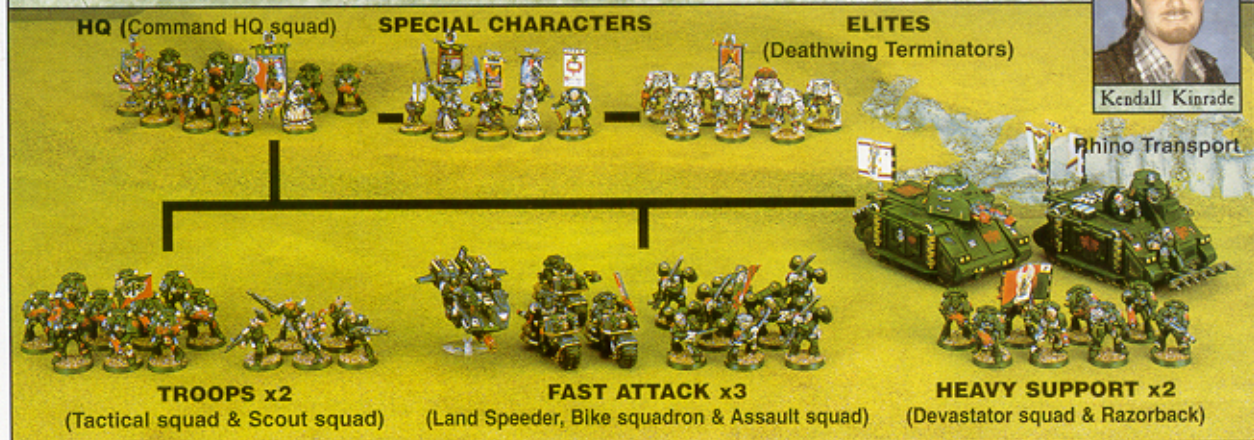
RAVENWING LAND SPEEDER SQUADRON

Ravenwing Land Speeders can provide excellent middle-ranged fire support for the rest of your army. Concentrate their fire on enemy troops and lightly armoured vehicles as their weapons lack the strength to have much effect on well-armoured targets. Don't forget to take their 'jink' saving throw against any penetrating hits they suffer.

Land Speeders are fast skimmers, which means that they can be quickly repositioned to deal with an unexpected enemy threat. Although they can be used to seize an objective, they are very vulnerable to enemy fire, and thus are not really suited to this type of task.

COLLECTING A DARK ANGELS ARMY

THE EMPEROR'S WRATH



The Dark Angels offer a wide range of choices in terms of collecting an army. On this page we've featured two fairly 'standard' Dark Angels armies, one by Games Workshop miniatures designer Mark Bedford, and another force taken from the huge army of Dark Angels fanatic Kendall Kinrade.

Mark started collecting his army quite recently. He started out with the compulsory units (HQ & two Troops), then added in some Elite, Fast Attack and Heavy Support units to provide some flexibility. The result is a good, well-balanced army, that can be expanded at leisure. Note how Mark has used the same painting technique and basing methods on all his models to give the army a coherent appearance.

Kendall has been collecting Dark Angels for over a decade. His full army is larger than the force shown here, and includes a number of quite old models (check out the Assault squad for examples of what Assault Marines used to look like!).

The army includes a number of great conversions, such as the two Rhinos shown above. Kendall can either use them as a Rhino and a Razorback, or if his opponent agrees, he can use his own home-grown rules for them. The result is a highly individual army with its own unique character.



Kendall's Rhinos have been extensively converted, and are painted in a neutral camouflage scheme. Only the troop hatches retain the Dark Angels' normal green colours.

FORCE DAMOCLES



Mark's Whirlwind is a converted Rhino, with multiple missile launchers made from hunter-killer missiles taken from lots of plastic Warhammer 40,000 Vehicle Accessory sprues.

HOW TO PAINT DARK ANGELS

Dark Angels Space Marines normally bear their Chapter badge on their left shoulder pad and sometimes have a squad badge on their right shoulder pad. The Chapter badge is white on a green field, while squad badges have red symbols on a green field, with the squad number written in white over the top.

Instead of the normal Chapter badge, Deathwing Terminators wear a red broken sword symbol over a white field on their right shoulder pads. The left shoulder pad, as with Terminators of any other Space Marine Chapter, bears the sacred *Crux Terminatus*.



NORMAL DARK ANGELS CHAPTER BADGE



SQUAD BADGE (RIGHT SHOULDER PAD)



CRUX TERMINATUS (LEFT SHOULDER PAD)



DEATHWING BROKEN SWORD BADGE

Dark Angels are relatively easy to paint. All you need to do is undercoat the models with black spray, then spray them again with Dark Angels Green. Pick out details in appropriate colours (eye lenses - Blood Red, bolter - Boltgun Metal, etc). Finally, paint the bases and apply a Chapter badge transfer to the left shoulder pad. If you wish you can apply a black ink wash to the Dark Angels Green armour. The ink will flow into the recesses, giving the effect of shadow. Lastly, give the model a coat of spray varnish once its dry.

If you have a bit more time and patience you can try a method sometimes referred to as *black-lining*, which gives models a more '3D' appearance. Start by undercoating the models black, then paint (don't spray) Dark Angels Green onto the armour, leaving areas of the black undercoat showing through in the gaps between the joints of armour. You can add some highlights if you like, by mixing some Putrid Green and Dark Angels Green and painting a thin line around the edges of armour segments.

The Ravenwing and Deathwing are also both quite straightforward to paint. For the Ravenwing all you have to do is paint the models black! For extra detail you can highlight the edges of Ravenwing vehicles with Codex Grey. It's best to undercoat Deathwing models in Bubonic Brown (now available in spray cans) and then paint the armour with Bleached



A finished Dark Angel painted using the black ink wash method. As an aside, you may find sometimes that inks don't paint all that well on top of spray paint. If you've had problems with this, try adding a small drop of washing-up liquid to the ink. This will allow the ink to spread more easily over the spray paint, and cover smoothly and evenly.

Bone, using the black-lining method described opposite. If you have the time, highlight raised edges with Skull White paint. This technique can also be used to paint the ceremonial robes worn by certain Dark Angels Space Marines.

Dark Angels recruit from many different planets with varied climates and settlement histories, and Dark Angels Space Marines are therefore likely to have some natural variety of skin tone. There are several flesh colours in the Citadel Colours paint range.

You can choose any of these colours if you wish, either to provide the base colour, highlights or shades. For example, dark skin tones can be represented by painting with Dwarf Flesh and applying a Chestnut wash, or alternatively use Dark Flesh and highlight raised areas such as the nose and cheekbones with Bestial Brown. Virtually any skin tone can be achieved with a little bit of thought.

DARK ANGELS BADGES AND MARKINGS

The following badges are worn by Dark Angels Space Marines. However, during a prolonged campaign units often have to be reorganised, so squad and company badges will often be painted over with the Chapter's basic armour colour or replaced with simplified alternative markings, until the correct badges can be applied.

SQUAD BADGES: The Dark Angels' 3rd-9th Companies are each divided into ten squads. The 3rd, 4th and 5th Companies are broken down into six Tactical squads, two Assault squads and two Devastator squads, as shown below. The 6th and 7th Companies are entirely made up of Tactical squads. The 8th Company contains just Assault squads, and the 9th are all Devastator squads.



Tactical Squads

Assault Squads

Devastator Squads

ARMY BADGES: The design of an army badge is straightforward: a geometric shape with a simple icon. They are normally painted onto the right greave (the part of the leg armour just below the kneepad).



sample army badges

Deathwing army badges

BADGES OF OFFICE: Standard Bearers, Apothecaries and Chaplains bear special symbols in place of squad badges on their right shoulder pads.



Standard Bearer

Apothecary

Chaplain

COMPANY BADGES



Deathwing



Ravenwing



3rd Co.



4th Co.



5th Co.



6th Co.



7th Co.



8th Co.



9th Co.



TACTICAL MARINE



ASSAULT MARINE



DEVASTATOR MARINE



SCOUT



APOTHECARY



TECHMARINE



DEATHWING TERMINATOR



CHAPLAIN



LIBRARIAN



HERO



SERGEANT

The basic colours used to paint each model are shown above each photograph. Each picture also shows a white or black dot, indicating which colour was used to undercoat the model.

THE UNFORGIVEN

The **Dark Angels Legion** was the first and greatest of the original Space Marine Legions. Over time, like all the other original Legions, it was broken up to form much smaller Space Marine Chapters, becoming the **Dark Angels Chapter** known today.

Dark Angels gene-seed has since been used to create other 'Successor' Chapters, most famously the **Angels of Vengeance**, **Absolution** and **Redemption**. Along with the Dark Angels themselves, these Chapters are collectively known as the **Unforgiven**. Most of the **Unforgiven** follow the same organisational structures as the Dark Angels themselves, (including having their own Inner Circles) and all share the same great mission of finding and eradicating every last one of the Fallen.

					
					
ANGELS of VENGEANCE	ANGELS of ABSOLUTION	ANGELS of REDEMPTION			
 <p>The Angels of Vengeance have retained the black armour of the original Dark Angels Legion. Black Terminator armour is worn by the Chapter's 1st Company and the monkish robes of the Inner Circle are also black.</p> <p>CHAOS BLACK ARMOUR </p>	 <p>This Chapter's heraldry forms a stark contrast to that of the Dark Angels. All of the Angels of Absolution wear bone-white armour and its vehicles and equipment are also painted in this scheme.</p> <p>BLEACHED BONE ARMOUR </p>	 <p>The armour of the Angels of Redemption is a curious mix of the colours of the Dark Angels and the Angels of Absolution. The right half of the armour is green, and the left half white.</p> <p>DARK ANGELS GREEN & BLEACHED BONE ARMOUR </p>			






DARK ANGELS STANDARDS AND BANNERS

THE SACRED STANDARDS

The Dark Angels have three ancient standards which date back to the time of the Great Crusade. It is the custom for only one to be used at any time, the remaining two standards are kept in the Great Hall on the Rock. They are the Standards of Fortitude, Devastation and Retribution.

COMPANY STANDARDS

Each Company has its own unique standard. Sometimes Sergeants carry a squad banner, which is a simplified version of the company standard showing the squad number.

							
Standard of Fortitude	Standard of Devastation	Standard of Retribution	Sergeant's Banner (3rd Squad)	Chaplain	Librarian	Deathwing Company Standard	Dark Angels Chapter Standard

HOW TO PAINT RAVENWING LAND SPEEDERS

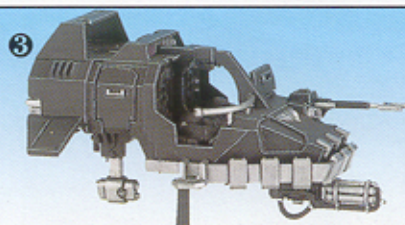
The step by step example below is a straightforward way of painting black vehicles. We've used a Tornado Land Speeder, but the method can be applied to any kind of Ravenwing vehicle – including bikes and attack bikes.



First, give the Land Speeder an undercoat with black spray. It's well worth investing in some cans of spray paint if you're going to be painting a lot of vehicles, as it takes a lot longer to undercoat them with a paint brush (and it's also a sure way of quickly ruining your brushes!). Unlike painting with a brush, you shouldn't need to apply more than a single coat of spray paint, as long as you make sure the spray reaches into every nook and cranny of the model.



To emphasise the contours of the Land Speeder, we've painted the edges of the armour plating with Codex Grey. To do this, load your brush with some paint, then wipe most of it off on some tissue. Now, using the flat of the brush, gently drag it along the edges of the armour plating. This stage is completely optional – you may decide that there is no need to highlight your vehicles, or that you simply don't have the time. Don't worry about it – whether you highlight or not, you'll still end up with perfectly good painted vehicles that look great on the tabletop. Also at this stage, paint metal areas with Boltgun Metal.

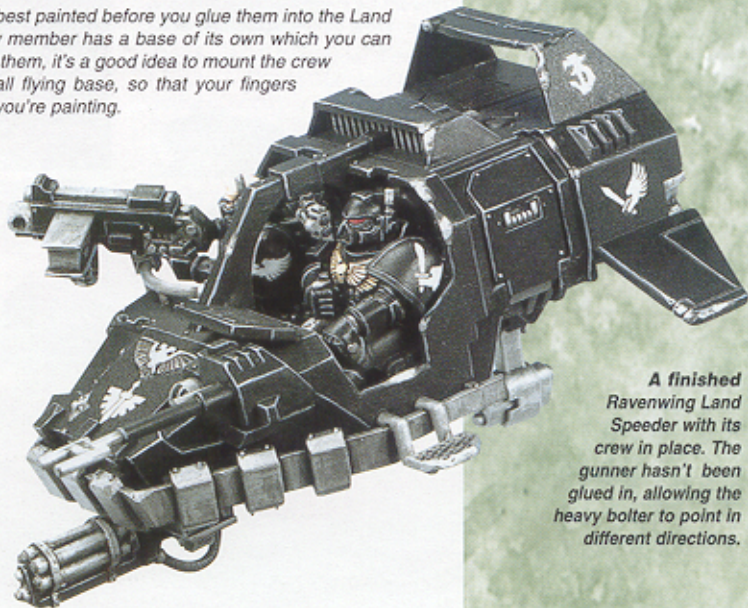


Now paint the whole of the Land Speeder (even metallic bits) with a wash of black ink thinned down with water. As you apply the ink, you'll find it settles into all the little nooks and crannies of the model, deepening existing shadows and making the whole model look more '3D'. The black ink wash will also have toned down the Codex Grey highlights you applied during stage 2. If you decide you'd rather keep them as vivid as they were before you applied the black ink, then try going back over a few with Ghostly Grey. This will give you some muted Codex Grey mid-tones, and some vibrant Ghostly Grey highlights.



The final stage is to paint all the metal areas with Mithril Silver, to lighten the metal colour again after the black ink wash. You can also add waterslide transfers to your Land Speeder once you've finished painting it – Games Workshop Mail Order sell Ravenwing transfer sheets. Lastly, to seal and protect the model, it's a good idea to give it a coat of matt or gloss varnish, also available from Games Workshop. Modelling varnish can be painted or sprayed on. Obviously, using spray varnish is quicker than painting it on and gives a smoother finish.

You'll find that the Land Speeder's crew are best painted before you glue them into the Land Speeder. Because neither crew member has a base of its own which you can hold onto whilst painting them, it's a good idea to mount the crew to something like a small flying base, so that your fingers aren't in the way whilst you're painting.



A finished Ravenwing Land Speeder with its crew in place. The gunner hasn't been glued in, allowing the heavy bolter to point in different directions.

HEAVY METAL

SHOWCASE

Dark Angels 2nd Tactical squad from the 3rd Company, painted by Stuart Thomas.



Above: Dark Angels Scout painted by Ben Jefferson. Camo Green, Dark Angels Green, Bleached Bone and Chaos Black were used to paint the Scout's camouflaged cloak.

Right: Ezekiel, Grand Master of Librarians, designed by Jes Goodwin.



Left: Brother Bethor, Bearer of the Sacred Standard, designed by Jes Goodwin.



Above: Dark Angels Librarian, designed by Jes Goodwin.



Above: Commander Azrael, Supreme Grand Master of the Dark Angels, accompanied by his Helmet Bearer – one of the enigmatic Watchers in the Dark. Both figures were designed by Jes Goodwin. The models' robes (along with those of characters such as Brother Bethor and Ezekiel) are painted with a base coat of Bestial Brown. Raised folds of robes are then highlighted, first with Bubonic Brown, then Bleached Bone, and finally Skull White.



Right: Dark Angels Vindicator tank, designed by Jes Goodwin, Mike McVey and Norman Swales, and painted by Mark Jones. The scratched paintwork was achieved by first painting small patches of Chaos Black, and then going over those areas with Boltgun Metal.

THE DARK ANGELS

On the following pages of Codex: Dark Angels you will find a collection of extra information on the Dark Angels Chapter. This includes rules for special items of wargear noted in the Dark Angels Armoury section, details of a selection of named Dark Angels characters and a special Dark Angels mission – *Death by Moonlight*.

We have also compiled a series of reports and commentaries which shed extra light on the arcane history and organisation of the Dark Angels Chapter. We hope that these provide an interesting read as well as being of some assistance to players creating their own Dark Angels Successor Chapter or who are running campaigns.

DARK ANGELS WARGEAR

The rules below describe how all of the specialised equipment used by the Dark Angels works in the game. Any items not listed here function exactly as described in the Warhammer 40,000 rulebook or the Codex: Space Marines wargear descriptions.

Blades of Reason: The Blades of Reason are ancient, horrific devices that look like knives with many sharply-honed and polished blades. Etched into the blades are numerous extremely fine neural wires which inflict agonising pain on any nerve fibres they cut through. With an expert using this device, all but the most resilient of prisoners will very quickly divulge any information they have. To represent this, as long as the holder of the Blades of Reason is alive at the end of the battle, the Dark Angels player rolls a D6 for each enemy model that was slain; on a roll of a 6, they do not die and are instead captured by the Dark Angels. Each captured prisoner adds +D6 victory points to the Dark Angels' total in scenarios where victory points are being used. The Blades of Reason may not be used against Necrons or Tyranids.

Book of Salvation: This weighty tome lists the names of all the Fallen who have been captured by the Dark Angels during their great crusade. It is of vast cultural significance to the Dark Angels and they will never willingly let it fall into enemy hands. It is treated as a holy relic for the Chapter and all the rules that apply to a holy relic apply to it (see Codex: Space Marines, page 34). In addition, if the holder is slain, then do not remove his body. Simply place the model on its side and leave it on the tabletop. The first Dark Angel to reach the body will retrieve the book but may do nothing else that turn. If there are any Dark Angels within 6" of the Book, one of them *must* move to pick it up. Until it has been picked up, all Dark Angels become *stubborn*, if not already, all may ignore the 'Intractable' special rule, and all add +1 to their Weapon Skill. However, if the Dark Angels have failed to retrieve the book by the end of the battle then they lose the game.

Cup of Retribution: The Cup of Retribution is used in the Dark Angels ritual known as the Feast of Malediction. It is said to be the original vessel from which the Emperor drank when the Chapter was founded. The cup follows the usual rules for a holy relic. Any model bearing a holy relic may reveal it once per battle. This may be done at any time, as long as the model with the relic does not move during the same turn it is revealed. On the turn the relic is revealed all Space Marines within 2D6" get a +1 Attack bonus for the rest of that turn. Note that the relic may be revealed in an opposing player's turn if you wish.

Lion Helm: This potent protective artefact is said to have been worn by Lion El'Jonson himself. It takes the form of a winged Space Marine helmet and is carried by a Helmet Bearer who is one of a strange race of creatures which

inhabit the Rock and are known simply as the Watchers in the Dark. Whenever the character moves, simply place the Helmet Bearer within 2" of his final location, even if the character was teleported or moved by some other extraordinary means. The Watcher has a unique, powerful psychic talent protecting it from all forms of attack, so it can never be harmed in any way, under any circumstances. However, it cannot attack in any way either. If the character is killed or removed from battle, the Helmet Bearer is also removed, but will reappear if the character later returns.

Built into the helmet is a device that can be used to create a protective force field. This has the effect of providing any model (friend or foe) within 3" of the Helmet Bearer with a 4+ invulnerable save against any shooting attacks. Note that the helmet does not need to be worn in order to be used, and also note that the save may be taken instead of another save, not as well as it.

Standard of Devastation: This standard follows the same rules as a Sacred Standard (see Codex: Space Marines). In addition, once per battle the bearer can call on the power of the Standard. This is done in the opponent's assault phase, after they have declared any charges but before they have moved. It allows one Dark Angels unit with a model within 6" of the bearer to shoot, as if it were the unit's shooting phase. The unit counts as moving for the purposes of using weapons, even if they were stationary in their last turn.

Standard of Fortitude: This standard follows the same rules as a Sacred Standard (see Codex: Space Marines). In addition, once per battle the bearer can call on the power of the Standard. This is done in your own movement phase. It allows one Dark Angels unit with a model within 6" of the standard bearer to move in the movement phase, but still use any rapid fire weapons in the shooting phase, just as if the unit had been stationary.

Standard of Retribution: This standard follows the same rules as a Sacred Standard (see Codex: Space Marines). In addition, once per battle the bearer can call on the power of the Standard. This is done in an assault phase. It allows one Dark Angels unit with a model within 6" of the standard bearer to re-roll any failed To Hit rolls.

Sword of Secrets: The Sword of Secrets is cut from a single block of jet black obsidian. The blade is incredibly well-crafted and has not chipped or lost its razor-sharp edge over the millennia. In game terms it is treated as a power weapon that also allows the wielder to strike as if they had Strength 6 in close combat.

COMMANDER AZRAEL, SUPREME GRAND MASTER OF THE DARK ANGELS

"And so we come to Commander Azrael, the current, some would say the greatest, Supreme Grand Master of the Dark Angels. Of all the Space Marine Chapters, the Dark Angels are the most secretive, so there is much that is unknown about Azrael. It is rumoured that he was inducted into the Chapter from amongst the wild head-hunting tribesmen of Kimmeria, but if so, he shows none of his forebears' more... anti-social tendencies. Whatever his background, he forsook it, as do all new inductees into the Dark Angels and he quickly proved himself a most noble and diligent member of the Chapter. He rose rapidly through the ranks, distinguishing himself especially during the scouring of Truan IX and the crushing of the techno-revivalist uprising on Faze V.

For several decades after this his activities become impossible to trace, but he must have provided great service to the Chapter, for when we next hear of him he is a respected member of the Deathwing Company of the Chapter, and Captain of the 3rd Company. Azrael continued to distinguish himself, becoming Master of the Deathwing in 917.M41. When the last Grand Master died in 939.M41 it was no real surprise that Azrael was his chosen successor. As the new Grand Master he was given the honorific title of Keeper of the Truth and was presented with the Lion Helm and the Sword of Secrets, each of which are potent icons for the Dark Angels.

Since then he has proven a most able leader of his Chapter and the reputation of the Dark Angels has been greatly enhanced by this intense, taciturn warrior. I only hope that his continued presence will help mitigate the scurrilous rumours that persist of some stain on the honour of this proud Chapter."

"Leaders of the Adeptus Astartes: A Most Secret Report,"
Compiled for His Most Supreme Excellency,
the Patranova Envoy, by his humble servant,
Master Maximus Pliny

AZRAEL, KEEPER OF THE TRUTH

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Azrael	213	5	5	4	4	4	5	4	10	3+

A Dark Angels army of over 2,000 points may be led by Azrael. If you decide to take him then he counts as an HQ choice for the army. He must be used exactly as described below and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: *Sword of Secrets*, *Lion Helm*, combi-weapon incorporating a bolter and plasma gun, frag grenades and krak grenades.

SPECIAL RULES

No Retreat: If Azrael is included in a Dark Angels army then all of the Dark Angels count as being *stubborn*, including members of the Ravenwing, as long as he is on the table.

No Surrender: Azrael never gives up and always goes that 'extra yard'. In any scenario that has a variable turn limit, you may re-roll the dice if the mission ends, if you want to.

Deathwing: Commander Azrael is a member of the Deathwing and is therefore *stubborn* (for details see the special rules at the start of the army list).

Independent Character: Unless accompanied by a Command squad, Azrael is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: Azrael may be accompanied by a Command squad, see the special entry in the army list. As the Grand Master of the Chapter, Azrael may choose any of the different squad types to be his Command squad (ie, Deathwing, Ravenwing or Tactical squads).



MASTER OF THE RAVENWING

MASTER OF THE RAVENWING'S LAND SPEEDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Land Speeder	255	10	10	10	5

The Master of the Ravenwing's Land Speeder is unique, and was hand-crafted during the Horus Heresy using techniques that have long since been forgotten. A number of special rules apply to it, as described here.

Type: Fast, skimmer. Note that, as the crew of the Land Speeder are wearing power armour, the vehicle does *not* count as open-topped.

Crew: Grand Master and gunner

SPECIAL RULES

Ravenwing: Special rules apply to all Ravenwing models. See the special rules at the start of the army list for details.

Special Character: The Master of the Ravenwing must be taken as an HQ unit for a Ravenwing army (see the notes on Ravenwing armies in the introduction and on taking a Master of the Ravenwing in the Dark Angels Heroes entry in the army list). He may also be used in a standard Dark Angels army as an HQ unit, but in this case he may only be used where both players have agreed to the use of special characters. Note that he has no separate profile, since he always uses his special Land Speeder.

The Raven Sword: The Master of the Ravenwing receives the Raven Sword as his badge of office. Crafted from the same meteorite as the Sword of Secrets, it allows the Master to make a special attack if he moves within 2" of an enemy model in the movement phase. He may make a single roll to hit as if he were making a close combat attack on the enemy model with a Weapon Skill of 5. The enemy may not strike back. If the attack hits it causes a S6 hit with no armour save allowed. The Master may only make one attack with the Raven Sword per turn. Attacking with this weapon does not stop the Land Speeder shooting in the shooting phase.

LAND SPEEDER SPECIAL RULES

Shield of Night: Incorporated into the Master of the Ravenwing's Land Speeder is a device producing a protective energy field around the vehicle, giving the Land Speeder a 4+ invulnerable save against any glancing or penetrating hits. This replaces the 6+ save Ravenwing vehicles normally receive for 'jinking'.

All-Seeing Eye: The Master's Land Speeder includes very sophisticated intelligence gathering devices. When the Master is aboard, he is literally hooked into this device, giving him a huge array of data with which he can control and direct the operations of the Ravenwing units under his command. In battle, this allows him to maximise the fire of the Ravenwing units taking part, represented by allowing the Ravenwing player to re-roll all of the To Hit rolls for a single Ravenwing unit of his choice in each shooting phase, as long as the Master of the Ravenwing is on the table. Alternatively, in any mission using the Night Fighting rules the Ravenwing player may double the distance one unit may 'see'.

Weapons: The Master's Land Speeder is armed with a twin-linked heavy bolter, and a twin-linked assault cannon.

VETERAN SERGEANT NAAMAN

Naaman,
Tenth Company Sergeant
[823-997.M41]

Naaman was instrumental in our great victory during the Piscina campaign. When our initial attempts to reconnoitre the Ork forces were thrust back by the weight of the Ork advance, Naaman alone managed to evade their onslaught and return to our positions on Koth Ridge.

It was Naaman, with his excellent knowledge of the surrounding terrain, that enabled a second scouting force to penetrate the Ork defences and learn the true manner in which they were sending reinforcements to Piscina IV. Naaman transmitted vital details to our Techmarines about the teleportation device used by the Orks and then called in the forces of the Deathwing to attack the teleporter ground base.

Naaman himself valiantly fought against persistent Ork attacks to ensure the safe removal of an energy relay by the Deathwing, before he was finally seen engulfed in the fireball of an exploding Ork Dreadnought.

Extract from the Liturgis Honorum of the Dark Angels Chapter.

VETERAN SERGEANT NAAMAN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Sgt. Naaman	80	4	4	4	4	2	5	2	9	4+

Naaman may be taken as a Veteran Sergeant for any Scout squad in the Dark Angels army (and therefore counts as a Troops choice). He replaces the Sergeant in the squad that he leads. He must be used exactly as described below and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Master-crafted bolt pistol and master-crafted chainsword (close combat weapon), frag grenades, melta-bombs, auspex, teleport homer.

SPECIAL RULES

Evade Detection: Naaman is adept at avoiding the attention of enemy skirmishers and guards. To represent this, as long as Naaman and his unit didn't fire in the previous turn, any unit wanting to shoot at him or his unit must check to see if they can spot him first using the rules for Night Fighting as given in the Warhammer 40,000 rulebook. If Naaman or any of his men are in sight, resolve the enemy unit's fire as normal. If the battle is actually taking place at night then the normal spotting distance is halved (after it has been multiplied by 3 as normal).

Silent Death: Naaman and his men are equipped with 'silenced' pistols. Using them does not raise the alarm in a mission using the Sentry rules. In addition, a sentry killed by Naaman or his men in close combat will only raise the alarm on a D6 roll of 6, rather than a roll of 4+ as normal.

Brush Aside Blow: Naaman is an accomplished close combat specialist, well versed in all of the arts of hand-to-hand fighting. Naaman may ignore the first hit he suffers in any round of close combat – count it as a miss instead.

Deathwing: Sergeant Naaman is a member of the Deathwing and is therefore *stubborn* (for details see the special rules at the start of the army list).

ASMODAI, INTERROGATOR-CHAPLAIN

Damnation is eternal.

All souls cry out
for salvation.

There is no salvation without
suffering.

A Dark Angels army may be joined by Asmodai. If you decide to take him then he counts as an HQ choice for the army. He must be used exactly as described below and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Power sword, rosarius, Blades of Reason.

ASMODAI, INTERROGATOR-CHAPLAIN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Asmodai	110	5	5	4	4	2	5	4	9	3+

SPECIAL RULES

Master Interrogator: Asmodai is arguably the best Interrogator-Chaplain there has ever been and it is rare for anybody to be able to resist his evil craft. Because of this, roll 2D6 for the number of victory points Asmodai earns for each captured prisoner when using the Blades of Reason.

Fearful Reputation: Enemy warriors have learned that it is better to die than to be captured and fall into Asmodai's hands. To represent this, any enemy unit with a model within 16" of Asmodai suffers a -1 modifier on any Morale checks that they make.

Deathwing: Asmodai is a member of the Deathwing and is therefore *stubborn* (for details see the special rules at the start of the army list).

Independent Character: Asmodai is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

EZEKIEL, GRAND MASTER OF LIBRARIANS, KEEPER OF THE BOOK OF SALVATION



EZEKIEL, HOLDER OF THE KEYS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ezekiel	225	5	5	4	4	3	5	4	9	3+

A Dark Angels army may be joined by Ezekiel. If you decide to take him then he counts as an HQ choice for the army. He must be used exactly as described below and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: The *Book of Salvation*, force sword, psychic hood, bionics, bolt pistol, frag grenades and krak grenades.

SPECIAL RULES

Know Thine Enemy: Ezekiel has an uncanny ability to get into the mind of an enemy and predict what they will do next. Therefore, if an army includes Ezekiel, the Dark Angels player may, if he chooses, demand that his opponent set up D6 units before any of the Dark Angels deploy. The Dark Angels player may pick which D6 units are affected, even if units must normally be deployed in a special order during the mission set-up.

Psychic Power – Weaken Resolve: Ezekiel may attempt to use the *Weaken Resolve* psychic power when an enemy unit with a model within 12" of the Librarian has to take a Morale check. If the Librarian passes his Psychic test then the enemy unit must take its Morale check on 3D6 added together, rather than on 2D6 as is normally the case. The power may only be used once per player turn (ie, the Librarian can use his power once in the Dark Angels' turn and once in his opponent's turn).

Deathwing: Ezekiel is a member of the Deathwing and is therefore *stubborn* (for details see the special rules at the start of the army list).

Independent Character: Unless accompanied by a Command squad, Ezekiel is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: Ezekiel may be accompanied by a Command squad (see the special entry in the army list).



"I stand before you, the Holder of the Keys. A great many of the mysteries of our Order are known to me. Our secrets are laid bare before my eyes.

It is I and I alone who can grant passage to our most inner circle, who can judge the weak from the strong, the truth from the falsehood. I alone bear the Book of Salvation, the sacred record of our unforgiven past and of the tortuous road we have trodden to absolve our great sin. I alone know the names of all those who have Fallen from the Emperor's grace and been returned to him, through repentance of the soul or absolution of the body. I alone bear these most terrible burdens, for on my shoulders sit the sins of the Dark Angels Legion and I cannot rest while they still remain to stain our honour."

Grand Master Ezekiel



"Repent! Repent!" The Master Chaplain's words echoed resoundingly off the rough walls of the cavernous cell. Rather than sounding like one man, the echoes created the impression that a whole army of Chaplains were interrogating the Space Marine. The Fallen Dark Angel said nothing.

The Chaplain paced across the stone floor before the restrained Dark Angel. The glow of halogen lamps reflected off the polished black surface of his armour while with one hand he toyed with the rosarius around his neck. Asmodai had served the Chapter for over a century and in all that time only two of the Fallen had repented of their sins to him.

The Chaplain stopped in front of his prisoner and turned to face the broken warrior. Cold, dark eyes stared out from behind the skull-mask of Asmodai's armour. "Repent!" he hissed.

The Fallen shut his eyes tight in an attempt to avoid the Interrogator's piercing gaze.

"Repent now and your death will be swift and relatively painless," Asmodai stated coolly. "Continue to refuse to admit your guilt and you will die in agony, the like of which you will only have imagined in your worst nightmares. The savagery of the daemons of the warp is nothing compared to the wrath of the Emperor!"

The Fallen Dark Angel opened his bloodshot eyes again and looked about him. The cold, unforgiving walls of the gloomy chamber held no encouragement. The imposing figure of the Interrogator-Chaplain glowered back at him.

The constant drip of water from the damp walls of the dungeon filled the captured Space Marine's ears. He closed his eyes, trying to shut out the sound of the water. The dripping became a tapping, the tapping a thumping until it was the panicked beating of his own heart pounding inside his head.

Shadows flickered and writhed across the fissured rock and the darkest shadow in the cell moved closer.

"Who is your lord?" demanded Asmodai.

"I have no lord and master."

"The Emperor is your lord!"

"The Emperor rejected us, Chaos curse his soul," whimpered the Fallen, his spirit on the verge of breaking. "Lion El'Jonson betrayed us!"

"The Primarch is our saviour!" the Chaplain roared. "The Lion sacrificed himself that the order might survive. It is to him we owe everything: our Chapter, our strength, our salvation, the very fibre of our being. And you dare say you have no lord?" Asmodai spat, his growling whisper full of contempt.

The Fallen Dark Angel knew not how long he had been imprisoned within the Rock or for how many days the interrogation had lasted so far. All he knew now was that he just wanted to get away from the Chaplain's constant goading and torments. Restrained by the plasteel clamps, however, all he could do was turn his head away from his interrogator.

His voice composed again the Master Chaplain Asmodai spoke matter of factly in an emotionless tone as if he were reciting words he had uttered on countless occasions: "As you will not admit to your wrong-doing and will not repent of your sins then it falls to me to relieve you of your guilt by whatever means are necessary."

At this moment the Fallen noticed the device the Chaplain had picked up in his other hand. Its many sharply-honed and polished blades gleamed red in the dim light.

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



The end justifies the means

DEATH BY MOONLIGHT

THE SECOND ASSAULT ON KOTH RIDGE - 4082997.M41

The second assault on Koth Ridge was the last major battle of the Piscina IV campaign. Ork Warlords Ghazghkull Thraka and Nazdreg Ug Urdgrub joined forces to attack the planet, only to find it held by the Dark Angels. They were able first to halt the Ork attack and then disable the tellyporta device the Orks were using to get reinforcements to the planet. (As an aside, it was during the battle to disable the tellyportas that Sergeant Naaman lost his life). The Orks were left with one chance to rescue their position: if they could repair the energy conduit to the power plant in Kadillus Harbour, they could reactivate the tellyporta and bring in some really heavy reinforcements. To do so, they'd have to break through the defenders on Koth Ridge. Under cover of darkness they started to move into position to launch a final, desperate, attack. The only problem was that the ridge was held by the most stubborn and intractable troops in the galaxy - the Dark Angels!

SCENARIO OUTLINE

This scenario is based on the battle fought along Koth Ridge. The Orks must launch a quick assault to clear a corridor over the ridge. The Dark Angels must stop them achieving this objective before dawn rises.

"Death by Moonlight" is a re-run of a particular battle rather than a generic mission, so you should decide in advance if you wish to use it: it can't be generated from the scenario charts in the Warhammer 40,000 rulebook. In the notes below I assume that you'll be using Dark Angels and Orks in the battle, but it is easy to change the troops if you wish, for example replacing the Dark Angels with other Space Marines or Eldar, and the Orks with Chaos Space Marines or Tyranids.

A NOTE ON LARGE GAMES

The assault on Koth Ridge was a huge battle, great for use as a special BFG (which I understand from friends stands for 'big fun game'). Just gather as many players as you can and set aside at least a day for the battle! If you do this, it's worth noting that in the actual battle Imperial Guard troops defended much of the ridge against the Orks, and if you wish you can use them to help defend it on this occasion as well by allowing the Dark Angels player to field a detachment of Imperial Guard (see the rules for big games on page 131 of the Warhammer 40,000 rulebook).

SET-UP

Dark Angels deployment: The Dark Angels set up first and may deploy their forces anywhere within 6" of the centre line, along Koth Ridge.

Ork deployment: The Orks set up second. Orks on foot may be deployed anywhere from their own table edge to a line 2D6+6" from the centre line of the table (ie, 8-18" from the centre). Any Ork vehicles, Dreadnoughts, warbikes, Boar Boyz and support weapons enter on the Orks' first turn. They may enter at any point along the Orks' table edge, but the entry point must be at least 12" from the sides.



FORCE ORGANISATION

Use the 'Breakthrough' Force Organisation charts. The Orks are attacking and the Dark Angels are defending.

Dark Angels commander: At the time of the attack, Master Belial was encamped around the Ork landing site. He was replaced by Interrogator-Chaplain Sarpedon as commander of the Space Marines on Koth Ridge. The Dark Angels may not, therefore, include a Master or Grand Master in their army.

Ork special characters: The Ork attack was masterminded by Nazdreg and he may be included in the Ork army if the Ork player has a copy of his Special Character rules.

Ork vehicles: The Ork tellyportas could not transport anything larger than a wartrukk to the planet. Because of this, Ork vehicles are limited to Dreadnoughts, Buggies and Trukks. In addition, looted Imperial vehicles may not be used.

RECON REPORT

This game really needs a large table (5'x4' is pretty much the minimum). As you can see from the map the Dark Angels occupy an ideal defensive position, namely the hills of Koth Ridge across the middle of the table. This aside, the terrain is fairly open, consisting of small rocky outcrops, low hills, and ruined buildings.

SPECIAL RULES

Death by Moonlight uses the following special rules: *Hidden Set-Up*, *Random Game Length*, *Night Fighting*, *Foxholes* (see below).

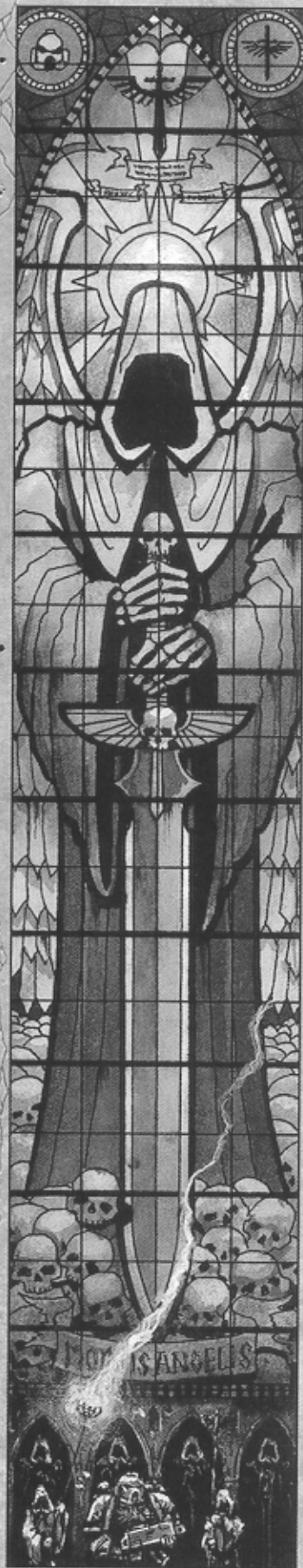
Foxholes: The Dark Angels have had enough time to dig foxholes and pile up earth and rocks to use as defensive barriers. This means that any of the defenders placed in the open count as being in cover with a 5+ save as long as they do not move. Once any model in a unit moves, the whole unit loses this special cover save.

GAME LENGTH AND VICTORY CONDITIONS

Game length: The Dark Angels have the first turn and the battle lasts for a random number of turns.

Victory conditions: To win, the Orks must be able to trace a straight line from their table edge to the Dark Angels' edge. This line must pass within 8" of at least one Ork model and not pass within 8" of any enemy model.





NO RETREAT, NO SURRENDER

The Tyranids broke into the compound, a swarm of Genestealers and Hormagaunts dashing across the courtyard towards the squads of Dark Angels. With a roar like an awakening storm the Space Marines fired, tearing the night shadows apart with the flare from their guns. The Tyranids at the front of the wave were flung to the ground in a fountain of ichor, torn to shreds by the wall of fire. Paying no heed to their losses, the living tide swept on and another thunderous crash reverberated from the high stone walls of the ancient recruiting station, ripping through another dozen of the alien monstrosities.

The Tyranids slowed, clambering over the bodies of their dead, their pitiless eyes fixed intently on the prey before them. Once more the bolters of the Dark Angels spat hatred and death, scything through even more of the Tyranids as the range closed. Only a few Hormagaunts still remained now, their eyes scanning the enclosing walls for some route of escape. But there was none and the line gave fire once more, tearing the invaders to pieces with a storm of bolts.

Larger shapes moved between the shattered gates now, so tall they had to duck beneath the crumbling archway. The stench of the Warriors was easily picked up by the senses of the Space Marines, who muttered prayers of hatred and resolution to themselves, whilst methodically reloading and checking their weapons. The air filled with energy and with a sudden release of pressure a squad of Deathwing Terminators appeared, momentarily surrounded by the arcing bands of teleporter energy. Joined by their most revered battle-brothers, the Dark Angels pushed forward, the storm bolters of the Deathwing firing alongside their own weapons.

The Dark Angels advanced slowly towards the Tyranid Warriors, pouring salvo after salvo into the despicable aliens. Their fire was sure and steady, even as the Space Marines stepped through the mounds of bodies of the fallen aliens. Their heavy boots crushed bones underfoot and slipped in slicks of gore, but as the darkly armoured warriors splashed through the puddles of blood they paid no heed to the enemies who had already fallen. All their attention was on those still remaining to be cleansed.

The walls echoed a constant stream of firing now, as more and more Tyranids poured through the gateway, only to be gunned down by the furious cannonade of the Dark Angels. Step by step, the Dark Angels advanced, throwing back the Tyranids with the force of their counter-attack. Soon the Deathwing squad had reached the gate and stood between the two bastions like an immovable wall, their storm bolters and assault cannon firing a constant stream of vengeance into the night.

Utterly shattered by the Dark Angels' stubborn defence and counter-attack, the surviving Tyranid broods slipped back into the darkness to regroup. The gunfire ceased, the sudden silence broken by the odd clink of piles of spent bolter cases being disturbed or the tread of a heavy boot. The shadows surrounded everything again, pierced only by the glowing eyes of the Dark Angels as they patiently awaited the next attack.

