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Even in the chronicles of a Legion as renowned as the Dark Angels, the name of Farith Redloss has gained a notoriety that exceeds many among his peers. His fame stems not from simple skill with a blade or gun, but from an exhaustive knowledge of all the weapons of war wielded by the sons of the Lion. In war, it is to this warrior that the Lion turns when a foe must be brought down whatever the cost, when the hidden and terrible weapons bestowed upon the First Legion by the Emperor Himself must be unleashed.

Like many among the Dark Angels, Farith was born of grim Caliban during the days when mighty beasts roamed the land and tormented those that called that world home. His own village was destroyed by one such beast, and in the wake of that tragedy he swore his loyalty to the Order and to the warrior that led them, Lion El'Jonson. Still young enough to endure the gruelling conversion process to join the ranks of the Legiones Astartes when the Emperor finally reunited with the Primarch of the First Legion, Farith would follow his sworn lord into the Great Crusade and the Horus Heresy that followed it.

FARITH REDLOSS 200 POINTS

MASTER OF THE DREADWING, CENOBIOTE OF THE ORDER OF CRIMSON SCALES
AND FAVOURED OF THE LION

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

Unit Composition

1 (Unique)

Unit Type

Infantry (Character)

Wargear

- The Dreadbringer's Plate
- Master-crafted power axe
- Frag, krak & rad grenades
- Melta bombs
- Three phosphex bombs

Special Rules

- Legiones Astartes (Dark Angels)
- Scion of the Dreadwing
- Master of the Legion
- Independent Character
- Master of the Arsenal
- Warlord (If Farith Redloss is the army's Warlord, he has the Master of Destruction Trait rather than rolling randomly).

This unit may only be taken as part of a Loyalist faction army.

The Dreadbringer's Plate

Crafted after the Legion made Caliban its new home and the Lion reforged the Hexagrammaton, this baroque suit of artificer plate is as much a symbol of the Dreadwing as any icon or badge of office. Its armoured skin is formed of a composite of hardened ceramite and ferro-crystalline ores unique to Caliban, and can withstand even the most ferocious of corrosives undamaged. Legend has it that the First Master of the Dreadwing once walked through a maelstrom of phosphex wearing this armour and emerged unscathed.

The Dreadbringer's Plate grants a 2+ armour save and a 4+ Invulnerable save. In addition, against any weapon with the Crawling Fire or Melta special rules, this Invulnerable save is increased to 2+ and any weapon with the Poisoned special rule can only wound Farith Redloss on the roll of 6+.

Master of the Arsenal

Redloss was noted even among the ranks of the First Legion as a master of weaponry. Though not the finest bladesman nor most accurate marksman, he, among all his brothers, was the most knowledgeable in the deployment and use of the vast arsenal available to the Dark Angels Legion. Myth holds that he could identify any weapon simply by the sound of a single shot fired and without ever beholding the device.

At the start of any game, the controlling player may select one of the following weapons – Farith Redloss gains the use of that weapon for the duration of the game:

Tyrhenian pattern Neural Shredder Carbine:

Lost Tyrhenius was the origin of many profane weapons, worst among them being the various neural shredders its weapons artisans created, each acting directly upon the target's nerve system and bypassing almost all known types of armour. So terrible were these weapons that the Emperor decreed both them and the rebel forge that created them be destroyed, leaving only a few relics of Tyrhenian craft in the armouries of Terra and the Dark Angels.

	Range	Str	AP	Type
Neural shredder carbine	18"	1	2	Assault 2, Poison (4+), Ignores Cover, Pinning

Magaron pattern Atomantic Pulse Pistol: Capable of piercing the plating of almost any armoured vehicle known to the armies of Mankind, atomantic pulsers are rare and valuable relics that even the most learned of Tech-Priests cannot replicate. It is only within the private arsenals of Ferrus Manus and the legendary armoury of the Dark Angels that such weapons can still be found.

	Range	Str	AP	Type
Atomantic pulse pistol	6"	8	2	Pistol 1, Lance, Shock Pulse

Selenite Shard-bolt Pistol: A relic of the Selenite weaponsmiths of Luna, one of many weapons provided to the Emperor to fight the wars of Unity on Old Earth. In the wake of the Lunar enclave's destruction, few of these weapons remain, each crafted to counter the warp-magicks wielded by the more fearsome warlords that had claimed territory on Ancient Terra. The examples that remain in the Dark Angels' arsenal are perhaps the last of these finely made weapons to exist.

	Range	Str	AP	Type
Shard-bolt pistol	12"	4	5	Pistol 4, Rending, Moonsilver*

***Moonsilver:** Any wound caused against a model with the Daemon, Daemon of the Ruinstorm or Psyker special rules is instead counted as two wounds. Wounds caused in excess of the model's remaining Wounds do not spill over to other models.

Scion of the Dreadwing

Farith Redloss and any Infantry unit he joins with the Legiones Astartes (Dark Angels) special rule may choose to move 4" through Difficult Terrain rather than rolling any dice and may re-roll failed Dangerous Terrain tests.

Warlord: Master of Destruction

Farith Redloss has the Tank Hunters and Wrecker special rules applied to all of his Shooting attacks, and also confers these rules to the Heavy weapon shooting attacks of any Infantry unit he joins.



HQ

One of few Terran-born members of the Legion to hold a place in the Council of Masters, Holguin was a key member of the Lion's council. During the long years of the Great Crusade, he was renowned for his unwavering loyalty and determination in battle. This grim resolve saw him survive confrontations that few others could, and he is one of a handful of Space Marines that can claim to have fought in all three Rangdan Crusades and lived. In the later years of the Horus Heresy, the actions of his own Primarch and the sins of the Traitors would bring a dark aspect to his demeanour, leaving him prone to a bitter fury.

Once Holguin stood at the forefront of the Legion's battles, however, with the coming of the Lion and the great changes wrought within the Legion he has become more withdrawn. It is only with the outbreak of the Horus Heresy and the perfidy of those that would spurn their oaths of loyalty to the Emperor that he has once again thrown himself into the front lines. Some among his brethren call his newly-rekindled zeal self-destructive, but few can deny that the fury he directs at the Traitors is a blessing for the Loyalist cause.

HOLGUIN 200 POINTS

MASTER OF THE DEATHWING, SENESCHAL OF THE ORDER OF THE FOREST'S CLAWS
AND BULWARK OF THE LEGION

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

Unit Composition

1 (Unique)

Unit Type

Infantry (Character)

Wargear

- The Deathbringer's Aegis
- The Viridian Blade
- Volkite charger
- Digital lasers

Special Rules

- Legiones Astartes (Dark Angels)
- Scion of the Deathwing
- Master of the Legion
- Independent Character
- Grim Resolve
- Warlord (If Holguin is the army's Warlord, he has the Child of Terra Trait – see page 15 of the Legiones Astartes Age of Darkness Army List book – rather than rolling randomly).

This unit may only be taken as part of a Loyalist faction army.

The Deathbringer's Aegis

One of six sets of battle plate crafted to mark the Lion's re-envisioning of the Hexagrammaton, the Deathbringer's Aegis grants the Lord of the Deathwing the resilience needed to survive the many trials faced by the holders of that grim rank. One of the few relics of the Hexagrammaton forged in the form of Terminator plate, the Deathbringer's Aegis was created with a complex system of neural regulators and medicae infusers taken from among the many relics concealed in the vaults of the Dark Angels. It is said that as long as their loyalty remains steadfast, no warrior wearing this armour will fall in battle.

The Deathbringer's Aegis is Cataphractii pattern Terminator armour (see page 133 of the *Legiones Astartes Age of Darkness Army List* book). In addition, the controlling player may re-roll all Feel No Pain rolls made for a model equipped with the Deathbringer's Aegis.

The Viridian Blade

Forged of a unique green-tinged metal whose origin remains shrouded in mystery, this huge war blade was once wielded by the ancient protectors of Caliban, before finding a place in the armouries of the Order of the Forest's Claws. Its edge does not dull, nor can rust blemish its filigreed surface, crafted by some unknown artifice in the dark years of Caliban's past to kill the foulest of monsters. Holguin bears this ancient war blade into battle once more against new monsters, wielding it with a grim determination that terrifies those that must stand against him.

	Range	Str	AP	Type
Viridian Blade [†]	-	+2	2	Melee, Two-handed, Master-crafted, Reaping Blow [‡]

[‡] **Reaping Blow:** Models using a weapon with this special rule fight at -1 Initiative in an assault. In addition, if the wielder is in base contact with more than one enemy model at the Initiative step in which they fight, they gain +1 attack.

[†] This weapon counts as a sword for the purposes of the Mastery of the Blade special rule.

Grim Resolve

Among the ranks of the Dark Angels, Holguin is most renowned for two things: his surly and uncompromising nature and his refusal to admit defeat even in the most dire of situations. More times than most can count, he has stood in the path of certain death and turned it aside by sheer willpower alone.

When reduced to 2 or fewer Wounds, Holguin gains the Feel No Pain (5+) special rule. When reduced to his last Wound, Holguin instead gains the Feel No Pain (4+) special rule.

Scion of the Deathwing

Holguin may re-roll the first failed To Hit roll of any phase while engaged in a Challenge. This is in addition to any re-rolls made for Master-crafted.