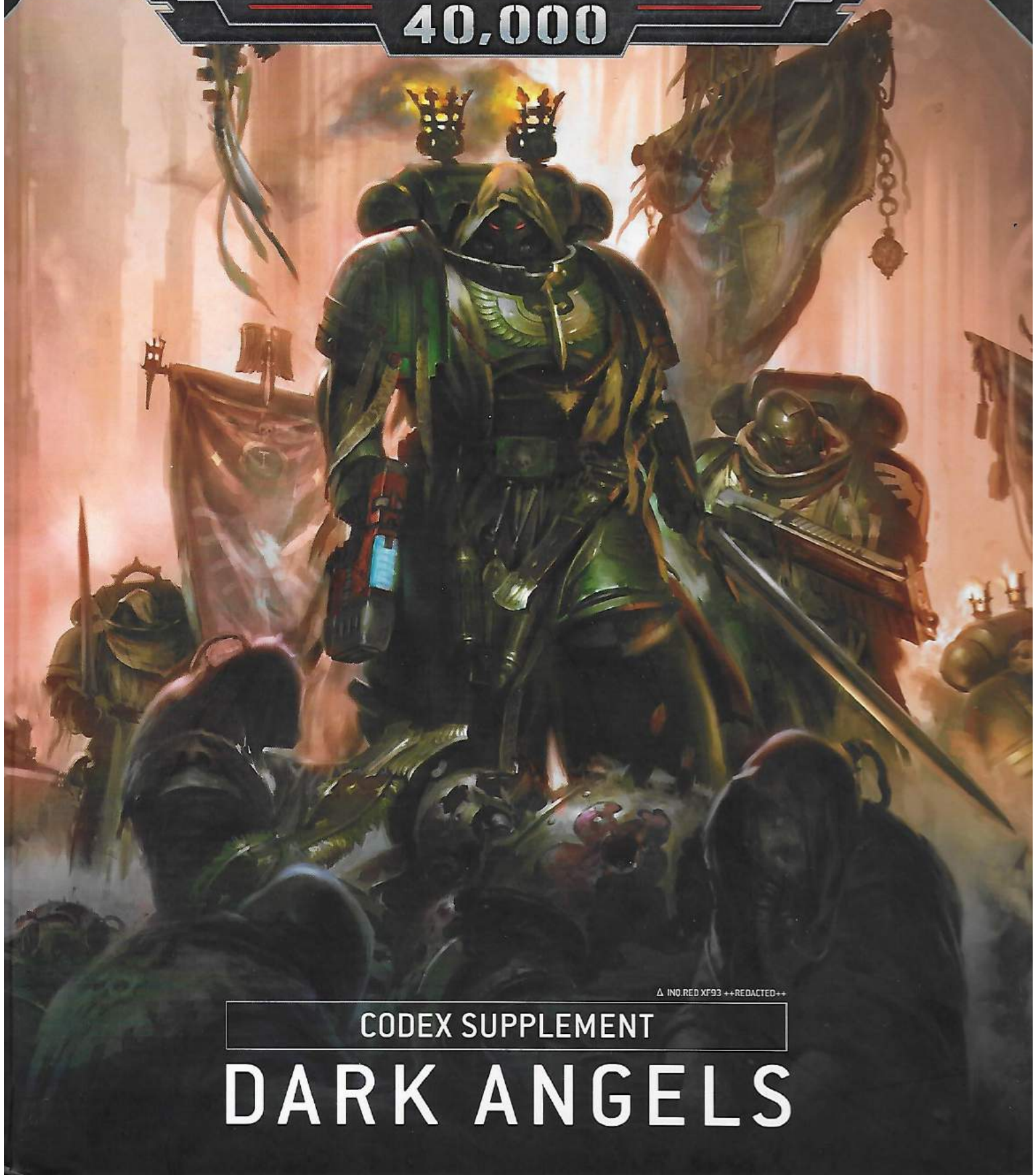


# WARHAMMER

## 40,000



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CODEX SUPPLEMENT

# DARK ANGELS



# THE RULES

'Guilliman's return changes everything. Hundreds of Chapters are at his call. Who can stand against such might, should it be turned against what we have built? Only the sons of the Lion come close to being suitable counter. Those who call themselves Unforgiven are more united than any other Chapter grouping, save the scions of Guilliman. This must not be disrupted, if we care at all for our Imperium.'

- Inquisitor Hallex, Ordo Militarium

Welcome to the rules section of *Codex Supplement: Dark Angels*. On the following pages you will find all the content you need to bring every aspect of the warriors of the First Legion to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games; maybe you want to forge your own tales of glory and infamy with narrative play; perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex supplement provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others – such as your army's Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there's content such as the Interromancy discipline, a psychic discipline unique to the Dark Angels, which will be available if you include particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

You will find everything you need on the following pages to include these in your games of Warhammer 40,000, not to mention bespoke content for your Dark Angels Crusade force. Included in the latter is an exciting system allowing your Dark Angels force to track their Fallen brethren across the galaxy before launching a mission to capture them. This ensures that a Dark Angels Crusade force has a playstyle quite unlike any other, offering an array of unique tactical challenges in the battles to come.



## BATTLE-FORGED RULES

### DETACHMENT ABILITIES (PG 42)

Units in Dark Angels Detachments gain additional abilities to better reflect how these warriors operate together and wage war on the battlefield, as well as unique additional rules that affect the warriors of the Deathwing and the Ravenwing. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

### rites of Initiation (PG 43)

Certain models in your Dark Angels army can be upgraded to be members of the Deathwing, the Chapter's elite 1st Company. These include such revered units as honoured Dreadnoughts and mighty Land Raiders. This adds an additional keyword to their datasheet allowing them to make use of additional abilities and Stratagems.

### Stratagems (PG 44-45)

Dark Angels armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

## ARMY RULES

### Warlord Traits (PG 46)

The Warlord of a Dark Angels army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

### Interromancy Discipline (PG 47)

The Librarians of the Unforgiven are experts in painfully extracting information from their foes, and channel these forces on the battlefield to assail their enemies with terrifying images and devastating psychic assaults. Here you will find a selection of these psychic powers.

### Relics of the Rock (PG 48)

Dark Angels heroes can take powerful artefacts, forgotten technologies and venerated and ancient weapons called Relics of the Rock into battle; these Relics and the rules they bestow are described in this section.

### Special-Issue Wargear (PG 49)

The Dark Angels and their successor Chapters have access to a number of additional Special-issue Wargear Relics, which can be found here.

## MATCHED PLAY RULES

### Chapter Approved Rules (PG 50)

If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the Dark Angels ones printed here in addition to the Adeptus Astartes ones presented in *Codex: Space Marines*. These represent the tactical and strategic goals unique to Dark Angels armies.

You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

## CRUSADE RULES

### Crusade (PG 52-60)

Dark Angels have access to a host of additional rules that further personalise your Crusade force. These include bespoke Requisitions, Agendas, Crusade Relics and Battle Tactics that reflect the rich background of these mysterious warriors. Amongst the rules presented in this section is a system allowing your Crusade force to track and then attempt to capture members of the Fallen, before 'encouraging' them to repent of their sins against the Lion and the Emperor!

## DATASHEETS

### Datasheets (PG 61-77)

This section is essential to all Dark Angels players, regardless of preferred play style, containing as it does the datasheets for Dark Angels units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

## WARGEAR

### Weapon Profiles (PG 78)

This section provides an alphabetised list of Dark Angels-specific weapons that are not listed in *Codex: Space Marines*, and should be used in conjunction with the datasheets section.

## POINTS

### Points Values (PG 79)

If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit in your army. These values supplement those found in *Codex: Space Marines* and will be reviewed and updated annually.

## RULES REFERENCE

### Glossary (PG 80)

In this section you will find a glossary of rules terms used in this Codex supplement. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

### Reference (PG 80)

Here you will find a handy bullet-pointed rules reference that summarises some common Dark Angels rules.



# SUCCESSOR CHAPTERS



A Dark Angels successor Chapter is one for which the Dark Angels are their first founding Chapter. You can find out more information on successor Chapters, and how to determine if your Chapter is a successor of the Dark Angels, in *Codex: Space Marines*. If your Chapter is a successor of the Dark Angels, the following rules apply:

## DETACHMENT ABILITIES

If you have a Dark Angels successor Chapter, then for the purposes of using any Dark Angels Detachment rules, you can replace the **DARK ANGELS** keyword in all instances with the name of your successor Chapter.

## rites of Initiation

All units from Dark Angels successor Chapters are considered to have the **DARK ANGELS** keyword for the purpose of upgrading them with Rites of Initiation.

## STRATAGEMS

All units from Dark Angels successor Chapters are considered to have the **DARK ANGELS** keyword for the purpose of using Dark Angels Stratagems.

## WARLORD TRAITS

If your Warlord is a **CHARACTER** model from a Dark Angels successor Chapter, you can use the Dark Angels Warlord Traits table on page 46 to determine what Warlord Trait they have. Replace the **DARK ANGELS** keyword in all instances in that Warlord Trait (if any) with the name of your **CHARACTER**'s successor Chapter.

## CHAPTER RELICS

Dark Angels successor Chapters have access to Special-issue Wargear Relics (pg 49); Relics of the Rock cannot be given to a **CHARACTER** model from a successor Chapter unless you use the Honoured by the Rock Stratagem (pg 45).

## PSYCHIC POWERS

**PSYKER** models from Dark Angels successor Chapters can know psychic powers from the Interromancy discipline (pg 47) in the same manner as **PSYKER** models in **DARK ANGELS** Detachments. When such a model uses one of these psychic powers, replace the **DARK ANGELS** keyword in all instances (if any) with the name of your Successor Chapter.

## CHAPTER APPROVED RULES

All units from Dark Angels successor Chapters are considered to have the **DARK ANGELS** keyword for the purpose of using the Chapter Approved rules on page 50.

## DATASHEETS

With the exception of named characters, you can nominate any **DARK ANGELS** units in your army to be from a Dark Angels successor Chapter. If you do, replace the **DARK ANGELS** keyword in every instance on its datasheet with the name of your chosen successor Chapter. For example, if you include an Interrogator-Chaplain in your army, and you decide it is from the Angels of Absolution Chapter, its **DARK ANGELS** keyword becomes **ANGELS OF ABSOLUTION** and its Spiritual Leader ability reads 'While a friendly **ANGELS OF ABSOLUTION CORE** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.'

## CRUSADE RULES

If you have a Dark Angels Successor Chapter, then for the purposes of using any Dark Angels Crusade Rules, you can replace the **DARK ANGELS** keyword in all instances with the name of your Successor Chapter. Legendary Crusade Relics can never be given to a **CHARACTER** from a Dark Angels successor chapter.



# COMBAT PATROL

This Combat Patrol sized force is the perfect way to start a Dark Angels army, regardless of whether you want to play an open play game, forge an epic narrative with a Crusade army, or assemble a force to compete in a matched play mission.

Created from the contents of the Combat Patrol: Dark Angels boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

On the battlefield, the Intercessors unit forms a resilient and hard-hitting mainstay. Because of their array of

weapon options, they are suited to a range of tasks; they can hold backline objectives while providing long-range fire, or advance across the field while delivering devastating volleys at short range. This unit can be accompanied by the force's Primaris Chaplain, a potent melee fighter who can use a variety of litanies of battle to bolster nearby warriors.

Providing heavy supporting fire, the Inceptors are a fast and flexible unit, able to be armed with horde-clearing assault bolters or armour-piercing plasma exterminators. The latter combines well with some of the Stratagems available

to Battle-forged Dark Angels armies, rendering these plasma weapons even more potent! Inceptors also have the ability to arrive on the battlefield wherever you wish, bringing their firepower to bear wherever and whenever it is needed.

Completing the force is a mighty Redeptor Dreadnought, perfect for supporting an advancing force with its fearsome array of weapons. The Redeptor Dreadnought is also more than a match for enemy armoured vehicles, able to weather a hail of firepower while engaging them before finishing them off in style with a single blow from its fist.





# DETACHMENT ABILITIES

A **DARK ANGELS** Detachment is one that only includes models with the **DARK ANGELS** keyword (excluding models with the **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords). Note that such a Detachment is also an **ADEPTUS ASTARTES** Detachment, as described in *Codex: Space Marines*, and as such all the **ADEPTUS ASTARTES** Detachment abilities also apply to that Detachment.

- **RAVENWING** units in **DARK ANGELS** Detachments that do not already have the **Jink** ability gain the **Jink** ability (pg 61).
- **DEATHWING** and **INNER CIRCLE** units in **DARK ANGELS** Detachments that do not already have the **Inner Circle** ability gain the **Inner Circle** ability (pg 61).
- If every unit in your army (except **AGENT OF THE IMPERIUM** or **UNALIGNED** units) has the **DARK ANGELS** keyword, then every unit in a **DARK ANGELS** Detachment that has the **Combat** Doctrine's ability gains the **Sons of the Lion** ability.
- If every unit in your army (except **UNALIGNED** units) has the **DARK ANGELS** keyword, then **DARK ANGELS Vanguard** Detachments that only contain models with the **DEATHWING** and/or **INNER CIRCLE** keywords gain the **1st Company** ability (see right).
- If every unit in your army (except **UNALIGNED** units) has the **DARK ANGELS** keyword, then **DARK ANGELS Outrider** Detachments that only contain models with the **RAVENWING** keyword gain the **2nd Company** ability (see right).
- Your army can only include one **RAVENWING CAPTAIN** and one **DEATHWING CAPTAIN** from the same Chapter.

## SONS OF THE LION

*Much like their Primarch, the Dark Angels have a long history of being tactically astute, able to persecute their wars on any front with the appropriate application of their warriors and specialist wings.*

Units with this ability have the following abilities, which are described below: **Speed of the Raven**; **Fire Discipline**; **Implacable**.

**Speed of the Raven:** While the **Devastator Doctrine** is active for your army:

- Add 3" to the **Move** characteristic of **RAVENWING** models from your army.
- **RAVENWING** units from your army are eligible to shoot with in a turn in which they **Advanced**. Each time a model in that unit makes a ranged attack in a turn in which it **Advanced**, that attack suffers the penalty incurred to the hit roll as if firing an **Assault** weapon.

**Fire Discipline:** While the **Tactical Doctrine** is active for your army, **INFANTRY** models from your army (excluding **DEATHWING** models) can make attacks with **Rapid Fire** and **Assault** weapons (excluding **Blast** weapons) while within **Engagement Range** of enemy units, but must target an enemy unit that is within **Engagement Range** of its own unit when they do so. In such circumstances, the model can target an enemy unit even if other friendly units are within **Engagement Range** of the same enemy unit, and while it is making such an attack, it has a **Ballistic Skill** characteristic of 5+.

**Implacable:** While the **Assault Doctrine** is active for your army, each time a **DEATHWING INFANTRY** or **DEATHWING DREADNOUGHT** model from your army makes a **melee** attack against a **CHARACTER** unit or unit that contains any models with a **Wounds** characteristic of 8 or more, you can re-roll the wound roll.

## 1ST COMPANY

*When a large Deathwing force goes to war it is a nigh on unstoppable force, utterly resolved to accomplish its mission no matter the obstacles.*

- **Deathwing Terminator Squad**, **Terminator Squad**, **Terminator Assault Squad** and **Relic Terminator Squad** units in this Detachment gain the **Objective Secured** ability, as described in the *Warhammer 40,000 Core Book*.
- If your **WARLORD** is part of this Detachment, this Detachment's **Command Benefits** are changed to '+3 Command points'.

## 2ND COMPANY

*The Ravenwing are fearsome and daring hunters, relentless in the pursuit and furious in the assault. When they commit to the field as a company, few can outmanoeuvre them.*

- **Bike Squad** and **Outrider Squad** units in this Detachment gain the **Objective Secured** ability, as described in the *Warhammer 40,000 Core Book*.
- If your **WARLORD** is part of this Detachment, this Detachment's **Command Benefits** are changed to '+3 Command points'.



## RITES OF INITIATION

If your army is Battle-forged, when mustering your army, you can upgrade any of the following units (excluding named characters) in **DARK ANGELS** Detachments in your army to become members of the Deathwing:

- **CAPTAIN**
- **PRIMARIS LIEUTENANT** equipped with storm shield
- **DREADNOUGHT**
- **LAND RAIDER**
- **REPULSOR**
- **STORMRAVEN GUNSHIP**
- **TRANSPORT** unit that can transport **TERMINATOR** models

Each time you upgrade one of these units, it gains the **DEATHWING** keyword and its Power Rating is increased as shown in the table to the right. If you are playing a matched play game, or a game that otherwise uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules.

In a Crusade force, a unit can only be upgraded to become part of the **DEATHWING** by using this ability when it is added to your Order of Battle, and only if this upgrade would not cause your total Power Level to exceed your Crusade force's Supply Limit. If a unit is so upgraded, make a note of it on its Crusade card.

### RITES OF INITIATION

UNIT	POWER	POINTS
CAPTAIN	+1	+20
PRIMARIS LIEUTENANT equipped with storm shield	+1	+15
DREADNOUGHT	+1	+15
LAND RAIDER	+1	+10
REPULSOR	+1	+10
STORMRAVEN GUNSHIP	+1	+10
TRANSPORT unit that can transport TERMINATOR models	+1	+10





# STRATAGEMS

If your army includes any **DARK ANGELS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to the Stratagems shown here, and can spend CPs to use them.

## WRATH OF THE LION

2CP

### Dark Angels – Battle Tactic Stratagem

*At the most vital point in battle, the Dark Angels channel all their focus and aggression to smash the foe.*

Use this Stratagem in your Command phase if a combat doctrine is active for your army. Until the start of your next Command phase, each time a **DARK ANGELS** model from your army makes an attack with a weapon specified by the active combat doctrine, on an unmodified wound roll of 6 improve the Armour Penetration characteristic of that attack by 1. This is cumulative with the bonus from the active combat doctrine. You can only use this Stratagem once.

## INTRACTABLE

2CP

### Dark Angels – Battle Tactic Stratagem

*Although stubborn warriors, even the resolute Dark Angels know that a fighting retreat can be the wisest course of action.*

Use this Stratagem in your Movement phase, when a **DARK ANGELS** unit from your army is selected to Fall Back.

- If that unit has the Inner Circle ability (pg 61), you do not need to first roll 2D6 to see if it can Fall Back – it can automatically do so.
- Until the end of the turn, that unit is eligible to shoot.

## DEATHWING ASSAULT

1CP

### Dark Angels – Battle Tactic Stratagem

*The Deathwing have learned to begin their sweeping fire patterns immediately upon their arrival from teleportation.*

Use this Stratagem in your Shooting phase, when a **DEATHWING** unit from your army is selected to shoot. Each time a model in that unit makes a ranged attack, if it was set up on the battlefield this turn as a result of a teleport homer or teleport strike, add 1 to that attack's wound roll.

## FULL THROTTLE

1CP/2CP

### Dark Angels – Battle Tactic Stratagem

*Forsaking all firepower, the Ravenwing gun their engines and advance and breakneck speeds.*

Use this Stratagem in your Movement phase, after a **RAVENWING** unit from your army Advances. That unit immediately makes a Normal Move of up to 12", but is not eligible to shoot with or declare a charge with this turn. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

## LINE UNBREAKABLE

1CP

### Dark Angels – Battle Tactic Stratagem

*Many foes have charged the Dark Angels' lines, only to be met by an unbreakable wall of ceramite.*

Use this Stratagem at the start of the Fight phase. Select one **DARK ANGELS INFANTRY** unit from your army. Until the end of the phase, that unit can only be selected as a target for melee attacks if the attacking model is within Engagement Range of it (note that this means that enemy models that are not within Engagement Range but are within 1/2" of a model from their own unit that is itself within 1/2" of this **DARK ANGELS INFANTRY** unit cannot target it with melee attacks this phase).

## HIGH-SPEED FOCUS

1CP

### Dark Angels – Epic Deed Stratagem

*Pushing themselves and their craft to the limit, Ravenwing pilots perform a series of death-defying aerial manoeuvres to avoid enemy fire.*

Use this Stratagem in your opponent's Shooting phase, when you allocate a ranged attack to a **RAVENWING VEHICLE** model from your army. Until the start of your next turn, that model has a 4+ invulnerable save against ranged attacks.

## NO FOE TOO GREAT TO SUBDUCE

2CP

### Dark Angels – Epic Deed Stratagem

*Channelling all of their hatred into their blows, these veteran warriors obliterate even the mightiest foes in a storm of energised strikes.*

Use this Stratagem in the Fight phase, when a **DEATHWING KNIGHTS** unit from your army is chosen to fight. Until the end of the phase, each time a model in that **DEATHWING KNIGHTS** unit makes an attack with a mace of absolution against an enemy **VEHICLE** or **MONSTER** unit, add 1 to that attack's wound roll and improve the Armour Penetration characteristic of that attack by 1.

## MARKED FOR COMMAND

1CP

### Dark Angels – Requisition Stratagem

*On occasion, a junior-ranking leader will demonstrate ability expected only of those of much loftier rank. Such individuals are highly rewarded, and marked for greater things.*

Use this Stratagem before the battle. Select one **DARK ANGELS** Ravenwing Huntmaster or Knight Master model or a **DARK ANGELS** model from your army that has the word 'Sergeant' in their profile. That model can have one of the following Special-issue Wargear Relics (pg 49), even though they are not a **CHARACTER**: Master-crafted Weapon; Digital Weapons; Atonement; Bolts of Judgement. Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once.



**PARAGON OF THE CHAPTER****1CP****Dark Angels – Requisition Stratagem**

*The Dark Angels' commanders are expected to have prodigious tactical and martial skills. Even in this elite group, some individuals stand out.*

Use this Stratagem after nominating a **DARK ANGELS CHARACTER** model that is not a named character to be your **WARLORD**. Generate one additional Warlord Trait for them; this must be from the Dark Angels Warlord Traits table (pg 46). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

**HONOURED BY THE ROCK****1CP****Dark Angels – Requisition Stratagem**

*It is not unheard of for the Dark Angels to bestow ancient relics to worthy warriors of their successor Chapters.*

Use this Stratagem after nominating a model drawn from a Dark Angels successor Chapter to be your **WARLORD**. You can give one Relic of the Rock (pg 48) to a **CHARACTER** model from your army that is drawn from a Dark Angels successor Chapter instead of giving them a Special-issue Wargear Relic (pg 49) or a Chapter Relic from *Codex: Space Marines*. If you do, replace the **DARK ANGELS** keyword in all instances on that Relic (if any) with that model's successor Chapter keyword. You can only use this Stratagem once.

**TACTICAL APPRAISAL****1CP****Dark Angels – Strategic Ploy Stratagem**

*Dark Angels commanders know that adaptability in the heat of battle is key to victory, and are decisive in taking action to overcome their foes.*

Use this Stratagem in your Command phase. Select one **DARK ANGELS** unit from your army within 6" of your **WARLORD**, then select one combat doctrine. Until the start of your next Command phase, for the purposes of that unit, treat that combat doctrine as being active for your army instead of the active combat doctrine. You can only use this Stratagem if every unit from your army has the Combat Doctrines ability (excluding **SERVITOR**, **AGENT OF THE IMPERIUM** and **UNALIGNED** units).

**THE HUNT****2CP/3CP****Dark Angels – Strategic Ploy Stratagem**

*The Ravenwing are expert scouts as well as hunters, and take advantage of these skills to move to the most advantageous positions before battle begins.*

Use this Stratagem at the start of the first battle round, before the first turn begins. Select one **RAVENWING** unit from your army. That unit can make a Normal Move as if it were your Movement phase, but must end that move more than 9" away from any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. If that unit contains 5 or fewer models, this Stratagem costs 2CP; otherwise, it costs 3CP.

**TARGETING GUIDANCE****2CP****Dark Angels – Strategic Ploy Stratagem**

*Ravenwing Land Speeders and Storm Speeders gather and relay targeting data to the rest of the Chapter.*

Use this Stratagem in your Shooting phase. Select one enemy unit within 18" of and visible to a **RAVENWING LAND SPEEDER** or **RAVENWING STORM SPEEDER** unit from your army. Until the end of the phase, each time a model in a friendly **DARK ANGELS** unit makes a ranged attack against the selected enemy unit, add 1 to that attack's hit roll.

**SWIFT STRIKE****2CP/3CP****Dark Angels – Strategic Ploy Stratagem**

*The Ravenwing strike swiftly and withdraw before the foe can react.*

Use this Stratagem in the Fight phase, after a **RAVENWING** unit from your army has fought. If that unit is within Engagement Range of any enemy units, it can Fall Back as if it were the Movement phase. Otherwise, it can make a Normal Move as if it were the Movement phase. If that unit contains 5 or fewer models, this Stratagem costs 2CP; otherwise, it costs 3CP.

**SECRET AGENDA****1CP****Dark Angels – Strategic Ploy Stratagem**

*The Dark Angels' goals are impossible to understand.*

Use this Stratagem after selecting secondary objectives or Agendas. Do not reveal one of your selections to your opponent. The first time you score victory points or experience points for it, reveal it to your opponent. Note that you must still have a record of your selection. We recommend writing it down and concealing it until revealed. You can only use this Stratagem once.

**STASIS SHELL****2CP****Dark Angels – Wargear Stratagem**

*Upon detonation, a stasis shell momentarily freezes time.*

Use this Stratagem in your Shooting phase, when a **RAVENWING** model from your army shoots with an astartes grenade launcher. That model can only make one attack with that weapon this phase. If a hit is scored, the target is caught in stasis until the start of your next turn and the attack sequence ends. While a unit (excluding **VEHICLE** and **MONSTER** units) is caught in stasis, it cannot Fall Back.

**WEAPONS FROM THE DARK AGE****2CP****Dark Angels – Wargear Stratagem**

*The Rock's Armoury houses all manner of ancient wonders.*

Use this Stratagem in your Shooting phase, when a **DARK ANGELS** unit from your army is selected to shoot. Until the end of the phase, add 1 to the Damage characteristic of plasma weapons (see *Codex: Space Marines*) models in that unit are equipped with.



# WARLORD TRAITS

If a **DARK ANGELS CHARACTER** model is your **WARLORD**, you can use the table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a **RAVENWING CHARACTER** model or **DEATHWING CHARACTER** model is your **WARLORD**, you can instead determine a Warlord Trait using the Ravenwing and Deathwing Warlord Traits tables respectively.

## 1. BRILLIANT STRATEGIST

*Only the most able commanders can take the guidance of the Codex Astartes and adapt it further to secure victory.*

In your Command phase, you can select one friendly **DARK ANGELS** unit within 6" of this **WARLORD**. Until the start of your next Command phase:

- Each time a model in that unit makes an attack, if the Tactical Doctrine is active for your army, then the Devastator Doctrine is considered to be active for that attack instead.
- Each time a model in that unit makes an attack, if the Assault Doctrine is active for your army, then the Tactical Doctrine is considered to be active for that attack instead.

## 2. FURY OF THE LION (AURA)

*This leader inspires his battle-brothers through his actions, throwing himself into the fray knowing his warriors will follow.*

While a friendly **DARK ANGELS** unit is within 6" of this **WARLORD**, if this **WARLORD** has made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of models in that unit.

## 3. CALIBANITE KNIGHT

*The warlord has studied what little remains of old Calibanite lore to perfect ancient sword-wielding techniques.*

Each time this **WARLORD** makes a melee attack against an **INFANTRY** or **BIKER** unit, an unmodified wound roll of 2+ is always successful.

## 4. STUBBORN TENACITY

*This warlord is an exemplar of the tenacity that characterises his Chapter, fighting on through even serious injuries.*

When this **WARLORD** is destroyed, if it does not explode, you can use this Warlord Trait instead of using any other abilities that take effect as a result of this model being destroyed (e.g. Astartes Banner). If you do, this **WARLORD** is not removed from play until the start of the next turn or the end of the battle (whichever comes first). Until that happens, it is still considered to be in play, but any further wounds this **WARLORD** would lose are not lost.

## 5. DECISIVE TACTICIAN (AURA)

*This warlord is known for his ability to swiftly move his forces into ideal attack positions and urge them on to crushing charges.*

While a friendly **DARK ANGELS CORE** unit is within 6" of this **WARLORD**, add 1 to Advance and charge rolls made for that unit.

## 6. HONOUR OF THE FIRST LEGION

*Valour and nobility define this warlord, who seeks to honour his brotherhood through deeds of great heroism.*

- This **WARLORD** is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of an enemy unit.

- Each time this Warlord makes a Heroic Intervention move, so long as it ends that move closer to the closest enemy model, it can move up to 6". All other rules for Heroic Interventions still apply.

## RAVENWING WARLORD TRAITS

### 1-3. LIGHTNING-FAST REACTIONS

*The warlord is so fast he can dodge strikes and incoming fire.*

Each time an attack is made against this **WARLORD**, subtract 1 from that attack's hit roll.

### 4-6. MASTER OF MANOEUVRE

*The warlord moves across the battlefield seamlessly to exploit opportunities to strike the foe, remaining composed.*

This **WARLORD** is eligible to either shoot or charge in a turn in which it Fell Back.

## DEATHWING WARLORD TRAITS

### 1-3. WATCHED

*Strange, hooded creatures watch this warlord from afar and, at times, lend aid.*

Once per battle, in your opponent's Psychic phase, this **WARLORD** can attempt to resist one additional psychic power, even if it is not a **PSYKER** and even if it is not within 24" of the enemy model manifesting that psychic power. When taking that Deny the Witch test, do not roll the dice; it is automatically passed.

### 4-6. INEXORABLE

*Through force of will alone this warlord shrugs off the most grievous wounds.*

Each time an attack is allocated to this **WARLORD**, subtract 1 from that attack's Damage characteristic (to a minimum of 1).

## NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below:

Named Character	Warlord Trait
Asmodai	Fury of the Lion
Azrael	Brilliant Strategist
Belial	Inexorable
Ezekiel	Stubborn Tenacity
Lazarus	Brilliant Strategist
Sammael	Master of Manoeuvre



# INTERROMANCY DISCIPLINE

**PSYKER** models in **DARK ANGELS** Detachments can know all of their psychic powers from the Interromancy discipline instead of the Librarian or Obscurant disciplines (see *Codex: Space Marines*). Before the battle, generate the psychic powers for **PSYKER** models that know powers from the Interromancy discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** knows.

## 1. MIND WORM

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

**Malediction:** *Mind Worm* has a warp charge value of 6. If manifested, select one enemy unit within 18" of this **PSYKER**.

- That unit suffers 1 mortal wound.
- Until the start of your next Psychic phase, in the Fight phase, that unit is not eligible to fight until all other eligible units from your army have done so.

## 2. AVERSION

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

**Malediction:** *Aversion* has a warp charge value of 6. If manifested, select one enemy unit within 24" of this **PSYKER**. Until the start of your next Psychic phase:

- While that unit is within 6" of this **PSYKER**, subtract 1 from the Attacks characteristic of models in that unit.
- Each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

## 3. RIGHTEOUS REPUGNANCE

*Reaching into the minds of his brothers, the Librarian stokes the fires of their hate, and the Dark Angels respond with a surge of cold, furious violence.*

**Blessing:** *Righteous Repugnance* has a warp charge value of 7. If manifested, select one friendly **DARK ANGELS** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, you can re-roll the hit roll and you can re-roll the wound roll.

## 4. TREPHINATION

*The Librarian gathers his thoughts into a white-hot spike to plunge straight into his victim's mind, leaving the foe's brain matter dribbling from their ears.*

**Witchfire:** *Trephination* has a warp charge value of 5. If manifested, the closest enemy unit within 18" of and visible to this **PSYKER** suffers D3 mortal wounds. If the result of the Psychic test was greater than the Leadership characteristic of the enemy unit, that enemy unit suffers 3 mortal wounds instead.

## 5. ENGULFING FEAR

*The Librarian inveigles his way into the minds of his foes. Subtly, he twists and heightens their fears.*

**Malediction:** *Engulfing Fear* has a warp charge value of 7. If manifested, select one enemy unit within 24" of this **PSYKER**. Until the start of your next psychic phase:

- Subtract 1 from Leadership characteristic of models in that unit.
- That unit cannot use the Objective Secured ability or any similar abilities that allow them to control an objective marker regardless of the number of enemy models within range of an objective marker.
- If the result of the Psychic test was equal to or greater than that unit's Leadership characteristic, that unit cannot perform actions (if that unit is currently performing an action, it immediately fails).

## 6. MIND WIPE

*The Librarian scourges the minds of his foes, dragging out every memory that makes them who they are and reducing them to hollow shells of what they once were.*

**Malediction:** *Mind Wipe* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**, then select one aura ability that unit has. Until the start of your next psychic phase, that unit loses that aura ability.



# RELICS OF THE ROCK

If your army is led by a **DARK ANGELS WARLORD**, you can, when mustering your army, give one of the following Relics of the Rock to a **DARK ANGELS CHARACTER** model from your army instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters cannot be given any of the following Relics. Unless specifically stated otherwise, **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

## MACE OF REDEMPTION

*The Mace of Redemption is perhaps the greatest of the weapons forged by the Dark Angels to hunt their traitorous comrades. Blessed with incantations of vengeance, the hollow centre of this sacred power maul flares white-hot when it smites a foe. It is said that, with the mace in hand, Supreme Grand Master Raphael struck down the Daemon Prince ruler of the blasphemous world of New Caliban, allowing the arch-heretic to be captured.*

Model equipped with a power maul or crozius arcanum only. This Relic replaces a power maul or crozius arcanum and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Mace of Redemption	Melee	Melee	x2	-3	2

**Abilities:** Each time an attack is made with this weapon against a **FALLEN** or **HERETIC ASTARTES** unit, an unmodified wound roll of 4+ inflicts 2 mortal wounds on the target and the attack sequence ends.

## PENNANT OF REMEMBRANCE

*This hallowed banner records the names and deeds of the legendary members of the Deathwing that the company's bone-coloured armour commemorates. The legacy of those mighty warriors is one of bravery and defiance in the face of overwhelming odds. Under the shadow of their example, every member of the Deathwing fights on through grievous injury to prove themselves worthy successors of such mighty paragons.*

**DEATHWING ANCIENT** model only. In your Command phase, select one **DEATHWING INFANTRY CORE** unit from your army within 6" of the bearer. Until the start of your next Command phase, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

## SHROUD OF HEROES

*When one of the Dark Angels' mightiest warriors is slain in battle, his recovered remains are wrapped in a death shroud until he can be interred within the crypts of the Lion's Sanctum. Pieces of this fabric, stained in the blood of heroes, are then stitched into a single set of robes known as the Shroud of Heroes, and those who wear it claim they can feel the protective powers of their predecessors.*

Each time an attack is made against the bearer, subtract 1 from that attack's hit roll.

## RELIQUARY OF THE REPENTANT

*The skull contained within this reliquary is that of a captured Fallen psyker who repented his sins. Once he had been executed, the remains were mounted upon the bike of the Ravenwing Inner Circle member who had captured him. The power of the Fallen lingers in the relic still, creating a disturbing aura that strikes at the minds of enemies and interferes with their shielding systems.*

**RAVENWING BIKER** model only. While an enemy unit is within 3" of the bearer, each time an invulnerable saving throw is made for a model in that unit that has an invulnerable save of 4+ or better, the saving throw is only successful on an unmodified roll of 5+.

## FOE-SMITER

*This ornate storm bolter was wrought by Fedorovich the Great, one of the greatest weaponsmiths of the era of the Great Crusade. Foe-smiter was presented with honour to the first Grand Master of the Deathwing, and continues to lay low the enemies of the Chapter to this day.*

Model equipped with a storm bolter only. This Relic replaces a storm bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Foe-smiter	24"	Assault 4	5	-1	2

## EYE OF THE UNSEEN

*This augmetic was first bequeathed to Interrogator-Chaplain Enoch and has since been extracted and reimplanted into a string of Dark Angels heroes. It is said that no secret can escape the gaze of the Eye, nor guilt. Those fixed by the glowing lens have their deepest wants and fears laid bare, their every weakness exposed. They stagger and stumble beneath its gaze, and it is all they can do not to drop to their knees and confess all.*

- The bearer gains the following ability: **'Fear (Aura):** While an enemy unit is within 6" of the bearer, subtract 1 from the Leadership characteristic of models in that unit.'
- At the start of the Fight phase, if an enemy **CHARACTER** unit is within Engagement Range of the bearer, that unit is not eligible to fight until all other eligible units from your army have done so.

A **RAVENWING TALONMASTER** is eligible to be given this Relic, even though it is a **VEHICLE**.

## CUP OF RETRIBUTION

*The Cup of Retribution is used in the great annual event known as the Feast of Malediction. Legends tell that it is the original vessel from which the Emperor drank at the feast held by the Lion when father and son were reunited.*

**CHAPLAIN** model only. Once per battle, the bearer can recite the Feast of Malediction litany instead of reciting a litany that it knows. If it does, do not roll to see if the litany is inspiring; it is automatically inspiring.

**Feast of Malediction:** While a friendly **DARK ANGELS CORE** unit is within 6" of this **PRIEST**, add 1 to the Attacks characteristic of models in that unit.



# SPECIAL-ISSUE WARGEAR

If your army is led by a **DARK ANGELS WARLORD** or a **WARLORD** from a Dark Angels successor Chapter, you can, when mustering your army, give one of the following Special-issue Wargear Relics to a **DARK ANGELS CHARACTER** model from your army, or a **CHARACTER** model from your army that is drawn from a Dark Angels successor Chapter, instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters cannot be given any of the following Relics. Unless specifically stated otherwise, **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

## ADAMANTINE MANTLE

*These flowing cloaks are laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.*

Each time the bearer would lose a wound, roll one D6; on a 5+ that wound is not lost.

## ARTIFICER ARMOUR

*Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour provide superior protective capabilities that rival even Terminator plate. All who set eyes upon the wearer know that an honoured champion of the Imperium stands before them.*

The bearer has a Save characteristic of 2+ and a 5+ invulnerable save.

## MASTER-CRAFTED WEAPON

*The armouries of many Unforgiven Chapters are full of ancient weapons crafted by the most skilled artificers. Many of these weapons date back thousands of years and are all the more powerful for their provenance.*

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a Relic or a weapon whose profile includes the word 'master-crafted'). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Chapter Relic.

## DIGITAL WEAPONS

*Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet. Short-ranged and powerful, they are typically triggered in the midst of melee in order to blast the enemy point-blank from an unexpected angle when a weakness in their guard is spotted.*

Each time the bearer fights, it can make 1 additional attack using the close combat weapon profile (see the Warhammer 40,000 Core Book). If that attack scores a hit, the target suffers 1 mortal wound and the attack sequence ends. A **RAVENWING TALONMASTER** is eligible to be given this Relic, even though it is a **VEHICLE**.

## HEAVENFALL BLADE

*This weapon was bestowed upon the most honourable Knight of the Order before a long quest into the wilds of Caliban. Its blade is empowered by a force generator of magnificent strength.*

Model equipped with a power sword, master-crafted power sword, relic blade or executioner's relic blade. This Relic replaces a power sword, master-crafted power sword, relic blade or executioner's relic blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Heavenfall Blade	Melee	Melee	+2	-4	2

**Abilities:** Each time the bearer fights, it makes 1 additional attack with this weapon.

A **RAVENWING TALONMASTER** is eligible to be given this Relic, even though it is a **VEHICLE**.

## ARBITER'S GAZE

*This bionic eye is powered by the smallest fragment of the Stone Guardians, arcane relics of fallen Caliban steeped in mystery and eldritch power.*

- Each time the bearer makes an attack, a hit roll of 2+ is always successful (including when firing Overwatch), irrespective of any modifiers or abilities that the target may have.
- Each time the bearer makes an attack, the target does not receive the benefits of cover against that attack.

A **RAVENWING TALONMASTER** is eligible to be given this Relic, even though it is a **VEHICLE**.

## ATONEMENT

*Atonement was recovered from a slain Fallen. Its machine spirit is uniquely placid in the hands of any Dark Angel who wields it, as if it seeks repentance. In battle against the Emperor's foes its temper is furious, the weapon eager to prove its continued loyalty.*

Model equipped with a plasma pistol only. This Relic replaces a plasma pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Atonement	18"	Pistol 1	9	-4	3

## BOLTS OF JUDGEMENT

*Thrice-blessed with rites of punishment and forged from rare ores that survived Caliban's destruction, the Bolts of Judgement have been perfected as decisive hunters' weapons.*

When you give a model this Relic, select one bolt weapon (see *Codex: Space Marines*) that model is equipped with. Each time the bearer shoots with that weapon, you can choose for it to fire a bolt of judgement. If you do, you can only make one attack with that weapon, but that attack has an Armour Penetration characteristic of -2 and a Damage characteristic of 3. When making that attack, unless the target is a **VEHICLE** or **MONSTER** unit, a wound roll of 2+ is always successful. A **RAVENWING TALONMASTER** is eligible to be given this Relic, even though it is a **VEHICLE**.



# CHAPTER APPROVED RULES

If every model in your army (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** units) has the **DARK ANGELS** keyword, and your **WARLORD** has the **DARK ANGELS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **DARK ANGELS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

## PURGE THE ENEMY

### MARTIAL INTERDICTION

#### End Game Objective

*The Dark Angels have waged entire wars to secure individuals who might have some knowledge as to the whereabouts of some of the Fallen, or who may have somehow acquired a fragment of knowledge of the Dark Angels' secrets. They prosecute these actions with incredible fervour; the consequences should they fail often too terrible to contemplate, the rewards of victory great indeed.*

If you select this objective, then after both sides have deployed, but before the first turn begins, your opponent must select one **CHARACTER** model from their army. If their army does not contain any **CHARACTER** models, then they must select their **WARLORD** instead. Score victory points at the end of the battle as follows:

- Score 6 victory points if the selected enemy model was destroyed by a melee attack made by a **DARK ANGELS** model from your army.
- Score 3 additional victory points if the selected enemy model was destroyed by a melee attack made by an **INNER CIRCLE** or **DEATHWING** model from your army.
- Score 6 additional victory points if the **DARK ANGELS** model's unit that destroyed the selected enemy model has not itself been destroyed.

## NO MERCY, NO RESPIRE

### DEATH ON THE WIND

#### Progressive Objective

*The Ravenwing never give warning of their assaults, striking at breakneck speed to inflict as much damage as possible before the enemy can react. Every warrior of the Ravenwing has spent countless hours drilling in the precise art of firing weapons or wielding swords and hammers on the move.*

Score 2 victory points each time an enemy unit is destroyed by an attack made by a **RAVENWING** model from your army that moved 12" or more during the Movement phase of that turn, or made a charge move that turn.

## BATTLEFIELD SUPREMACY

### STUBBORN DEFIANCE

#### Progressive Objective

*Few Space Marines are as renowned for their stubborn refusal to give ground as the Dark Angels. Such has been their way since time immemorial, a tradition handed down from the knights of old Caliban, who faced down the monstrous beasts that once dominated their world. Such a history was imbued in the Dark Angels by their Primarch, and the determination of their leadership to earn absolution in the millennia that have followed has only added to the Chapter's reputation for indomitability.*

In your first Command phase, select one objective marker. At the end of each of your Command phases after the first, if you control that objective marker with a **DARK ANGELS** unit from your army that has the Objective Secured ability, score a number of victory points based on the consecutive number of your Command phases that you have controlled that objective marker with that unit as follows:

CONSECUTIVE NUMBER OF YOUR COMMAND PHASES	VICTORY POINTS
2	2
3	3
4	5
5	5

For example, in your third Command phase, if you have controlled that objective marker with a **DARK ANGELS** unit for three of your Command phases consecutively, you will score 3 victory points that turn.

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

- Brother-Chaplain Valeforr







# CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with your Dark Angels, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Dark Angels units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This content, available exclusively to Dark Angels and their successor Chapters, is an addition to the Crusade rules found in *Codex: Space Marines*, and contains the following sections:

## AGENDAS

**DARK ANGELS** units attempt to achieve unique Agendas in Crusade battles, which can be found on the page opposite. These Agendas reflect the unique goals of Dark Angels armies on the battlefield and help to represent their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

## HUNTING THE FALLEN

The Dark Angels are motivated by a dark secret from their past, and will stop at nothing to rid the galaxy of their shame, lest it be discovered and their loyalty be put in doubt. Dark Angels Crusade forces can embark on great hunts for their nefarious Fallen brethren. The rules for these hunts can be found opposite.

## REQUISITIONS

Dark Angels armies have access to a number of additional Requisitions, suited to their methods of waging war. You can find these on page 54.

## HONORIFICS

In addition to the Honorifics presented in *Codex: Space Marines*, the Dark Angels have some that are unique to the specialised organisation of the Unforgiven. These can be found on page 57.

## CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book and *Codex: Space Marines*, Dark Angels characters have access to unique Crusade Relics described on pages 58-59.

## BATTLE TRAITS

Dark Angels units can be given the Battle Traits presented on page 60 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and battle honours that are bestowed to Dark Angels units.

On the misery-wreathed world of Haruthalen, the Dark Angels annihilated an assault force of the Masque of the Midnight Sorrow. They held firm despite the polychromatic blur of the Harlequins' ferocious attack and breathtaking synchronicity.





## HUNTING THE FALLEN

If your Crusade force includes any **DARK ANGELS** units, you must keep an additional note of your army's Unforgiven points total (the Crusade Goals, Information and Notable Victories box on your Order of Battle is ideal for this). Your Unforgiven points total will show how close your Dark Angels are to discovering a member of the Fallen. Once your Dark Angels have enough information, they can attempt an assault on that Fallen in an attempt to capture him and cleanse his corrupt soul.

After each battle, gain 1 Unforgiven point. In addition, several of the Dark Angels Crusade rules found in this section will instruct you to increase your Unforgiven points total by 1 or more. This is usually through Agendas, but certain Battle Honours may also help contribute points to your total. Once you have accumulated sufficient Unforgiven points, you have tracked a member of the Fallen, and can launch a mission to capture them.

**Designer's Note:** If you wish to use these rules, we recommend creating a Fallen miniature to represent your selection, which you can lend to your opponent when required (see *The Fallen*, opposite). We would also recommend double checking with your opponent that they are happy to include this miniature in their army during your game before spending your Unforgiven points to attempt the Capture mission. If your opponent would prefer not to include this model, or they are using an army which narratively feels strange including a member of the Fallen, we recommend you wait until a better opportunity arises before attempting this mission.

'Look back in fear with every treacherous step you take forward, traitor. Never know rest. Never know peace. Never know glory. Never know pride. Never know prestige. Never know victory. Know only that I pursue you, and I promise misery, pain and death.'

- Asmodai, Master Interrogator-Chaplain



### CAPTURE MISSION

Once you have accumulated at least 20 Unforgiven points, before a battle, after determining the Mission and seeing your opponent's army roster, you can attempt a Capture mission. If you do so, your Unforgiven points total is reset to 0. Then, follow the normal sequence for playing a Crusade mission as described in your chosen mission pack, with the following additional rules:

- Your Crusade army can only include **DARK ANGELS** units, or units taken from a Dark Angels successor Chapter.
- Your opponent's army must include one **FALLEN** model (see *The Fallen*, below) to be the quarry. This model has a Power Rating of 0, and does not require a Crusade card. This model is ignored when determining which unit is the **WARLORD** and cannot perform actions or gain experience points. This model is not added to any Detachments, and does not prevent other units from their army benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines). This model cannot be set up as Reinforcements or as Strategic Reserves.
- You must select the Capture the Fallen Agenda for the mission (pg 56).
- Your opponent has the following Agenda in addition to any others they select:

### The Fallen

Your opponent adds one of the following models to their army.

- 1 Captain (see *Codex: Space Marines*). This model cannot use the Rites of Battle ability. Replace this model's Faction keywords with **FALLEN**.
- 1 Librarian (see *Codex: Space Marines*). This model only knows the *Smite* psychic power. Replace this model's Faction keywords with **FALLEN**.
- 1 CYPHER.

### ASSIST THE STRANGER

#### Fallen Agenda

If the **FALLEN** model is still on the battlefield at the end of the battle, your **WARLORD** gains 3 experience points and your army gains 1 additional Requisition point.

*This day shall be our day of reckoning. Look not to the shadows of the past, but to the glory of the future. We shall wash away the stain of our dishonour in the hot blood of our enemies.*



## REQUISITIONS

If your Crusade force includes any **DARK ANGELS** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

### INTERROGATION

ORP

### INAUGURATION

1RP

*Should a member of the Fallen be captured, they will be brought to the Rock for interrogation. The Dark Angels subject them to months of torture, seeking a confession.*

Purchase this Requisition after a battle in which units from your army destroyed any **FALLEN** units (excluding **CYPHER**). You cannot purchase this Requisition more than once after each battle. Select up to two of the following units from your army (excluding named characters): one **INTERROGATOR-CHAPLAIN**; one **DEATHWING LIBRARIAN**. Then roll 2D6: on a 2-9, the Fallen is given final judgement, and one of the units you selected can gain a Battle Trait from the table below. On a 10+, the Fallen has confessed, and both of the units you selected can gain a Battle Trait from the table below. Each unit on your Order of Battle can have no more than one Battle Trait from these tables. Make a note on each unit's Crusade card and increase its Crusade points total by 1.

#### INTERROGATOR-CHAPLAIN ONLY

*In his lifetime, an Interrogator-Chaplain may only subject a Fallen to questioning a handful of times, if ever. Should he secure a confession, he will add a single black pearl to his rosarius.*

##### D3 BATTLE TRAIT

- |   |   |
|---|---|
| 1 | Add 3" to the range of this model's aura abilities (to a maximum of 12").   |
| 2 | This model knows one additional litany from the Litany of Battle.   |
| 3 | In your Command phase, if this model is on the battlefield and the Litany of Hate has not already been recited by a friendly model that battle round, it can recite the Litany of Hate in addition to any other litany it can recite. |

#### DEATHWING LIBRARIAN ONLY

*One fewer traitor stains the stars. The heretic's blood has been taken, and with it his name has been inscribed in the Book of Salvation.*

##### D3 BATTLE TRAIT

- |   |  |
|---|--|
| 1 | Add 1 to Psychic tests taken for this model when attempting to manifest a power from the Interromancy discipline (pg 47).                          |
| 2 | Each time this model manifests a Witchfire psychic power from the Interromancy discipline (pg 47), add 1 to the number of mortal wounds inflicted. |
| 3 | You can re-roll Deny the Witch tests taken for this model.   |

*For all the Dark Angels' secrecy, as battle rages where the Fallen are present it is possible that an uninitiated battle-brother learns to some degree of his Chapter's true agenda. Some of these warriors are simply told they did not see what they thought they saw, or are fed lies the Inner Circle have perfected over countless years. On occasion, it might even be that the uninitiated capture a Fallen, should some disaster befall the Deathwing or nefarious enemy schemes come to fruition that slow or halt them. To capture a Fallen is a great demonstration of strength, and those that do so who are uninitiated may be brought into the fold off the back of such an impressive deed. Even those who, it is decided, shall not be taught the Chapter's secrets, may well instead be elevated in rank or to the Ravenwing.*

Purchase this Requisition after a battle in which a **DARK ANGELS** unit from your army (excluding **VEHICLE**, **CHARACTER** and **SCOUT** units) destroyed a **FALLEN** unit. That **DARK ANGELS** unit gains the **INNER CIRCLE** keyword, or you can remove that unit from your Order of Battle and replace it with one of the units specified below:

#### INAUGURATION

UNIT	REPLACEMENT UNIT
PRIMARIS unit	<ul style="list-style-type: none"> <li>Outrider Squad</li> <li>Bladeguard Veteran Squad</li> </ul>
Non-PRIMARIS unit	<ul style="list-style-type: none"> <li>Attack Bike Squad</li> <li>Bike Squad</li> <li>Deathwing Terminator Squad</li> <li>Terminator Squad</li> <li>Terminator Assault Squad</li> <li>Relic Terminator Squad</li> </ul>

This unit must be from the same Chapter. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The new unit starts with the same number of experience points as the unit it replaced and gains the appropriate number of Battle Honours for its rank.





## INNER CIRCLE

1RP

*Induction of a Dark Angel to their Inner Circle is never done lightly, for only the strongest minds and purest hearts can withstand the terrible knowledge a member of the Inner Circle is expected to hold.*

Purchase this Requisition when a **DARK ANGELS CHARACTER** unit gains a rank (other than the Blooded rank). That unit gains the **INNER CIRCLE** keyword and its Power Level is increased by 1. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

## THE LION AND THE WOLF

1RP

*Whenever the Dark Angels and the Space Wolves fight side by side, each nominates a champion to settle the ancient grudge between Lion El'Jonson and Leman Russ. The victor in these contests is afforded great esteem.*

Purchase this Requisition at any time. Select one **DARK ANGELS INFANTRY** or **DARK ANGELS BIKER** model from your army that is not a **CHARACTER**. Each model can only be selected for this Requisition once. Add 1 to that model's Attacks characteristic, and that model gains the following ability:

**Victory Over the Sons of the Wolf:** Each time this model makes a melee attack against a **SPACE WOLVES** unit, add 1 to that attack's hit roll and wound roll.

Clad in thick armour and wielding devastating weapons, Heavy Intercessors led the storming of an awakening Necron tomb complex on what was once thought to be the world of Cyrrillion. Their decisive strike ensured the Necrons never rose again from this world.





## AGENDAS

If your Crusade army includes any **DARK ANGELS** units, you can select an Agenda from the Dark Angels Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one Dark Angels Agenda).

### CAPTURE THE FALLEN

#### Dark Angels Agenda

*The ultimate agenda of the Unforgiven Chapters is the capture and execution of the Fallen. Only through this can they earn absolution, and within the Inner Circle, to seize one of these traitors is to earn much honour.*

Keep a Capture the Fallen tally for each unit from your army. Add 1 to a unit's Capture the Fallen tally each time it destroys an enemy **FALLEN** unit. Each unit gains 3 experience points for every mark on its Capture the Fallen tally. At the end of the battle, if any units from your army have a mark on their Capture the Fallen tally, your **WARLORD** gains 3 experience points.

### NONE MUST KNOW

#### Dark Angels Agenda

*The Dark Angels are notoriously secretive, and any who might have witnessed the Fallen must be destroyed or captured – whether enemy or supposed ally.*

At the start of deployment, your opponent must select five units (excluding **DARK ANGELS** units); each of these units can be from their or your army. If five units cannot be selected, as many units as possible must be selected. At the end of the battle, gain 1 Unforgiven point (pg 53) for each of these units that has been destroyed.

### MENTAL INTERROGATION

#### Dark Angels Agenda

*The Librarians of the Dark Angels are well-practised at scanning the minds of their foes for any clues about the Fallen.*

Keep a Mental Interrogation tally for each **DARK ANGELS LIBRARIAN** unit in your army. Add 1 to a unit's Mental Interrogation tally each time it successfully completes the following psychic action (add 3 to its tally instead if it completed it with a Psychic test of 11 or more):

**Mental Interrogation (Psychic Action – Warp Charge 4):** One **DARK ANGELS PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 12" of an enemy **CHARACTER** unit.

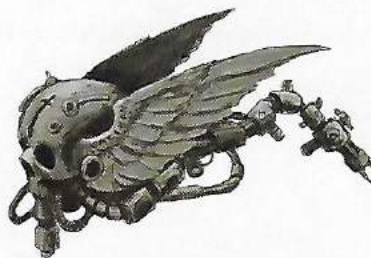
At the end of the battle, each unit gains 1 experience point for every mark on its Mental Interrogation tally. If the total of all Mental Interrogation tallies is 4 or more, gain 3 Unforgiven points (pg 53). If it is 8 or more, gain 6 Unforgiven points instead.

### DARK RUMOUR

#### Dark Angels Agenda

*Local rumour has it that an enemy commander was seen dealing with a mysterious black-armoured figure. This commander must be brought in for interrogation.*

If the enemy **WARLORD** is destroyed by an attack made by a **DEATHWING**, **RAVENWING** or **INNER CIRCLE** unit, that unit gains 3 experience points and you gain 3 Unforgiven points (pg 53). If that attack was a melee attack made by a **DEATHWING**, **RAVENWING** or **INNER CIRCLE** unit, gain 5 Unforgiven points instead.



### ENCIRCLE THE FOE

#### Dark Angels Agenda

*The Ravenwing seek to encircle their foe, corraling them to ensure there can be no escape, before summoning the Deathwing to deliver the killer blow.*

At the end of the battle, you can select either three or four friendly **RAVENWING** units from your army (excluding **AIRCRAFT** units). Each unit selected must be wholly within 9" of a different corner of the battlefield. Each of the selected units gains 2 experience points.

### THE DEATHWING COMETH

#### Dark Angels Agenda

*The Deathwing Terminators often wait in teleportariums, ready to strike as soon as crucial enemy units or commanders are identified by their swifter brethren. Upon arrival, devastation follows in their wake.*

If a **DEATHWING** unit destroys any enemy units on the turn it is set up on the battlefield using the Teleport Strike ability, that **DEATHWING** unit gains 2 experience points. If that **DEATHWING** unit destroys any enemy **CHARACTER** units, that **DEATHWING** unit instead gains 3 experience points.

We shoulder a burden none share. We face a threat none comprehend or know of. As we march forward, we must always place behind. Many would see such a way of being as overcast, exhausting, even pointless – indeed, say of horror. It makes us silent. It makes us invisible. It makes us strong.



## HONORIFICS

**DARK ANGELS CAPTAINS** cannot be given any of the following Honorifics found in *Codex: Space Marines*: Master of the Keep; Master of the Watch; Master of the Marches; Chief Victualler. Instead you can choose from among the following Honorifics. These follow all the same rules as those presented in *Codex: Space Marines*.

### MASTER OF THE DEATHWING

*The Captain of the Dark Angels 1st Company is second only to the Chapter Master in terms of experience and knowledge of the Fallen. This mighty warrior has proved their mettle in countless victories and remained dogged in pursuit of the Fallen over centuries of service.*

**BELIAL** or **TERMINATOR CAPTAIN** only. Once per battle, if this unit is on the battlefield, when you use the Deathwing Assault Stratagem (pg 44), that Stratagem costs 0 Command points.



### MASTER OF THE RAVENWING

*The Captain of the Dark Angels 2nd Company is a master of high-speed warfare, able to react to changing battlefield situations in the blink of an eye and deploy their swift forces to wherever they are needed, whether hunting the Fallen across the field, or more conventional foe, they can be relied upon to provide vital intelligence to the rest of the Chapter.*

**SAMMAEL** or **BIKER CAPTAIN** only. Once per battle, if this unit is on the battlefield, when you use the Swift Strike Stratagem (pg 45), that Stratagem costs 0 Command points.

### KEEPER OF THE UNSEEN RITUAL

*The Captain of the Dark Angels 5th Company is often responsible for collating and keeping knowledge about the ancient Calibanite orders. He is expected to be an expert in their martial traditions and codes of honour. In truth, the Dark Angels have only fragments of information surviving from that time, most only available to the Inner Circle.*

**LAZARUS** or **CAPTAIN** only. Once per battle, if this unit is on the battlefield, when you use a Battle Tactic Stratagem, that Stratagem costs 0 Command points.

## MASTER OF WATCHERS

*The Captain of the Dark Angels 7th Company is responsible for the vast network of informants and sleeper cells the Chapter has living on all kinds of worlds across the Imperium. How much even these Captains are aware of the significance of the intelligence they handle is down to whether or not they belong to the Inner Circle.*

If this unit is part of your Crusade army, then after each battle, gain D3 Unforgiven points.

If **BELIAL** is added to your Order of Battle, he automatically gains the Master of the Deathwing honorific, even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a model with that honorific in your Order of Battle, you cannot add **BELIAL** to your Order of Battle.

If **SAMMAEL** is added to your Order of Battle, he automatically gains the Master of the Ravenwing honorific, even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a model with that honorific in your Order of Battle, you cannot add **SAMMAEL** to your Order of Battle.

If **LAZARUS** is added to your Order of Battle, he automatically gains the Keeper of the Unseen Ritual honorific, even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a model with that honorific in your Order of Battle, you cannot add **LAZARUS** to your Order of Battle.

**M**aster Ezekiah of the 7th Company slashed down, hacking the training-servitor in two. The lobotomised creature fell to the floor in a slop of viscera and oils, its mechanical parts still twitching. The parts of twelve others littered the rough stone of the practice cage.

Ezekiah was caked in sweat, and mopped his brow with the front of his tunic, which was the same shade of green as his armour and was emblazoned with the Dark Angels' Chapter symbol. He stepped out of the cage, taking a cloth to wipe the filth from his ornate longsword. Three serfs hurried into the empty training space, collecting the dismembered components and cleaning the spilled organic matter away. Ezekiah heard their feet splash in the spilled fluids.

He intoned the hymnal of cleansing as he ran the cloth over his blade, purifying it as well as soothing its incensed machine spirit. Its blood was up, he could tell.

'Calm,' he said. 'It will not be long before you face battle again.'

A serf entered the training arena. She was breathing heavily. She had ran here. She dropped to a knee and bowed before him.

'Lord,' she said, still panting. 'Word from our contact on World XV4b.' She said no more because she was permitted to know nothing else. But Ezekiah heard all he had to. He stood and left the arena quickly without acknowledging her. There was work to do.

'You shall have battle very soon,' he said to his weapon, eager for war.



## CRUSADE RELICS

When a **DARK ANGELS CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

### ARTIFICER RELICS

Any **DARK ANGELS CHARACTER** model can be given one of the following Artificer Relics.

#### Lion's Roar

*The Lion's Roar is an ancient combi-weapon issued to heroes of the Chapter. Over the years it has proven to be an ideal weapon for those leading boarding actions or bunker assaults.*

Model with combi-plasma only. Lions Roar replaces that model's combi-plasma and has the following profile:

WEAPON	RANGE	TYPE	S	AP D
Lion's Roar				
- Boltgun	24"	Rapid Fire 1	4	0 1
- Plasma	18"	Assault 2	8	-3 2

**Abilities:** Before selecting targets, select one or both of the profiles above to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.



*The hunt is only over when the sound of the Screamers' blood leaks into place, obscuring our quarry's fate and silencing their internal moans.*  
- Yehoeel, Second Master of the Ravenwing

#### The Raven's Eyes

*This helm contains an enhanced sensory suite, ensuring the wearer proceeds with all speed towards their prey.*

**RAVENWING** model only.

- The bearer can ignore any or all Move characteristic, Advance roll and charge roll modifiers.
- Each time the bearer makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers for that attack.

### ANTIQUITY RELICS

A **DARK ANGELS CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

#### Monster Slayer of Caliban

*This weapon was traditionally bestowed upon the most honourable knight of the Order. It is said that as long as its owner stays pure, it will strike down the greatest of foes.*

Model with power sword, master-crafted power sword, relic blade or executioner relic blade only. The Monster Slayer of Caliban replaces the bearer's power sword, master-crafted power sword, relic blade or executioner relic blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP D
Monster Slayer of Caliban	Melee	Melee	+2	-3 2

**Abilities:** Each time an attack is made with this weapon against a **VEHICLE** or **MONSTER** unit, add 1 to that attack's wound roll.

**I**t was close. Yehoeel could feel it. The Codicier no longer had to strain his mind to sense the dark energy that throbbed within and around it. It grew thicker, stronger, with each step forward. How the Dirge of Lusian had arrived in this abominable place, Yehoeel could not fathom. The ship that was now called the Nine Devout Deceits had once been the In His Holy Name, a glorious battle cruiser of the Imperial Navy. But now toothed tentacles sprouted from its bulkheads. The steel of its decking had become twisted and flesh-like. Yehoeel felt it give beneath his weight and heard it squelch as he paced on.

'You can feel its presence, brother,' said Palaliah. The Interrogator-Chaplain made a statement, it was not a question. The robed and ebon-clad warrior strode beside Yehoeel. His crozius arcanum dripped with daemonic ichor and heretic blood. His vestments were splattered with filth. Combined with his skull mask, he would have been terrifying for those not of the Adeptus Astartes to behold.

'It is very close, brother,' Yehoeel confirmed. 'It curses this

place deeply. Such a dangerous work of fell artifice needs to be contained on the Rock, sealed away forever.'

'A great many things do, brother,' said Palaliah. 'Shame and guilt lies on all our hearts for Marbas' invasion. We right these wrongs here. As we did when we reclaimed Malaghurst's Bane, destroyed the Goblet of Arkitonh and shattered the Illustraeen Veil. The work of the Arch-enemy will be undone, one artefact at a time.'

'Yes, brother,' Yehoeel said. 'We shall.' He wondered how they could ever recover or destroy all that was lost, but dared not raise such a thought with the grim Interrogator-Chaplain.

They had not encountered any of the ship's crazed crew or nefarious daemon-kind for some time. It was a troubling thought. Yehoeel doubted it could mean anything good for them.

'I know you are out there,' said Yehoeel to himself, gripping his force axe tightly. They walked in silence for a time. Then, ahead of him, a portal opened, and the screaming began.





The symbols that adorn the Lion's Roar are carefully repainted after every battle. None know their original, true meanings.



The Raven's Eyes allows the wearer to see through ferrocrete walls and perfectly calculates the distance to a target.



The Shield of Calloson's resilience echoes that of the Dark Angels – it stands up to all punishment and foes, as shall they.

### Shield of Calloson

It is believed that this vast shield was once carried into battle by a legendary Dark Angels hero who fought during the Great Crusade. The Chapter's Techmarines believe its flaring energy field shares technology with the vast void shields that protect mighty Titan battle engines and void craft. Whatever the truth, even the heaviest of fire is turned harmlessly aside by this ancient bulwark.

Model with relic shield, combat shield or storm shield only. The Shield of Calloson replaces the bearers relic shield, combat shield or storm shield.

- The bearer has a 3+ invulnerable save.
- Add 1 to armour saving throws made for the bearer.

### LEGENDARY RELICS

A **DARK ANGELS CHARACTER** model of Legendary rank can be given the following Legendary Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

### Mantle of the Seneschal

This mantle was fashioned from the skin of a mighty beast of Caliban, slain by the Lion himself. Kept in stasis and only removed in the direst need, only the greatest champions are granted the honour to wear it over their armour. In battle, this warrior is a beacon to those around him, reminding all of the savagery of lost Caliban.

- Add 1 to the bearer's Move, Strength, Toughness, Wounds and Attacks characteristics.
- Once per battle, in your Command phase, the bearer can use the following ability: 'Savagery of Caliban (Aura): Until the start of your next Command phase, while a friendly **DARK ANGELS CORE** unit is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.'

### SACRED STANDARDS

A **DARK ANGELS ANCIENT** model of Heroic rank or higher can be given one of the following Sacred Standards. A model cannot have more than one Sacred Standard. Sacred Standards are treated as Antiquity Relic's for all purposes. Add 1 to a unit's total Crusade points for each Sacred Standard it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

### The Standard of Retribution

The Standard of Retribution serves to remind the Dark Angels that the enemies of the Emperor can never be forgiven. It inspires the Dark Angels to fight on under any circumstance, smiting their foes with righteous fury.

The bearer has the following ability: 'Standard of Retribution (Aura): While a friendly **DARK ANGELS CORE** unit is within 6" of the bearer, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).'

### The Standard of Fortitude

The Standard of Fortitude represents the unstoppable courage of the Dark Angels. It inspires any nearby Dark Angel to press the attack, heedless of danger to themselves.

The bearer has the following ability: 'Standard of Fortitude (Aura): In your Shooting phase, while a friendly **DARK ANGELS CORE** unit is within 6" of the bearer, that unit is treated as having Remained Stationary.

### The Standard of Devastation

The Standard of Devastation symbolizes the defiance and devastating retaliation for which the Dark Angels are famed. Throughout its history, the banner has flown above numerous last stands, often found atop piles of enemy dead.

The bearer has the following ability: 'Standard of Devastation (Aura): While a friendly **DARK ANGELS CORE** unit is within 6" of the bearer, each time a model from that unit makes an attack that targets the closest enemy unit, an unmodified hit roll of 6 scores 1 additional hit.

*Our treasures are our link to our past – not that which threatens to bring us down in ignorance, but to our times of glory. Remember... though treachery stains our history, it is our victories that represent who we truly are.*



# BATTLE TRAITS

When a **DARK ANGELS** unit gains a Battle Trait, you can use one of the tables below. If you do, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book or *Codex: Space Marines*.

## INNER CIRCLE CHARACTER UNITS ONLY

### D6 TRAIT

#### Knightly Paragon

*This mighty warrior inspires all around him with feats of expert swordsmanship.*

At the start of each Fight phase, select one enemy **INFANTRY**, **BIKER** or **CAVALRY** model that is within Engagement Range of this model and roll one D3. Until the end of the phase:

- Subtract the result from that enemy model's Attacks characteristic (to a minimum of 1).
- If the result is greater than that enemy model's Attacks characteristic, add 1 to this model's Attacks characteristic.

#### Expert Hunter

*This warrior excels at understanding the mindset of the Fallen, appearing able to know their movements even before the foe does.*

At the end of each battle, roll one D6, adding 2 to the result if your opponent's army contained any **FALLEN** units: on a 4+, this model gains 1 experience point and you gain 1 Unforgiven point.

## RAVENWING AIRCRAFT UNITS ONLY

### D6 TRAIT

#### Silver Talon

*This pilot has been awarded the Silver Talon for his incredible feats of daring flying. Only a handful of Ravenwing pilots have ever been awarded this honour, but the prestige it imparts ensures their name goes down in legend.*

Each time this model is selected to shoot, you can re-roll one hit roll or one wound roll when making that model's attacks.

#### Lightning Reflexes

*This pilot effortlessly jinks his craft to avoid incoming fire.*

Each time you use the High-speed Focus Stratagem, it costs OCP if it is this model gaining the invulnerable save.

'Will they ever all be found? Will a true son of the Lion witness the last of their number take their final, pained breaths? In truth, I cannot know. We know not where many are, or even when they are. But we shall hunt them nonetheless, until the end.'

- Ezekiel, Grand Master of the Librarius

## DEATHWING INFANTRY (EXCLUDING CHARACTERS) UNITS ONLY

### D6 TRAIT

#### Staunch Hunters

*These Deathwing have fought together for decades, always surviving against the odds.*

At the start of each turn, one model in this unit regains up to 1 lost wound.

#### Watched Over

*This unit always seems to have the eyes of the Watchers upon them, guiding them towards their goal.*

If this unit is equipped with a Watcher in the Dark, it can be used twice per battle instead of only once. We recommend removing this unit's Watcher in the Dark model after this ability has been used for the second time.

## RAVENWING BIKER OR LAND SPEEDER UNITS ONLY

### D6 TRAIT

#### Swift Reactions

*These swift scouts are able to read enemy fire patterns and accurately predict where the enemy fire will fall next, deftly avoiding harm.*

This unit is always treated as having Advanced for the purposes of the Jink ability (pg 61).

#### Champions of the Ravenwing

*These relentless watchers are the eyes and ears of Sammael. Wherever they go, nothing escapes their gaze, or their wrath, even at high speed.*

Each time a model in this unit makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers.

## NON-DEATHWING INFANTRY UNITS ONLY

### D6 TRAIT

#### Impassive Sentinels

*When these warriors stand guard, it seems as though even the greatest force in the galaxy could not move them.*

While this unit is within range of an objective marker, roll one D6 each time a model in this unit would lose a wound: on a 5+, that wound is not lost.

#### Angels of Caliban

*The Dark Angels will ever come to the aid of those who need it, intervening to protect those who cannot protect themselves.*

This unit is eligible to perform Heroic Interventions as if it were a **CHARACTER**.



# DATASHEETS

This section contains the datasheets that you will need to fight battles with your Dark Angels miniatures, as well as the weapon profiles for the wargear they can be equipped with. You can find out how to use datasheets and weapon profiles in the Warhammer 40,000 Core Book.

## ABILITIES

A unit's datasheet will describe all the abilities it has. Certain abilities that are common to many units are instead referenced on the datasheets themselves. Some of them are common to all Adeptus Astartes units (e.g. Angels of Death), and are therefore described in *Codex: Space Marines*. Other abilities are specific to Dark Angels units and are described below:

### INNER CIRCLE

*Those with true knowledge of the Unforgiven's history and quest for absolution are utterly intractable warriors who are implacable in their Chapter's secret hunt for the Fallen.*

If this unit has the Grim Resolve Chapter Tactic, or it has the Inheritors of the Primarch Successor tactic and it is using the Chapter Tactic of the Dark Angels, then:

- Each time a Morale test is taken for this unit, it is automatically passed.
- While this unit is within Engagement Range of any enemy **FALLEN** units, unless this unit has the **VEHICLE** keyword, this unit cannot be selected to Fall Back.
- Each time you select this unit to Fall Back, unless it has the **VEHICLE**, **RAVENWING** or **CHAPTER MASTER** keywords, roll 2D6: if the result is less than or equal to the unit's Leadership characteristic it can Fall Back, otherwise it cannot Fall Back and must Remain Stationary instead.
- Each time an attack is made against this unit, if this unit has the **INFANTRY** keyword, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

### JINK

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

If this unit has the Grim Resolve Chapter Tactic, or it has the Inheritors of the Primarch Successor Tactic, and it is using the Chapter Tactic of the Dark Angels, then:

- Models in this unit have a 5+ invulnerable save against ranged attacks. In your Movement phase, if this unit Remains Stationary, it loses this invulnerable save until the start of your next Movement phase.
- Each time this unit Advances, until the start of your next turn, models in this unit have a 4+ invulnerable save against ranged attacks.

## WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet. If they are unique to the Dark Angels, their profiles can be found on page 78. Profiles for those weapons widely available to all Space Marine Chapters can instead be found in *Codex: Space Marines*. In addition, some datasheets reference one or more weapon lists (e.g. *Combi-weapons* list); these can be found in *Codex: Space Marines*.

### THE FINAL SECRET

For nearly 10,000 years the Dark Angels have kept secret the disastrous events that took place on Caliban. They have never revealed the truth to anyone outside of the Unforgiven, for they could not bear for others to know of their terrible shame. Thus has guilt and secrecy transformed them over the millennia. For all that time was the betrayer Luther kept deep within the Rock, his existence known only to the Supreme Grand Master and to the mysterious Watchers in the Dark. For all that time did Luther scream. He spoke in a voice of inhuman quality, and told lies or wailed out great secrets. In moments of rare lucidity, Luther begged for his own

death. Yet Luther is gone now, escaped by unknown means and to unclear ends.

One more truth remains concealed, however. Buried deep inside the last bedrock of old Caliban is the greatest of all the Dark Angels' secrets. Hidden in the innermost chamber that is unreachable by all save the cryptic Watchers in the Dark, Lion El'Jonson slumbers. His wounds long healed, he awaits a time when he is most needed, when the clarion call of battle summons him to once more lead his sons to defend the Imperium of Mankind.





Azrael is a beacon of inspiration to those who follow him, and is paid enormous respect for his ability as a strategist. A masterful commander, he quickly grasps changing battlefield realities and orchestrates his forces to maximum advantage. In the fray, Azrael decapitates foes with every strike of the Sword of Secrets.

## AZRAEL

8 POWER

No.	Name	M	WS	BS	S	T	W	A	LD	SV
1	Azrael	6"	2+	2+	4	4	6	5	9	2+

Azrael is equipped with: bolt pistol; Lion's Wrath; Sword of Secrets; frag grenades; krak grenades. Your army can only include one AZRAEL model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lion's Wrath						Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Master-crafted plasma gun	24"	Rapid Fire 1	8	-4	2	-
Sword of Secrets	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to the normal damage.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

**Iron Halo:** This model has a 4+ invulnerable save.

**Chapter Master:** In your Command phase, select one friendly DARK ANGELS CORE or DARK ANGELS CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

**Watcher in the Dark:** Once per battle, this model can attempt to Deny the Witch as if it were a PSYKER. If the model attempting to manifest the psychic power is a CHAOS PSYKER, you can re-roll that Deny the Witch test.

**Supreme Tactician:** If your army is Battle-forged and this model is your Warlord, you receive an additional 2 Command points.

**Rites of Battle (Aura):** While a friendly DARK ANGELS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**Lion Helm (Aura):** While a friendly DARK ANGELS INFANTRY or DARK ANGELS BIKER unit is within 6" of this model, models in that unit have a 4+ invulnerable save against ranged attacks.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS,  
KEYWORDS: CHARACTER, INFANTRY, DEATHWING, INNER CIRCLE, CHAPTER MASTER, AZRAEL



Belial is a warrior born – a killer whose skill in battle has always stood out, even amongst his post-human brethren. For all his ability he is a staunch perfectionist, chastising himself for every perceived weakness. In battle he wields the Sword of Silence, an obsidian Chapter relic that seems to swallow nearby sound.

## BELIAL

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Belial	5"	2+	2+	4	4	6	4	9	2+

Belial is equipped with: master-crafted storm bolter; Sword of Silence. Your army can only include one BELIAL model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted storm bolter	24"	Rapid Fire 2	4	-1	2	-
Sword of Silence	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon against a unit that is not a VEHICLE, an unmodified wound roll of 2+ is always successful.

### ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

**Iron Halo:** This model has a 4+ invulnerable save.

**Rites of Battle (Aura):** While a friendly DARK ANGELS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**Grand Master of the Deathwing:** In your Command phase, select one friendly DEATHWING CORE or DEATHWING CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

**Parrying Blade:** Each time a melee attack is made against this model, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS  
KEYWORDS: CHARACTER, INFANTRY, TERMINATOR, DEATHWING, INNER CIRCLE, CAPTAIN, BELIAL



# SAMMAEL

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sammael	15"	2+	2+	4	5	8	4	9	3+

Sammael is equipped with: bolt pistol; master-crafted plasma cannon; twin storm bolter; Raven Sword; frag grenades; krak grenades. Your army can only include one SAMMAEL model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted plasma cannon	36"	Heavy D3	8	-4	2	Blast
Twin storm bolter	24"	Rapid Fire 4	4	0	1	-
Raven Sword	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of x2.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Inner Circle**, **Jink** [pg 61]

**Iron Halo:** This model has a 4+ invulnerable save.

**Grand Master of the Ravenwing:** In your Command phase, select one friendly **RAVENWING CORE** or **RAVENWING CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

**Rites of Battle (Aura):** While a friendly **DARK ANGELS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**Turbo-boost:** Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

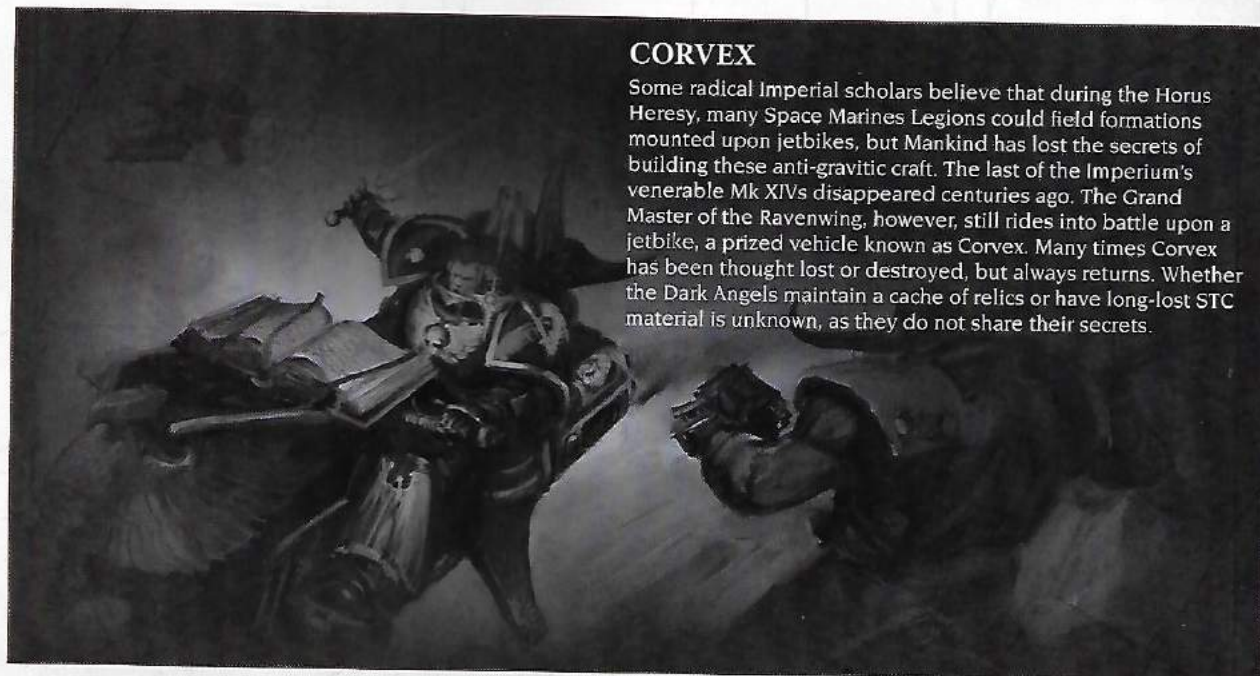
**KEYWORDS:** CHARACTER, FLY, BIKER, RAVENWING, INNER CIRCLE, CAPTAIN, SAMMAEL



Sammael rides to war on the jetbike Corvex, a relic from the Dark Age of Technology. Upon this ancient mount, the Ravenwing's commander charges into the fray, storm bolters and plasma cannon causing hideous damage before he moves in for the kill with the Raven Sword, an heirloom with a razor edge that can never dull.

## CORVEX

Some radical Imperial scholars believe that during the Horus Heresy, many Space Marines Legions could field formations mounted upon jetbikes, but Mankind has lost the secrets of building these anti-gravitic craft. The last of the Imperium's venerable Mk XIVs disappeared centuries ago. The Grand Master of the Ravenwing, however, still rides into battle upon a jetbike, a prized vehicle known as Corvex. Many times Corvex has been thought lost or destroyed, but always returns. Whether the Dark Angels maintain a cache of relics or have long-lost STC material is unknown, as they do not share their secrets.







Ezekiel is often at the forefront of battle. As a master of Interromancy, his warp-whispers claw away the sanity of his enemies. His blade, known as Traitor's Bane, was forged to slay those who dared turn against the Emperor. It is a formidable force weapon that carries within it the rage of the betrayed.



Asmodai is the Dark Angels' most successful Interrogator Chaplain. Relentless and humourless, in battle he incites his battle-brothers' fighting spirit to reach new heights, rendering them unstoppable killing machines by chanting his litanies of hate with unshakeable belief.

## EZEKIEL

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ezekiel	6"	2+	2+	4	4	5	3	9	2+

Ezekiel is equipped with: Traitor's Bane; The Deliverer; frag grenades; krak grenades. Your army can only include one EZEKIEL model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Deliverer	12"	Pistol 1	4	-1	2	-
Traitor's Bane	Melee	Melee	+2	-3	D3	Each time an attack made with this weapon is allocated to a <b>FALLEN</b> or <b>HERETIC ASTARTES</b> unit, that attack has a Damage characteristic of 3.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

**Psychic Hood:** Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

**Master Interromancer:** Each time this model attempts to manifest a psychic power from the Interromancy discipline, add 1 to the Psychic test.

**Book of Salvation (Aura):** While a friendly **DARK ANGELS CORE** or **DARK ANGELS CHARACTER** unit is within 6" of this model, each time that unit fights, until that fight is resolved, add 1 to the Attacks characteristic of models in that unit. This is not cumulative with the additional attack granted by the Shock Assault ability (see *Codex: Space Marines*).

**Keeper of the Keys:** This model has a 4+ invulnerable save.

### PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Interromancy discipline (pg 47).

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** CHARACTER, INFANTRY, DEATHWING, INNER CIRCLE, PSYKER, LIBRARIAN, CHIEF LIBRARIAN, EZEKIEL

## ASMODAI

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Asmodai	6"	2+	3+	4	4	5	4	9	3+

Asmodai is equipped with: bolt pistol; Blades of Reason; crozius arcnum; frag grenades; krak grenades. Your army can only include one ASMODAI model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Blades of Reason	Melee	Melee	+1	0	2D3	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Crozius arcnum	Melee	Melee	+2	-1	2	-

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

**Exemplar of Hate:** Each time you roll to see if the Litany of Hate recited by this model is inspiring, add 1 to that roll. In addition, add 3" to the range of the Litany of Hate recited by this model.

**Rosarius:** This model has a 4+ invulnerable save.

**Aura of Dread (Aura):** While an enemy unit is within 6" of this model, it counts as being below Half Strength.

**Spiritual Leaders (Aura):** While a friendly **DARK ANGELS CORE** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

### PRIEST

This model knows the Litany of Hate and two other litanies from the Litanies of Battle (see *Codex: Space Marines*).

In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** CHARACTER, INFANTRY, PRIEST, DEATHWING, INNER CIRCLE, CHAPLAIN, INTERROGATOR-CHAPLAIN, ASMODAI



# INTERROGATOR-CHAPLAIN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Interrogator-Chaplain	6"	2+	3+	4	4	5	4	9	3+

An Interrogator-Chaplain is equipped with: bolt pistol; crozius arcnum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Crozius arcnum	Melee	Melee	+2	-1	2	-

OTHER WARGEAR	ABILITIES
Jump pack	The bearer has a Move characteristic of 12", the Death From Above ability (see <i>Codex: Space Marines</i> ) and the FLY and JUMP PACK keywords.

## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the *Cambi-weapons* list; 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- This model may be equipped with 1 power fist.
- This model may be equipped with 1 jump pack (Power Rating +1).

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*), Inner Circle (pg 61)

**Aura of Dread (Aura):** While an enemy unit is within 6" of this model, it counts as being below Half Strength.

**Rosarius:** This model has a 4+ invulnerable save.

**Spiritual Leaders (Aura):** While a friendly DARK ANGELS CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

## PRIEST

This model knows the Litany of Hate and one other litany from the Litanies of Battle (see *Codex: Space Marines*). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: CHARACTER, INFANTRY, DEATHWING, INNER CIRCLE, PRIEST, CHAPLAIN, INTERROGATOR-CHAPLAIN



## WATCHERS IN THE DARK

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





Mounted in a Land Speeder outfitted with additional auspex scanners and vox-casters, it is a Talonmaster's role to direct the Ravenwing's fire, using his equipment to ensure no quarry can hide from them. They even identify foes seeking temporary refuge in dense terrain, revealing their location to all Ravenwing warriors.

## RAVENWING TALONMASTER

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ravenwing Talonmaster	18"	2+	2+	4	6	8	3	8	3+

A Ravenwing Talonmaster is equipped with: twin assault cannon; twin heavy bolter; power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Power sword	Melee	Melee	+1	-3	1	-

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Jink**, **Inner Circle** (pg 61)

**Tactical Precision (Aura):** While a friendly Dark Angels Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

**Company Heroes:** If your army is Battle-forged, then for each LIEUTENANT unit included in a Detachment, a second LIEUTENANT unit can be included in that Detachment without taking up an additional Battlefield Role slot

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

**No Escape (Aura):** In your Command phase, you can select one enemy unit visible to this model. Until the start of your next Command phase, while a friendly DARK ANGELS RAVENWING CORE unit is within 6" of this model, each time a model in that RAVENWING unit makes an attack, that enemy unit does not receive the benefits of cover to its saving throw against that attack.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: CHARACTER, VEHICLE, LAND SPEEDER, FLY, RAVENWING, INNER CIRCLE, LIEUTENANT, RAVENWING TALONMASTER



Master Lazarus wields his sword, Enmity's Edge, with all the martial skill expected of a Dark Angels Company Master. In even the most ferocious fighting he exhibits a calm demeanour, maintaining composure whilst giving masterful orders that have yielded great victories.

## LAZARUS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lazarus	6"	2+	2+	4	4	6	5	9	3+

Lazarus is equipped with: bolt pistol; Enmity's Edge; frag grenades; krak grenades. Your army can only include one LAZARUS model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Enmity's Edge	Melee	Melee	+2	-4	2	Each time an attack made with this weapon is allocated to a PSYKER model, that attack has a Damage characteristic of 4.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

**Intractable Will:** When this model is destroyed, if it is within Engagement Range of any enemy units, do not remove it from play: it can, after the attacking model's unit has finished making its attacks, be selected to fight, even if it has already fought this phase. After resolving these attacks, this model is removed. This ability is not cumulative with the Astartes Banner ability or the Only in Death Does Duty End Stratagem – this ability takes precedence.

**Iron Halo:** This model has a 4+ invulnerable save.

**Rites of Battle (Aura):** While a friendly DARK ANGELS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**The Spiritshield Helm (Aura):** While a friendly DARK ANGELS unit is within 6" of this model, each time a model in that unit would lose a wound as the result of a mortal wound, roll one D6, adding 1 to the result if it is this model that would lose a wound: on a 5+, that wound is not lost.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, INNER CIRCLE, CAPTAIN, LAZARUS



# DEATHWING STRIKEMASTER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Deathwing Strikemaster	5"	2+	2+	4	4	5	3	8	2+

A Deathwing Strikemaster is equipped with: storm bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
OTHER WARGEAR	ABILITIES					
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.					

## WARGEAR OPTIONS

- This model's storm bolter and power fist can be replaced with 2 lightning claws.
- This model's storm bolter can be replaced with one of the following: 1 master-crafted power sword; 1 thunder hammer; 1 mace of absolution.
- This model's power fist can be replaced with one of the following: 1 storm bolter (maximum 1 per model); 1 chainfist; 1 storm shield.

## ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*), **Inner Circle** (pg 51)

**Tactical Precision (Aura):** While a friendly **DARK ANGELS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

**Crux Terminatus:** This model has a 5+ invulnerable save.

**Company Heroes:** If your army is Battle-forged, then for each **LIEUTENANT** unit included in a Detachment, a second **LIEUTENANT** unit can be included in that Detachment without taking up an additional Battlefield Role slot.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** CHARACTER, INFANTRY, TERMINATOR, DEATHWING, INNER CIRCLE, LIEUTENANT, DEATHWING STRIKEMASTER



Deathwing Strikemasters serve as the Deathwing's Lieutenants. To earn such an esteemed rank they have carried out deeds of enormous bravery on countless battlefields, honing their skills as warriors and leaders. In battle they guide their Deathwing brethren with skill and pride, bringing death to the enemy.

# INTERROGATOR-CHAPLAIN IN TERMINATOR ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Interrogator-Chaplain in Terminator Armour	5"	2+	3+	4	4	6	4	9	2+

An Interrogator-Chaplain in Terminator Armour is equipped with: storm bolter; crozius arcanum.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+2	-1	2	-

## WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 weapon from the *Combi-weapons* list (see *Codex: Space Marines*).

## ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*), **Inner Circle** (pg 51)

**Aura of Dread (Aura):** While an enemy unit is within 6" of this model, it counts as being below Half Strength.

**Rosarius:** This model has a 4+ invulnerable save.

**Spiritual Leaders (Aura):** While a friendly **DARK ANGELS CORE** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

## PRIEST

This model knows the Litany of Hate and one other litany from the *Litanies of Battle* (see *Codex: Space Marines*). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** CHARACTER, INFANTRY, TERMINATOR, DEATHWING, INNER CIRCLE, PRIEST, CHAPLAIN, INTERROGATOR-CHAPLAIN



Clad in nigh on impenetrable Terminator plate, Interrogator-Chaplains can teleport into battle alongside Deathwing Terminators and lead them from the front even in the most hellish environments. When an Interrogator-Chaplain makes war in this way, doom for the foes he pursues is all but inevitable.





Clad in Terminator armour, a Deathwing Apothecary is a veteran warrior-medic who strides through volleys of gunfire and vicious melees to aid their wounded brothers and recover the progenoid glands of those who cannot be saved.

## DEATHWING APOTHECARY

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Deathwing Apothecary	5"	3+	3+	4	4	5	3	8	2+

A Deathwing Apothecary is equipped with: storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-

### ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

**Crux Terminatus:** This model has a 5+ invulnerable save.

**Combat Restoratives:** At the end of your Movement phase, this model can heal one friendly **DARK ANGELS INFANTRY** or **DARK ANGELS BIKER** model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

**Narthecium (Aura):** While a friendly **DARK ANGELS INFANTRY** or **DARK ANGELS BIKER** unit is within 6" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

**Command Squad:** For each **DEATHWING COMMAND SQUAD** unit included in a Detachment, one **DEATHWING APOTHECARY** unit can be included in that Detachment without taking up a Battlefield Role slot.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** CHARACTER, INFANTRY, TERMINATOR, DEATHWING, INNER CIRCLE, APOTHECARY, DEATHWING APOTHECARY



The Deathwing Champion is the most formidable fighter of his company. Wielding an ancient weapon known as a halberd of Caliban, he swings this fearsome weapon in wide arcs to strike down multiple foes. He is no less adept in personal combat, and eagerly seeks out the most worthy opponents.

## DEATHWING CHAMPION

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Deathwing Champion	5"	2+	3+	4	4	5	4	8	2+

A Deathwing Champion is equipped with: Halberd of Caliban. Your army can only include one **DEATHWING COMPANY CHAMPION** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Halberd of Caliban	Melee	Melee	+3	-3	2	Each time the bearer fights, if it is within Engagement Range of an enemy unit that contains 10 or more models, it can make 3 additional attacks with this weapon that must target a unit that contains 10 or more models.

### ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

**Honour or Death:** This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy **CHARACTER** unit, it can move up to 6". All other rules for Heroic Interventions still apply.

**Crux Terminatus:** This model has a 5+ invulnerable save.

**Martial Superiority:** At the start of the Fight phase, if this model is within Engagement Range of any enemy **CHARACTER** units, it can fight first that phase.

**Command Squad:** For each **DEATHWING COMMAND SQUAD** unit included in a Detachment, one **DEATHWING CHAMPION** unit can be included in that Detachment without taking up a Battlefield Role slot.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** CHARACTER, INFANTRY, TERMINATOR, DEATHWING, INNER CIRCLE, COMPANY CHAMPION, DEATHWING CHAMPION



# DEATHWING TERMINATOR SQUAD

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Deathwing Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Deathwing Sergeant	5"	3+	3+	4	4	3	3	9	2+

If this unit contains 6 or more models, it has **Power Rating 18**. The Deathwing Sergeant is equipped with: storm bolter, power sword. Every Deathwing Terminator is equipped with: storm bolter, power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Cyclone missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	36"	Heavy 2D6	4	0	1	Blast
- Krak missile	36"	Heavy 2	8	-2	D6	-

Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
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Plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Storm bolter	24"	Rapid Fire 2	4	0	1	-
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Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a <b>VEHICLE</b> model, that attack has a Damage characteristic of 3.
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Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
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Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
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Power sword	Melee	Melee	+1	-3	1	-
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Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
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## OTHER WARGEAR ABILITIES

Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
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Watcher in the Dark	Once per battle, this unit can attempt to Deny the Witch as if it were a <b>PSYKER</b> . If the model attempting to manifest the psychic power is a <b>CHAOS PSYKER</b> , you can re-roll that Deny the Witch test. <i>We recommend placing a Watcher in the Dark model next to the unit as a reminder, removing it once this ability has been used (a Watcher in the Dark does not count as a model for any rules purposes).</i>
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## WARGEAR OPTIONS

- Any number of models can each have their storm bolter and power fist or power sword replaced with: 2 lightning claws; 1 thunder hammer and 1 storm shield.
- Any number of models can each have their power fist replaced with 1 chainfist.
- For every five models this unit contains, 1 Deathwing Terminator's storm bolter can be replaced with one of the following: 1 assault cannon; 1 heavy flamer; 1 plasma cannon; 1 storm bolter and 1 cyclone missile launcher.
- This unit can be equipped with 1 Watcher in the Dark.

## ABILITIES

**Angels of Death, Combat Squads, Teleport Strike** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

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

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** INFANTRY, CORE, TERMINATOR, DEATHWING, INNER CIRCLE, DEATHWING TERMINATOR SQUAD



Deploying rapidly on to the battlefield via blazing teleport strike or within the armoured hull of a large transport, Deathwing Terminator Squads pour heavy fire into their enemies or engage them in brutal melee, smashing them apart with thunder hammers or cutting them to ribbons with lightning claws.





## DEATHWING KNIGHTS

**11** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Deathwing Knights	5"	2+	2+	4	4	3	2	8	2+
1	Knight Master	5"	2+	2+	4	4	3	3	9	2+

If this unit contains 6 or more models it has **Power Rating 22**. The Knight Master is equipped with: Flail of the Unforgiven; storm shield. Every Deathwing Knight is equipped with: mace of absolution; storm shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.

Mace of absolution	Melee	Melee	x2	-2	3	-
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OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Watcher in the Dark	Once per battle, this unit can attempt to Deny the Witch as if it were a <b>PSYKER</b> . If the model attempting to manifest the psychic power is a <b>CHAOS PSYKER</b> , you can re-roll that Deny the Witch test. <i>We recommend placing a Watcher in the Dark model next to the unit as a reminder, removing it once this ability has been used (a Watcher in the Dark does not count as a model for any rules purposes).</i>

### WARGEAR OPTIONS

- This unit can be equipped with 1 Watcher in the Dark.

### ABILITIES

Angels of Death, Combat Squads, Teleport Strike (see *Codex: Space Marines*), Inner Circle (pg 61)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: INFANTRY, CORE, TERMINATOR, DEATHWING, INNER CIRCLE, DEATHWING KNIGHTS

## THE WARDENS IN WHITE

Below the Rock's vaulted galleries, beyond the Corridors of Shadows and the Portal of Penumbral Sorrow, is the Chamber of Passageways. It is to this domed and mysterious space that each prospective Supreme Grand Master is led by the Keeper of the Keys. As the greatest heroes of the Chapter perform the rituals to send the candidate on into darkness alone, they are watched over by a pair of silent, ancient guardians. These are the Wardens in White, the two eldest Dreadnoughts of the Deathwing.

The sarcophagi of these timeless gatekeepers are heavy with oath papers, purity seals and ornate decoration. The identities they possessed in life are now completely subsumed by secrets. Were any foe to penetrate the Rock's countless defences, it would be the duty of the Wardens in White to form the last line of defence. These Dreadnoughts are only taken to war in the very greatest need, and even then only one may leave his post at any given time. During Marbas' invasion they fought for hours, cutting down swathes of daemonic foes with torrents of assault cannon fire and plasma cannon blasts. Though both fell, an incredible tragedy, not one foe made it past them.





# DEATHWING COMMAND SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-4	Deathwing Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Deathwing Sergeant	5"	3+	3+	4	4	3	3	9	2+

If this unit contains 3 or more models, it has **Power Rating 10**. The Deathwing Sergeant is equipped with: storm bolter; power sword. Every Deathwing Terminator is equipped with: storm bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Cyclone missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	36"	Heavy 2D6	4	0	1	Blast
- Krak missile	36"	Heavy 2	8	-2	D6	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a <b>VEHICLE</b> model, that attack has a Damage characteristic of 3.
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Watcher in the Dark	Once per battle, this unit can attempt to Deny the Witch as if it were a <b>PSYKER</b> . If the model attempting to manifest the psychic power is a <b>CHAOS PSYKER</b> , you can re-roll that Deny the Witch test. <i>We recommend placing a Watcher in the Dark model next to the unit as a reminder, removing it once this ability has been used (a Watcher in the Dark does not count as a model for any rules purposes).</i>

## WARGEAR OPTIONS

- Any number of models can each have their storm bolter and power fist or power sword replaced with one of the following: 2 lightning claws; 1 thunder hammer and 1 storm shield.
- Any number of models can each have their power fist replaced with 1 chainfist.
- If this unit contains 5 models, 1 Deathwing Terminator's storm bolter can be replaced with one of the following: 1 assault cannon; 1 heavy flamer; 1 plasma cannon; 1 storm bolter and 1 cyclone missile launcher.
- This unit can be equipped with 1 Watcher in the Dark.

## ABILITIES

**Angels of Death, Teleport Strike** (see *Codex: Space Marines*), **Inner Circle** (pg 61)

**Bodyguard:** While a friendly **DARK ANGELS CHARACTER** unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that **CHARACTER** unit with ranged attacks.

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

**Command Squad:** If a Detachment includes a **DEATHWING TERMINATOR CAPTAIN** unit, then one **DEATHWING COMMAND SQUAD** unit can be included in that Detachment without taking up a Battlefield Role slot.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** INFANTRY, CORE, TERMINATOR, DEATHWING, INNER CIRCLE, COMMAND SQUAD, DEATHWING COMMAND SQUAD



On occasion a Deathwing squad will be formed into an honour guard to accompany high-ranking members of the Inner Circle, such as Librarians, Interrogator-Chaplains and even Company Masters. Together, they will lead their brothers straight into the heart of battle, where their skills are most needed.





Thanks to the power, range and speed of their bikes, Ravenwing Apothecaries can reach more wounded brothers more quickly, ensuring that warriors are returned to their feet sooner or precious progenoids are recovered safely.

## RAVENWING APOTHECARY

**5** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ravenwing Apothecary	14"	3+	3+	4	5	5	3	8	3+

A Ravenwing Apothecary is equipped with: Astartes grenade launcher; bolt pistol; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-

### WARGEAR OPTIONS

- This model's Astartes grenade launcher can be replaced with 1 plasma talon.

### ABILITIES

**Angels of Death** [see *Codex: Space Marines*], **Inner Circle**, **Jink** [pg 61]

**Turbo-boost:** Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

**Combat Restoratives:** At the end of your Movement phase, this model can heal one friendly **DARK ANGELS INFANTRY** or **DARK ANGELS BIKER** model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

**Narthecium (Aura):** While a friendly **DARK ANGELS INFANTRY** or **DARK ANGELS BIKER** unit is within 6" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

**Command Squad:** For each **RAVENWING BLACK KNIGHTS** unit included in a Detachment, one **RAVENWING APOTHECARY** unit can be included in that Detachment without taking up a Battlefield Role slot.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** BIKER, CHARACTER, INNER CIRCLE, RAVENWING, APOTHECARY, RAVENWING APOTHECARY



The Ravenwing Champion is called upon to defend the 2nd Company's honour during ritual combat, and tasked with cutting down the most formidable opponents. The Ravenwing Champion is gifted a deadly Blade of Caliban – an ancient power sword as old as the Chapter itself.

## RAVENWING CHAMPION

**4** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ravenwing Champion	14"	2+	3+	4	5	5	4	8	3+

A Ravenwing Champion is equipped with: Astartes grenade launcher; bolt pistol; master-crafted power sword; frag grenades; krak grenades. Your army can only include one **RAVENWING CHAMPION** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-

### WARGEAR OPTIONS

- This model's Astartes grenade launcher can be replaced with 1 plasma talon.

### ABILITIES

**Angels of Death** [see *Codex: Space Marines*], **Inner Circle**, **Jink** [pg 61]

**Honour or Death:** This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy **CHARACTER** unit, it can move up to 6". All other rules for Heroic Interventions still apply.

**Turbo-boost:** Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

**Command Squad:** For each **RAVENWING BLACK KNIGHTS** unit included in a Detachment, one **RAVENWING CHAMPION** unit can be included in that Detachment without taking up a Battlefield Role slot.

**Martial Superiority:** At the start of the Fight phase, if this model is within Engagement Range of any enemy **CHARACTER** units, it can fight first that phase.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** BIKER, CHARACTER, INNER CIRCLE, RAVENWING, COMPANY CHAMPION, RAVENWING CHAMPION



# RAVENWING ANCIENT

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ravenwing Ancient	14"	3+	3+	4	5	5	3	8	3+

A Ravenwing Ancient is equipped with: bolt pistol; plasma talon; frag grenades; krak grenades. Your army can only include one **RAVENWING ANCIENT** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma talon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

## WARGEAR OPTIONS

- This model's plasma talon can be replaced with 1 Astartes grenade launcher.

## ABILITIES

**Angels of Death** (see *Codex: Space Marines*), **Inner Circle**, **Jink** [pg 61]

**Turbo-boost:** Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

**Command Squad:** For each **RAVENWING BLACK KNIGHTS** unit included in a Detachment, one **RAVENWING ANCIENT** unit can be included in that Detachment without taking up a Battlefield Role slot.

**Astartes Banner (Aura):** While a friendly **DARK ANGELS CORE** unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** BIKER, CHARACTER, ANCIENT, INNER CIRCLE, RAVENWING, COMPANY ANCIENT, RAVENWING ANCIENT







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

## RAVENWING BLACK KNIGHTS

**6** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-9	Ravenwing Black Knight	14"	3+	3+	4	5	3	2	8	3+
1	Ravenwing Huntmaster	14"	3+	3+	4	5	3	3	8	3+

If this unit contains 4 or more models, it has **Power Rating 12**. If this unit contains 7 or more models, it has **Power Rating 18**. Every model is equipped with: bolt pistol; plasma talon; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma talon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Corvus hammer	Melee	Melee	+1	-1	2	-
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-

### WARGEAR OPTIONS

- Any Ravenwing Black Knight can be equipped with 1 corvus hammer.
- The Ravenwing Huntmaster can be equipped with one of the following: 1 corvus hammer; 1 power sword; 1 power maul.
- For every 3 models in the unit, 1 Ravenwing Black Knight can be equipped with 1 Astartes grenade launcher instead of 1 plasma talon.

### ABILITIES

**Angels of Death, Combat Squads** (see *Codex: Space Marines*), **Inner Circle**, **Jink** (pg 61).

**Turbo-boost:** Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS**

**KEYWORDS: BIKER, CORE, MELTA BOMBS, INNER CIRCLE, RAVENWING, RAVENWING BLACK KNIGHTS**

## APOCRYPHAL TALES

The Dark Angels' Terminators originally wore black armour, but legends tell it was painted bone white in honour of a battle fought long ago. The tales tell that a group of Deathwing returned to the recruiting world of their birth only to find their people enslaved to Genestealer invaders. The brethren repainted their armour white, which symbolised death in the culture of their world. Fighting hordes of Genestealers, they penetrated the alien lair and, though the battle claimed many of the warriors' lives, ultimately the world was freed. Since that day, the Deathwing have kept their armour white, in remembrance of the sacrifice of their predecessors. A hooded sergeant tells this instructional tale to every Dark Angels neophyte upon his elevation to battle-brother. Other oft-repeated tales in the Dark Angels' lore are 'The Fall of House Perivigilium', 'The Scouring of the Space Hulk Place of Fears', the 'Vengeance of Beleaguerest', 'The Lion and the Snake of Caliban' and 'Whisper in the Gloom'. All such Dark Angel legends are told at specific points in a brother's progress through the Chapter's ranks. Some tell of heroes returned from war to find their brothers corrupted. Others speak of self-sacrifice or the refusal to accept surrender. No few touch upon those seeking redemption from dishonourable deeds. Such tales instil in every Dark Angel a zealous drive to right wrongs and seek out enemies, no matter where they might hide, and prepare them for truths they might learn in the future.



## RAVENWING DARKSHROUD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ravenwing Darkshroud	12"	3+	3+	4	6	9	3	8	3+

A Ravenwing Darkshroud is equipped with: heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-

### WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 assault cannon.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), Jink (pg 61)

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.

**Icon of Old Caliban (Aura):** While a friendly DARK ANGELS unit is within 6" of this model, each time a ranged attack is made against that unit, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: VEHICLE, LAND SPEEDER, FLY, RAVENWING, RAVENWING DARKSHROUD



## RAVENWING LAND SPEEDER VENGEANCE 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ravenwing Land Speeder Vengeance	12"	3+	3+	4	6	9	3	8	3+

A Ravenwing Land Speeder Vengeance is equipped with: heavy bolter; plasma storm battery.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Plasma storm battery	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy 2D3	8	-3	2	Blast
- Supercharge	36"	Heavy 2D3	9	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

### WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 assault cannon.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), Jink (pg 61)

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: VEHICLE, LAND SPEEDER, FLY, RAVENWING, RAVENWING LAND SPEEDER VENGEANCE







## RAVENWING DARK TALON

**11** POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ravenwing Dark Talon [6+ wounds remaining]	20-50"	6+	3+	6	6	11	3	8	3+
	Ravenwing Dark Talon [3-5 wounds remaining]	20-40"	6+	4+	6	6	N/A	D3	8	3+
	Ravenwing Dark Talon [1-2 wounds remaining]	20-30"	6+	5+	6	6	N/A	1	8	3+

A Ravenwing Dark Talon is equipped with: 2 hurricane bolters; rift cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Rift cannon	18"	Heavy D3	12	*	*	Blast. Each time an attack made with this weapon successfully wounds, do not make a saving throw: the target suffers 3 mortal wounds and the attack sequence ends.

### ABILITIES

**Angels of Death** (see *Codex: Space Marines*), Jink (pg 61)

**Stasis Bomb:** Once per game, in your Movement phase, after this model makes a Normal Move or Advances, you can select one enemy unit this model moved across as part of that move. If you do, the selected unit suffers D3 mortal wounds and is caught in stasis until the start of your next turn. While a unit (excluding VEHICLE and MONSTER units) is caught in stasis, it cannot Fall Back.

**Hover Jet:** In your Command phase, you can declare this unit will hover. If it does, then until the start of your next Command phase its Move characteristic becomes 20", and it loses the Airborne, Hard to Hit and Supersonic abilities.

**Hard to Hit:** Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

**Supersonic:** Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Airborne:** You cannot declare a charge with this unit, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

**KEYWORDS:** VEHICLE, FLY, AIRCRAFT, RAVENWING, RAVENWING DARK TALON

## THE SILVER TALON

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

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



# NEPHILIM JETFIGHTER

10 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Nephilim Jetfighter (6+ wounds remaining)	20-50"	6+	3+	6	6	11	3	8	3+
	Nephilim Jetfighter (3-5 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	8	3+
	Nephilim Jetfighter (1-2 wounds remaining)	20-30"	6+	5+	6	6	N/A	1	8	3+

A Nephilim Jetfighter is equipped with: avenger mega bolter; 2 blackword missile launchers; twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger mega bolter	36"	Heavy 10	5	-1	2	-
Blackword missile launcher	36"	Heavy 1	7	-3	2	Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of 4.
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

## WARGEAR OPTIONS

- This model's avenger mega bolter can be replaced with 1 twin lascannon.

## ABILITIES

**Angels of Death** [see *Codex: Space Marines*], Jink [pg 61]

**Supersonic:** Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

**Hard to Hit:** Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

**Air Superiority:** Each time this model makes a ranged attack against an AIRCRAFT unit, add 1 to that attack's hit roll.

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Airborne:** You cannot declare a charge with this unit, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: VEHICLE, FLY, AIRCRAFT, RAVENWING, NEPHILIM JETFIGHTER



Sleek air-to-air interceptors, Nephilim Jetfighters perform lightning-fast manoeuvres in high-speed warfare. These pilots continually push the Techmarines for enhancements and modification to their craft to make them faster and deadlier – and the results have proven truly substantial.



**OBSERVATION:** The Dark Angels and their successor Chapters have significant quantities of technological devices, artefacts and weapons outside of Adeptus Astartes standard.

**QUERY:** Why is this the case? How did they acquire such assets?

**RESPONSE:** After much research, it appears that there are not even redacted or restricted files that may give me some indicator as to their purpose.

**THEORUM:** Logic dictates that unusually high use of stasis technology reflects a desire to capture and secure, or conceal, information.

**OBSERVATION:** Unforgiven Chapters highly secretive. Cooperation difficult to gain and maintain.

**AMENDMENT:** Since acquiring the device from my peons, anomalous number of contacts with Unforgiven Chapters both indirect and direct received. Might they want what I have in my possession? What will they give for it?

- Magos Dominus Atarix Thrassi



# WEAPON PROFILES

On this page you will find the weapon profiles for many unique weapons that Dark Angels models can be equipped with. Weapon profiles for all the other weapons that Dark Angels models can be equipped with can be found in *Codex: Space Marines*. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Avenger mega bolter	36"	Heavy 10	5	-1	2	-
Blacksworld missile launcher	36"	Heavy 1	7	-3	2	Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of 4.
The Deliverer	12"	Pistol 1	4	-1	2	-
Lion's Wrath	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Master-crafted plasma gun	24"	Rapid Fire 1	8	-4	2	-
Master-crafted plasma cannon	36"	Heavy D3	8	-4	2	Blast
Master-crafted storm bolter	24"	Rapid Fire 2	4	-1	2	-
Plasma storm battery	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy 2D3	8	-3	2	Blast
- Supercharge	36"	Heavy 2D3	9	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Plasma talon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Rift cannon	18"	Heavy D3	12	*	*	Blast. Each time an attack made with this weapon successfully wounds, do not make a saving throw: the target suffers 3 mortal wounds and the attack sequence ends.
Twin storm bolter	24"	Rapid Fire 4	4	0	1	-
MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Blades of Reason	Melee	Melee	+1	0	2D3	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Corvus hammer	Melee	Melee	+1	-1	2	-
Enmity's Edge	Melee	Melee	+2	-4	2	Each time an attack made with this weapon is allocated to a PSYKER model, that attack has a Damage characteristic of 4.
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.
Halberd of Caliban	Melee	Melee	+3	-3	2	Each time the bearer fights, if it is within Engagement Range of an enemy unit that contains 10 or more models, it can make 3 additional attacks with this weapon that must target a unit that contains 10 or more models.
Mace of absolution	Melee	Melee	x2	-2	3	-
Raven Sword	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of x2.
Sword of Secrets	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to the normal damage.
Sword of Silence	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon against a unit that is not a VEHICLE, an unmodified wound roll of 2+ is always successful.
Traitor's Bane	Melee	Melee	+2	-3	D3	Each time an attack made with this weapon is allocated to a FALLEN or HERETIC ASTARTES unit, that attack has a Damage characteristic of 3.



# POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

## HQ

### Asmodai (pg 64)

Unit size.....1 model  
Unit cost.....130 pts

### Azrael (pg 62)

Unit size.....1 model  
Unit cost.....170 pts

### Belial (pg 62)

Unit size.....1 model  
Unit cost.....140 pts

### Ezekiel (pg 64)

Unit size.....1 model  
Unit cost.....125 pts

### Interrogator-Chaplain (pg 65)

Unit size.....1 model  
Unit cost.....85 pts

- Combi-flamer.....+5 pts
- Combi-grav.....+5 pts
- Combi-melta.....+5 pts
- Combi-plasma.....+5 pts
- Grav-pistol.....+5 pts
- Jump pack.....+25 pts
- Lightning claw.....+5 pts
- Plasma pistol.....+5 pts
- Power axe.....+5 pts
- Power fist.....+10 pts
- Power maul.....+5 pts
- Power sword.....+5 pts
- Storm bolter.....+5 pts
- Thunder hammer.....+20 pts

### Interrogator-Chaplain in Terminator Armour (pg 67)

Unit size.....1 model  
Unit cost.....100 pts

- Combi-flamer.....+5 pts
- Combi-grav.....+5 pts
- Combi-melta.....+5 pts
- Combi-plasma.....+5 pts

### Lazarus (pg 66)

Unit size.....1 model  
Unit cost.....110 pts

### Ravenwing Talonmaster (pg 66)

Unit size.....1 model  
Unit cost.....160 pts

### Sammael (pg 63)

Unit size.....1 model  
Unit cost.....150 pts

### Deathwing Strikemaster (pg 67)

Unit size.....1 model  
Unit cost.....95 pts

- Chainfist.....+5 pts
- Mace of absolution.....+10 pts
- Storm shield.....+5 pts
- Thunder hammer.....+10 pts

## ELITES

### Deathwing Apothecary (pg 68)

Unit size.....1 model  
Unit cost.....100 pts

### Deathwing Champion (pg 68)

Unit size.....1 model  
Unit cost.....80 pts

### Deathwing Command Squad (pg 71)

Unit size.....2-5 models  
Unit cost.....35 pts/model

- Assault cannon.....+10 pts
- Chainfist.....+5 pts
- Cyclone missile launcher.....+25 pts
- Heavy flamer.....+5 pts
- Plasma cannon.....+10 pts
- Power fist.....+5 pts
- Thunder hammer.....+10 pts
- Watcher in the Dark.....+5 pts

### Deathwing Knights (pg 70)

Unit size.....5-10 models  
Unit cost.....47 pts/model

- Watcher in the Dark.....+5 pts

### Deathwing Terminator Squad (pg 69)

Unit size.....5-10 models  
Unit cost.....33 pts/model

- Assault cannon.....+10 pts
- Chainfist.....+5 pts
- Cyclone missile launcher.....+25 pts
- Heavy flamer.....+5 pts
- Plasma cannon.....+10 pts
- Power fist.....+5 pts
- Thunder hammer.....+10 pts
- Watcher in the Dark.....+5 pts

### Ravenwing Ancient (pg 73)

Unit size.....1 model  
Unit cost.....100 pts

### Ravenwing Apothecary (pg 72)

Unit size.....1 model  
Unit cost.....100 pts

### Ravenwing Black Knights (pg 74)

Unit size.....3-10 models  
Unit cost.....40 pts/model

- Corvus hammer.....+5 pts
- Power maul.....+5 pts
- Power sword.....+5 pts

### Ravenwing Champion (pg 72)

Unit size.....1 model  
Unit cost.....70 pts

## FAST ATTACK

### Ravenwing Darkshroud (pg 75)

Unit size.....1 model  
Unit cost.....130 pts

- Assault cannon.....+5 pts

### Ravenwing Land Speeder Vengeance (pg 75)

Unit size.....1 model  
Unit cost.....120 pts

- Assault cannon.....+5 pts

## FLYERS

### Nephilim Jetfighter (pg 77)

Unit size.....1 model  
Unit cost.....190 pts

### Ravenwing Dark Talon (pg 76)

Unit size.....1 model  
Unit cost.....210 pts

### Rites of Initiation (pg 43)

CAPTAIN.....+20 pts  
PRIMARIS LIEUTENANT  
equipped with storm shield.....+15 pts  
DREADNOUGHT.....+15 pts  
LAND RAIDER.....+10 pts  
REPULSOR.....+10 pts  
STORMRAVEN GUNSHIP.....+10 pts  
TRANSPORT that can  
transport TERMINATORS.....+10 pts



# GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

**Capture mission (pg 53):** Additional rules which apply after spending Unforgiven points before a Crusade battle.

**DARK ANGELS secondary objectives (pg 50):** Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is an **DARK ANGELS** Detachment.

**Hunting the Fallen (pg 53):** A series of additional rules that can be used with Crusade armies that include any **DARK ANGELS** units.

**Interromancy discipline (pg 47):** A unique psychic power discipline used by Dark Angels and Dark Angels successor Chapters.

**Relic of the Rock (pg 48):** A type of Relic that can be given to **DARK ANGELS CHARACTER** models.

**Special-issue Wargear (pg 49):** A type of Relic that can be given to models from the Dark Angels Chapter, or to a model from a Dark Angels successor Chapter.

**Unforgiven points (pg 53):** These are points that you can gain when playing Crusade games if your Crusade force includes any **DARK ANGELS** units.

## REFERENCE

Below you will find a bullet-pointed summary of several Dark Angels rules.

### 1ST COMPANY (PG 42)

- If army Battle-forged, provides bonuses to specified units in **DEATHWING** Detachments.
- Units gain Objective Secured ability.
- Command Benefits of **DEATHWING** Vanguard Detachments changed to +3 Command points if your **WARLORD** is part of that Detachment.

### 2ND COMPANY (PG 42)

- If army Battle-forged, provides bonuses to specified units in **RAVENWING** Detachments.
- Affected units gain Objective Secured ability.
- Command Benefits of **RAVENWING** Outrider Detachments changed to +3 Command points if your **WARLORD** is part of that Detachment.

### DETACHMENT ABILITIES (PG 42)

- If army Battle-forged, **RAVENWING** units in **DARK ANGELS** Detachments gain the Jink ability (see opposite).
- If army Battle-forged, **DEATHWING** and **INNER CIRCLE** units in **DARK ANGELS** Detachments gain the Inner Circle ability (see right).
- If army Battle-forged and every unit in your army is **DARK ANGELS** (or **UNALIGNED**), every unit in a **DARK ANGELS** Detachment that has the Combat Doctrine's ability gains the Sons of the Lion ability (see right).

### DETACHMENT ABILITIES (CONT'D)

- If army Battle-forged and every unit in your army is **DARK ANGELS** (or **UNALIGNED**), **DARK ANGELS** Vanguard Detachments that only include **DEATHWING** and/or **INNER CIRCLE** units gain the 1st Company ability (see left).
- If army Battle-forged and every unit in your army is **DARK ANGELS** (or **UNALIGNED**), **DARK ANGELS** Outrider Detachments that only include **RAVENWING** units gain the 2nd Company ability (see left).

### HUNTING THE FALLEN (PG 53)

- When playing Crusade battles, you can gain Unforgiven points.
- Before a Crusade battle, with your opponents agreement, you can spend 20 or more Unforgiven points to attempt a Capture mission.
- During a Capture mission, your opponent adds a **FALLEN** model to their army, and additional Agendas are available.
- If the Fallen model is destroyed, after the battle, you can use the Interrogation Requisition (pg 54).

### INNER CIRCLE (PG 61)

- Unit automatically passes Morale tests and if it is **INFANTRY**, cannot be wounded on rolls of less than 4.
- Cannot Fall Back if a 2D6 roll is higher than unit's Leadership characteristic, or if within Engagement Range of **FALLEN** unit.

### JINK (PG 61)

- **RAVENWING** units that did not Remain Stationary have a 5+ invulnerable save against ranged attacks, which improves to 4+ if that unit Advanced.

### rites of initiation (PG 43)

- If army Battle-forged, you can upgrade **CAPTAIN**, **PRIMARIS LIEUTENANT** with storm shield, **DREADNOUGHT**, **LAND RAIDER**, **REPULSOR**, **STORMRAVEN GUNSHIP** or **VEHICLE** units that can transport **TERMINATORS**.
- Upgraded unit gains **DEATHWING** keyword.
- If unit is part of Crusade force, it can only be upgraded when it is added to your Order of Battle.

### SONS OF THE LION (PG 42)

- While the Devastator Doctrine is active, **RAVENWING** models add 3" to Move characteristic and are eligible to shoot after Advancing, suffering the hit roll penalty as if firing an Assault weapon.
- While the Tactical Doctrine is active, **INFANTRY** (excluding **DEATHWING**) models can fire Rapid Fire and Assault weapons while within Engagement Range of enemy units, but must target closest enemy unit, and are treated as having a Ballistic Skill characteristic of 5+.
- While the Assault Doctrine is active, you can re-roll wound rolls for attacks made by **DEATHWING INFANTRY** or **DEATHWING DREADNOUGHT** units when they target a **CHARACTER** or a unit with a Wounds characteristic of 8 or more.





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