

WARHAMMER[®] 40,000

DARK ANGELS

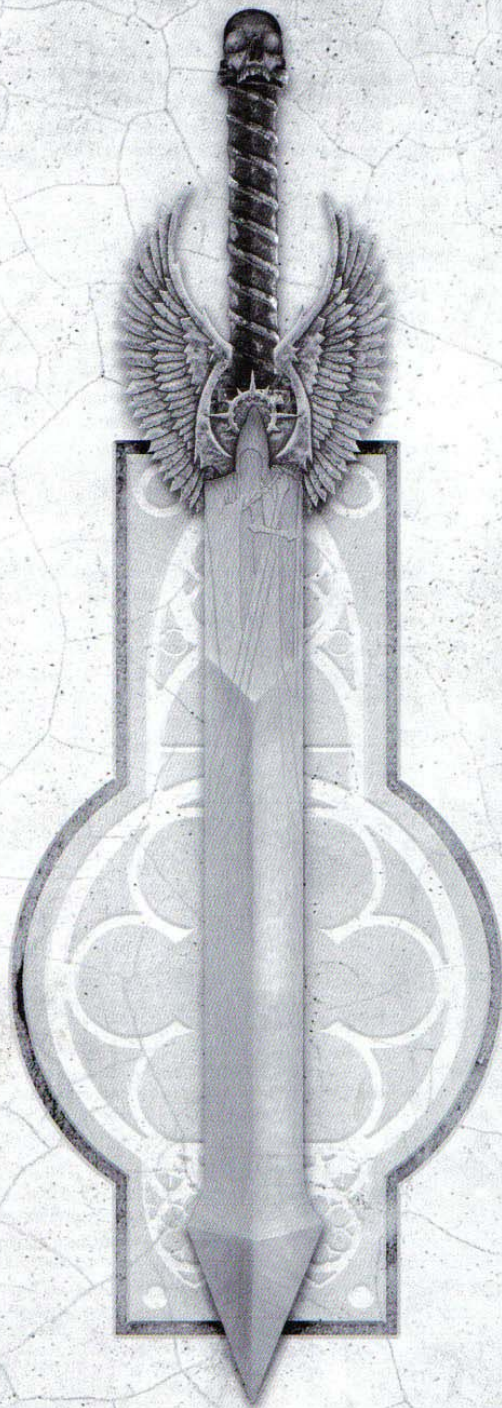


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DARK ANGELS



by Jervis Johnson and Andy Hoare

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INTRODUCTION

Welcome Brother Marine to **Codex: Dark Angels**, a book dedicated to the most secretive of all Space Marine Chapters. **Codex: Dark Angels** is the definitive guide to collecting, painting and playing with a Dark Angels army in the Warhammer 40,000 tabletop wargame.

THE WARHAMMER 40,000 GAME

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures in the war-torn universe of the 41st Millennium. Every army has its own Codex book that works with these rules and allows you to turn your collection of miniatures into an organised force, ready for battle. This particular Codex details everything you need to know about the Dark Angels, and allows you to use them in your games of Warhammer 40,000.

WHY COLLECT A DARK ANGELS ARMY

Space Marines are amongst the most powerful warriors of the 41st Millennium. They are not Human, but gene-enhanced superhumans, armed with the mighty bolter and protected by suits of power armour. Though few in number compared to the innumerable ranks of the Imperial Guard, each is a formidable warrior the equal of a score of mortal Men. They are able to call upon a fearsome array of weapons, equipment and vehicles.

The Dark Angels Space Marines are all of this and more. Their story is one of bitter betrayal and a secret mission they have pursued for ten thousand years – the truth of this quest for redemption known only to a select few. The Dark Angels appeal to players who like their Space Marines dark, gothic and sinister!

HOW THIS CODEX WORKS

Every Codex is split into four main sections that deal with different aspects of the army. **Codex: Dark Angels** contains the following:

- **The Dark Angels:** The first section introduces the Dark Angels Chapter of Space Marines and their part in the Warhammer 40,000 universe. It includes details of their origins, the terrible events of the Fall of Caliban, and the Dark Angels' organisation. Also included are details of famous battles in which the Chapter has fought.
- **Forces of the Dark Angels:** Each and every character, troop type and vehicle in the Dark Angels army is examined in this section. Firstly, you will find a full description of the unit, detailing its place within the army and the within Warhammer 40,000 universe as a whole. Secondly, you will find complete rules for the unit and details of any unique powers they possess or specialist wargear they carry into battle.

- **The Dark Angels army:** This section contains photographs of the range of Citadel Miniatures available for your Dark Angels army, gloriously painted by Games Workshop's famous 'Eavy Metal team. Markings for the various squad types and vehicles are included, as well as the colour schemes sported by some of the Successor Chapters. Lastly, six of the Dark Angels' Successor Chapters that share both their roots and their secret shame are described.

- **Dark Angels Army List:** The army list takes all of the units presented in the Forces of the Dark Angels section and arranges them so you can choose a force for your games. A force organisation chart categorises the units you can pick into HQ, Elites, Troops, Fast Attack and Heavy Support choices. Each unit type also has a points value attached to help you pit your force against an opponent's in a fair match.

FIND OUT MORE

While **Codex: Dark Angels** contains everything you need to play a game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine *White Dwarf* contains articles about all aspects of the Warhammer 40,000 game and hobby, and you can find articles specific to the Dark Angels on our website:

www.games-workshop.com



THE SPACE MARINES

What is it to be a Dark Angel?
It is to be the first Legion, the honoured,
the Sons of the Lion.

In the dark universe of the 41st millennium, vast and terrible forces threaten the very existence of Humanity. Alien races such as Orks and Tyranids ravage entire solar systems, and the soul of every Human is menaced by the daemonic powers of Chaos. Shielded only by the potent psychic power of the Immortal Emperor, the Imperium of Man is besieged by hostile foes. Ranged against these inimical enemies are the armies of the Imperial Guard, the giant war machines of the Titan Legions, and most potent of all, the mighty Space Marines of the Legiones Astartes.

A Space Marine is a towering warrior, his brute strength tempered by inhuman skill. He is armed with the fearsome bolter, a blessed weapon that fires devastating, mass-reactive shells that explode within the body of the target. He is protected by a suit of power armour, shielding him from the fiercest of enemy fire, whilst simultaneously strengthening his blows and allowing him to survive in the most hostile of environments. He is the product of intensive training and genetic manipulation, which transforms mortal Men selected from the deadliest warrior races in the known universe into the most lethal of superhuman killing machines in the Imperium's arsenal.

The Space Marines are organised into Chapters. Each Chapter is a self-sufficient army, equipped with its own spacecraft and capable of responding at a moment's notice to any threat to the security of the Imperium.

The Dark Angels are one of these Chapters, the very first to be founded at the dawn of the Age of the Imperium.



THE ORIGINS OF THE SPACE MARINES

Some Chapters have histories pre-dating the Imperium itself, back to a time more than ten thousand years ago when the Emperor of Humanity still walked among Men. In those days the Emperor created the Primarchs, twenty immortal superbeings who were to be his generals and comrades during the Great Crusade to reunite the Human worlds. The Primarchs wielded powers the like of which are not known in the universe today. The first Space Marines of the nascent Imperium were also the creation of that period. Each Primarch led a Legion of Space Marines, each a formation considerably larger than the later Space Marine Chapters.

The names of many of the Primarchs echo down the millennia, and the tales of their deeds are legendary. Names such as Lion El'Jonson, Leman Russ, Rogal Dorn and the angel-winged Sanguinius are spoken of with awe on worlds where Mankind dwells. They command a reverence second only to that afforded the Emperor himself. Other names are cursed wherever Men gather, for many Primarchs rebelled against the Emperor and followed Horus, mightiest of their number, when he raised his standard against all Mankind. During the dark time known as the Horus Heresy they gave themselves to Chaos, and ravaged the worlds of the Imperium in a war that was eventually to lead to the death of Horus, and the incarceration of the fatally wounded Emperor within his life-preserving Golden Throne.

The Horus Heresy revealed weaknesses in the gene-seed of several of the early Space Marine Legions, which had been exacerbated by the need to keep the huge Space Marine Legions up to strength in the terrible wars being fought at the time. The insidious powers of Chaos had been able to manipulate this corruption to turn Horus and many of the Space Marines under his command against the Emperor. Once Horus was defeated it was decided to reorganise the structure of the forces of the Imperium so that a similar catastrophe could not happen again in the future.

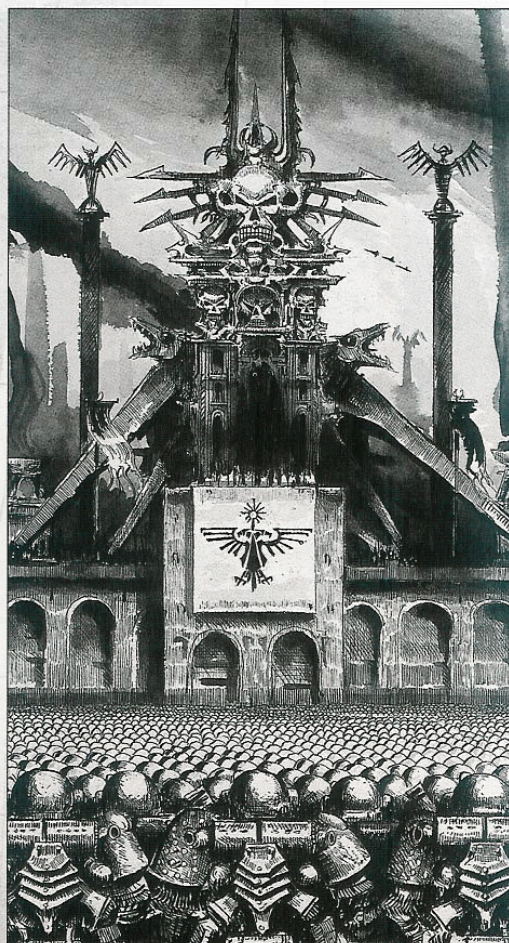
The Space Marine Legions were divided up to create one Chapter of the same name as the founding Legion and a number of new Chapters with new names. This event was called the Second Founding, and over two dozen further Foundings have occurred in the ten millennia since. It is not known exactly how many Chapters were created in the aftermath of the Horus Heresy, as many Imperial records are incomplete or lost entirely, and whole Chapters have been created and destroyed in the millennia that have followed. What is known is that there are just over a thousand Chapters scattered across the Imperium at the end of the 41st Millennium, and the Dark Angels stand first amongst them.



ORIGINS OF THE DARK ANGELS

A moment of laxity
spawns a lifetime of heresy.
Never forget, never forgive.

Though the Dark Angels' name is spoken across the Imperium, very few know the tale of their origins. The truth is that they once teetered on the very brink of heresy, that a terrible betrayal besmirched all of the Chapter's feats of valour and left an indelible stain on their honour. Such is their shame that from that time on they have striven for absolution from the sins of millennia past. Only the highest ranking members of the Dark Angels Chapter know the terrible, shameful secret of what happened ten thousand years ago – a secret that drives the Dark Angels to search through space and time, towards a final, apocalyptic battle that will bring them redemption, or damnation...



THE LOST PRIMARCHS

The story of the Dark Angels begins 10,000 years in the past to the time when the Emperor, at the height of his powers, created the superhuman Primarchs. The genes used as the basic building blocks for these elite warriors had taken centuries to gather and refine, and despite the Emperor's most potent psychic warding, his industry did not go unnoticed by the malevolent powers of the warp. Though none can say exactly what tragedy occurred, it is speculated that the Chaos Powers combined their strengths and somehow stole the foetal Primarchs away from the Emperor, casting them beyond the Emperor's reach, throughout the galaxy.

The ward-encrusted incubator capsule of one Primarch, he who was to become Lion El'Jonson, founder of the Dark Angels, crashed upon an isolated planet on the northern fringe of the roiling Eye of Terror – the death world of Caliban.

CALIBAN

Caliban was as cruel and harsh an environment as any in the galaxy. The dark, twisted forests that covered the globe were infested with creatures that had been warped by unnatural forces. To tread the forest paths was to invite certain death, for so ferocious were these ravaging beasts that mere day-to-day survival was a ceaseless struggle. The Human inhabitants of Caliban were forced to live in huge and forbidding keeps, located in clearings hacked from the thorny forests. Cut off from Terra by the warp storms that had ravaged the galaxy in the Age of Strife, civilisation on Caliban had regressed to a feudal state, ruled over by a warrior nobility.

The nobles of Caliban were raised from childhood to live and die by the sword; they were disciplined fighters and extremely brave. They rode to battle upon huge, black steeds, and wore a form of archaic powered armour similar to that used by the Space Marines. Like the Space Marines, their main weapons were the chainsword and the bolt pistol.

The nobles' lives were ones of constant hardship and fighting against the savage packs of creatures that lurked under the dark canopies. Life for many was a short and brutal affair, only the most skilled living to see their second decade. The twisted beasts lurking beneath the dark bowers were not mere subjects of myth and legend, they were an all-too real, and all-too dangerous reality of life on Caliban. Sometimes a creature so mutated and foul as to wither the vegetation in its path would terrorise an area, forcing the local ruler to declare a quest. Nobles from all around would come to attempt to kill the beast. Slaying a quest-creature could bring honour and renown for the noble skilled enough to kill it – more often than not, though, it brought only a bloody and horrific death at the teeth and talons of a hell-spawned abomination.

THE YOUNG LION

Such then was the planet where the young Primarch awoke, tearing his way screaming from the shattered incubator capsule that had birthed him. Most of the other Primarchs were found and raised by local Human inhabitants of the planet they were cast away upon, very quickly rising to positions of great power and responsibility within their adopted societies. This was not to be Jonson's fate, however, and he found himself in a remote and isolated region of Caliban many miles from the nearest human settlement.

How Jonson survived those early years on Caliban is a mystery. By rights he should have perished within his first few minutes on the planet. But Jonson did not die. Somehow, as a young child on one of the most deadly death worlds in the galaxy he not only survived, but grew strong and tall within a short span of years. What it was like for him in those grim and dark days none can say, for there was no one present to record the events of his early life. What terrible deeds he was forced to perform merely to avoid starvation must go unsaid. Jonson was forced to trust to his own wit and skill in order to survive. He had no one to aid him; he could rely only on himself. A decade after his arrival on the planet, the Primarch met other Humans for the first time.

THE ORDER

The first Men who Jonson encountered were knights belonging to a group known simply as the Order. The Order had a reputation across all of Caliban for the honesty, nobility and fearless skill of its brother-knights. Uniquely amongst the warrior-nobles of Caliban, the members, or brothers, of the Order were selected by merit and skill at arms rather than inheritance. Anyone could join the Order, no matter how lowborn they might be. Contingents of brother-knights from the Order travelled far and wide, from keep to keep, giving their aid wherever it was needed.

It was while on one of their great expeditions that a band from the Order came upon the wild Man that haunted the beast-ridden forests. Thinking him a monster, the knights were ready to join battle with the Primarch when one of their number, sensing that there was something more to the creature than was at first apparent, halted his fellows. The name of the Primarch's saviour was Luther, and he ordered the Man born of the forest to be taken with them on their return to civilisation.

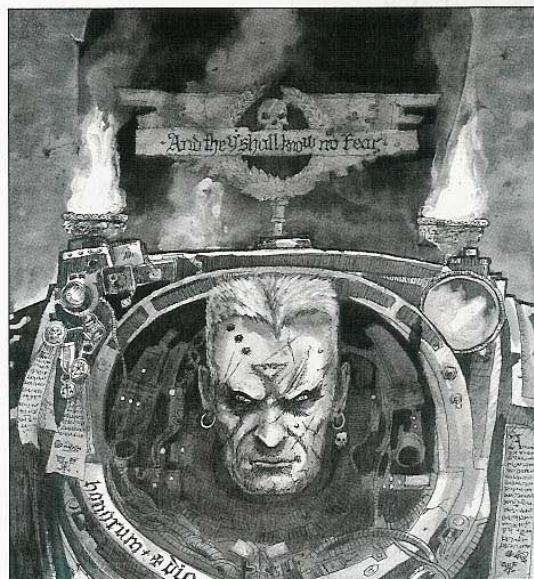
Because of his ferocious appearance and the place of his discovery, the Order gave the wild Man the name of Lion El'Jonson, which meant 'The Lion, the Son of the Forest'. Jonson easily adapted to the ways of humans, learning to speak remarkably quickly, though of his time growing up in the forest, he remained silent.

Within the fortress monastery of the Order, the Primarch was initiated into the society of his saviours on Caliban. There he and Luther formed a close friendship. It

appeared that the two Men filled the gaps in each other's personalities. Where Jonson was temperamental and taciturn, Luther was charming and charismatic. Where Luther was rash and emotional, Jonson was a brilliant strategist and unstoppable once decided upon a course of action. The two became an incomparable team, despite their differences in age and experience.

Over the following years, Jonson and Luther rose through the ranks of the Order. Their exploits became the stuff of legend on Caliban, and the reputation of the Order rose accordingly. As the number of young warriors wishing to join the Order grew and grew, many new fortress monasteries were built to house them. The Order became a sizable force, large enough in fact to take a stand against the evil beasts infesting the dark forests. Jonson and Luther called for a crusade to cleanse the planet once and for all of the mutated creatures' foul presence. Luther's passionate oratory convinced the Order's masters to declare the crusade. But it was Jonson's supreme ability at planning and organisation which ensured that within the course of a single decade the entire planet of Caliban was cleared of the monstrous creatures that had once plagued it. A golden age dawned for the inhabitants of the once troubled planet.

In recognition of his triumph against the creatures of Chaos, Lion El'Jonson was proclaimed Supreme Grand Master of the Order and Caliban. Although Luther did not openly begrudge Jonson the great honour he had won, he would have not been Human if he did not feel some twinge of jealousy. The first crack had appeared, a crack that would one day become a great schism and tear the Dark Angels Chapter apart. But that was in the future – for the present the people of Caliban enjoyed a time of hitherto unheard of peace and plenty.



THE EMPEROR ARRIVES

Unbeknownst to Jonson and the people of Caliban, the Emperor had launched the Great Crusade, and was reuniting Humanity and purging entire star systems of their alien oppressors. As the Imperium's wave of conquest advanced across the galaxy, Imperial Scouts rediscovered the isolated world of Caliban.

It was not long before the Emperor was at last reunited with the Primarch and was filled with the joy of a father finding a lost son. The Emperor saw in Jonson unbonded potential, and his first action was to give the Primarch control of the Dark Angels Legion. This body of Space Marines had been created by the Emperor from Jonson's own gene-stock and had fought alongside the other Imperial forces as the Great Crusade was waged from one end of the galaxy to the other. Jonson saw at once the opportunity to carry on the crusade fought against the evils of Caliban's dark places, bringing light and hope across the galaxy.

Caliban was made the home of the Dark Angels and the whole of the Order moved to join its ranks. Those knights who were still young enough had the Legion's gene-seed implanted within them, transforming them into mighty Space Marines, warriors fit to serve in the Emperor's armies. Those too old for this process underwent transformative surgery, and while they would never be as strong, tough or fast as a Space Marine, they would

nonetheless be counted amongst the elite warriors of the Imperium. The first to be brought into the legion in this manner was Luther, who became Jonson's second-in-command, just as he had been within the Order.

The Great Crusade had to continue, for there were countless Human worlds still under the influence of dark powers or suppressed by the harsh rule of alien races. So it was that Jonson and the bulk of the Dark Angels set out with the Emperor to continue the battle for Humanity. Luther was left behind on Caliban in charge of the remainder of the Legion, tasked with garrisoning its home world and supervising the induction of the next generation of recruits into the Dark Angels.

THE FALL OF CALIBAN

Then came the terrible days of the Horus Heresy. As the Emperor fought Warmaster Horus at Terra, Jonson was fighting for Humanity on the distant Shield Worlds, alongside Leman Russ, Primarch of the Space Wolves Legion. When word reached Jonson and Russ of the titanic battle being fought at Terra, the two generals marshalled their forces and set course for Terra with all haste. The journey took many weeks, for the Space Marines' vessels were assailed by the Daemons of the warp, and delayed fighting further outbreaks of rebellion. After weeks of warp travel, the fleet arrived at Terra, but the Primarchs found to their horror that they were too late. Events had already taken their terrible course and the cataclysmic final battle was over. The forces of Chaos had been defeated, but they had left the Imperium in ruins.

For Jonson one final, shattering betrayal remained to be discovered on his return to his home world of Caliban.

It had been many long years since Jonson had set foot upon Caliban, and he longed to breathe its air once more. But, as the ships of Jonson's fleet moved into orbit they were met by a devastating barrage of laser fire. The lead ships struggled to escape the trap, some crashing into one another, while others were blasted by the devastating salvos and exploded into flame to plummet through the atmosphere like monstrous comets. Stunned by the attack, Jonson withdrew and attempted to find out what had happened.

The betrayal Jonson discovered shook him to his very core. Over the decades since Jonson had departed Caliban, Luther had brooded, nurturing deep within his soul the seed of bitter jealousy. His hatred had spread, poisoning not only those under his command, but an entire generation of new recruits. He had projected his bitterness onto every man in his care. His powerful oratory had twisted them with an all-consuming hatred of those they believed had stolen their glory and left them nothing more than caretakers. Like Horus and the other traitors, Luther had been corrupted by the insidious lure of Chaos. His pride and conceit had been all the Dark Gods needed to make him their own.



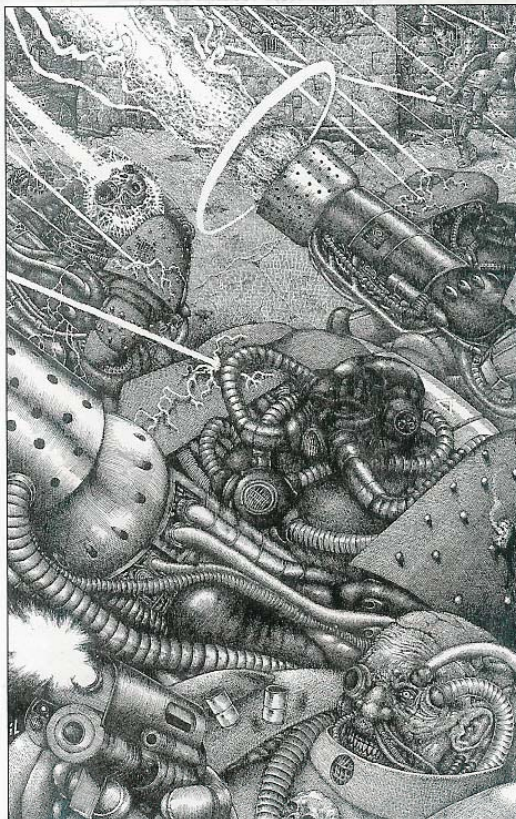
On hearing of this, Jonson's fury was a terrible thing to behold. He had fought from one end of the galaxy to the other and believed that the curse of Chaos had been cleansed from the planets of the Imperium. Now the Dark Angels found that their own home world, and their own brethren, had been corrupted and turned against them. Jonson immediately ordered an assault upon the planet. The massed guns of the Dark Angels fleet obliterated Caliban's defence laser batteries and then scoured the planet in a devastating bombardment, driving the rebel Dark Angels deep into their fortress monasteries.

Knowing that one surgical strike would end the conflict Lion El'Jonson led an assault on the Tower of Angels – the mighty fortress monastery in which Luther was ensconced. And so it was that the two former friends, now mortal enemies, faced each other. Even though the Primarch possessed superhuman powers, the two opponents were equally matched, for Luther's already considerable abilities had been enhanced by the gifts of the dark gods of Chaos.

What followed was a confrontation of titanic proportions. The two adversaries laid blow after blow upon one another, shockwaves from their impacts shaking the monastery and causing chunks of masonry the size of battletanks to crash down around them. Meanwhile the massed guns of the fleet continued to pound the planet, until many monasteries were reduced to miles-wide craters, angry magma spewing from the raw wounds in the planet's crust. The very surface of Caliban began to crack and heave under the strain of the bombardment, the fury of the Dark Angels blinding them to the devastation they were wreaking upon their own world.

As the planet itself started to break apart, the battle between Jonson and Luther reached its climax. Luther, weakened by the long combat, staggered and fell, leaving himself open to a deathblow from Jonson's blade. But Jonson could not bring himself to land the fatal blow upon his former friend. As he hesitated, Luther, aided by the powers of Chaos, unleashed a furious psychic attack that knocked Jonson to his knees and left him mortally wounded. But as the dying Primarch struggled to stand, his noble features wracked with pain, it was as if a veil was lifted from Luther's eyes and he realised the full extent of what he had done. His was a triple betrayal: of his friend, of the Dark Angels, and of the Emperor. The truth shattered his sanity and he slumped down beside Jonson, his will to fight lost.

Luther's psychic cry of pain and despair echoed through the warp and the Chaos Gods realised that, once again, they had been denied, their pawn defying their will. They lashed out in fury and frustration. A rent appeared in the very fabric of space and a warp storm of unprecedented fury engulfed Caliban. In an uncontrollable, swirling flood of psychic energy the warp rushed into the physical universe. Those 'fallen' Dark Angels who had served under Luther and his clandestine masters were sucked from the face of Caliban into the



warp and cast throughout space and time. Caliban, already weakened by the bombardment, was ripped apart and destroyed in a cataclysmic explosion, the debris being sucked into the warp.

The only part of the planet that survived the storm was the huge fortress monastery where Jonson and Luther had fought – the Tower of Angels. Protected by force fields of awesome power, the monastery and a huge chunk of the bedrock of Caliban held together. When the storm abated this was all that was left of the formerly magnificent home world of the Dark Angels.

Jonson's men flew down to the surface of the rock and gazed about them in horror at all that remained of their once beautiful world. The great fortress was a shattered ruin and all of the living things that had once teemed across the face of Caliban were gone. When the Dark Angels descended into the dead rock, they found Luther, bloody, cringing and gibbering. They were unable to extract anything coherent out of the shell of a man who had once been Jonson's closest friend and second-in-command; he just repeated over and over his prophecy: the Primarch had been carried away, but would one day return to forgive the terrible sins Luther and his brethren had committed. Of the mighty Primarch, Lion El'Jonson, there was no sign.

THE UNFORGIVEN

What is our quest?

To purge our shame through the death
of those who turned from the Lion.

In the aftermath of the Horus Heresy, the Dark Angels sired several Successor Chapters. Of these, the Angels of Absolution, the Angels of Redemption and the Angels of Vengeance maintain particularly close links with the Dark Angels themselves. The Dark Angels and all of their Successors are collectively called the Unforgiven, though no outsiders and only few within the Chapters are aware of why this should be.

In the last ten millennia, the Unforgiven have continued their Primarch's tradition of conducting particularly effective and well-planned campaigns, although there exist instances where an Unforgiven Chapter has failed to support Imperial forces when requested to do so. On occasion, the Unforgiven have abandoned a campaign at a critical juncture with no reason being offered to explain why, leaving entire armies to be slaughtered and whole worlds to burn. Some claim that the Chapters have some hidden agenda to which they give priority even over service to the Emperor himself. Even when they do fight alongside other forces, the Dark Angels keep their own counsel, communicating little with their allies, and brooking no interference in their own mission.



THE ROCK

After the destruction of Caliban, the Dark Angels made their home within its shattered remains, an asteroid which became known simply as 'the Rock'. They drilled out a huge network of chambers, tunnels and halls in the bedrock under their ruined fortress monastery. In time, a huge warp drive was added, allowing the Rock to travel across the entire galaxy. The Rock itself does not stay in any one system for long, at most for only a few generations. The Chapter gathers recruits from each world at which the Rock pauses.

The Rock is larger than the heaviest class of star ship, and armed with enough firepower to devastate an entire fleet. Its cliff-like sides are studded with gun turrets, lance batteries, torpedo tubes and observation blisters, and its cavernous docking bays are able to accommodate many hundreds of smaller vessels. Clustered around the Rock are swarms of lesser craft - Thunderhawk gunships and transporters and escort frigates. Atop the Rock rises the Tower of Angels, the ruined fortress-monastery within which the Lion fought his erstwhile friend Luther. To this day, the Tower remains undisturbed and eerily silent, protected by the same force fields that shielded it from the destruction of Caliban. What secrets lie forgotten within its dark halls none can say. Even the Dark Angels dare not set foot upon its hallowed ground, and never shall, until the Lion walks amongst them once more.

THE CODEx ASTARTES

Once Horus had been defeated it was decided to reorganise the structure of the forces of the Imperium so that a catastrophe of such scale could not happen again in the future. This work was undertaken almost single-handedly by the Primarch of the Ultramarines, Roboute Guilliman, whose hugely influential work, the Codex Astartes, laid down the basic organisation and tactics of the new Space Marine Chapters. Guilliman's prime consideration was to quickly reorganise the existing Chapters and to send them back to the frontiers where anarchy and alien invasion threatened many worlds. The Codex Astartes further defines the tactical roles, equipment specifications and uniform identification markings of the Space Marines. These guidelines have been much added to over the centuries, and the Codex Astartes of the forty-first millennium is a highly developed treatise combining the wisdom of hundreds of military thinkers throughout history. Some of its contents seem restrictive, hardly worthy of the great mind of a Primarch. Others describe actual battles together with comments on the tactics employed and the decisions of the commanders on the spot. As such the Codex Astartes is revered as a holy text and many Chapters regard its recommendations as sanctioned by the Emperor himself.

THE INNER CIRCLE

After the Fall of Caliban, the senior members of the Legion assembled in a secret conclave. They decreed that knowledge of the fall of their brothers must remain undisclosed for all time; that no outsider must ever learn of the schism that had split the Legion or that Space Marines of the Dark Angels had turned to the Ruinous Powers. Should this dreadful truth ever become known, they feared, the Dark Angels would be reviled as traitors and all hope of expunging the stain to their honour would be lost forever. An Inner Circle of the Legion's most senior officers was formed to forever guard this dangerous knowledge and each swore oaths of unspeakable binding.

In the beginning, the brethren celebrated the fact that the Fallen had been vanquished, believing that all had perished with the Fall of Caliban. But Luther's traitors, the fallen Dark Angels, had disappeared deep into the warp during the cataclysm, the Dark Gods' fury dispersing them far and wide. The Legion's Librarians had been inducted into the Inner Circle, and their scryings determined that the traitors lived yet. The masters greeted this news with mixed emotion. On one hand, they feared that while the Fallen lived, they might spread knowledge of their treachery throughout the galaxy. On the other hand, if the traitors could be tracked down and made to repent, then the sins of the entire Legion might one day be absolved, washed away in the blood of the Fallen.

The Grand Masters of the nascent Inner Circle swore that so long as even one of the Fallen remained alive and unrepentant, the Dark Angels would be Unforgiven, cursed by their brothers to atone for all eternity for the sins of the past. Until every last Fallen Dark Angel was captured and made to repent, there could be no peace for the True Sons of the Lion. This would be the true mission of the Inner Circle, and, through its machinations, that of all of the Sons of the Lion.

As the decades since the Fall of Caliban turned to long centuries, the Inner Circle took shape. It grew from a shadowy, ad-hoc conclave to a formal, if still clandestine, organisation. A new generation of Dark Angels arose, their elders instructed to keep them ignorant of the sins of the fathers. The truth of what occurred at the Fall of Caliban was withheld, known only to the increasingly small number of Brethren who had survived it.

Where many Space Marine Chapters openly celebrated their ancestors' achievements, the Dark Angels came to take great pains to tell their story one passage at a time. Much of the Dark Angels' teachings to their Brethren were thus couched in allegory and myth, the same essential truths told and retold, in one form after another.

And so it was that the Inner Circle turned its back and hid its true face even from its own, choosing to keep newly recruited Dark Angels entirely ignorant of the Chapter's earliest histories. Only on his ascension to the 1st

company, the Deathwing, would a battle brother begin to learn of the events that had transpired at the very dawn of the Age of the Imperium. Rising through the intricate and convoluted ranks of the Inner Circle, he would learn more and more, the secrets one by one unveiled as his masters' trust in him increased. Only upon ascension to the rank of Grand Master would the truth be revealed, and even then, it is likely that there remain revelations known only to the holder of the title of Supreme Grand Master; the Chapter Master of the Dark Angels.



Only the most trusted of Brethren are considered for membership of the Inner Circle. These are observed from afar, sometimes finding themselves inexplicably shadowed for many years by the diminutive and mysterious Watchers in the Dark. It may be decades before the individual is approached. Only warriors who have fought through the ranks for many years and have proved their loyalty to the Chapter time and time again are allowed to progress. Silent and hooded Brothers lead them before the Inner Circle for judgement and soon after they are either elevated to the Deathwing, or they disappear forever.

Each company of the Dark Angels is led by a Company Master, who has passed through the ranks of the Deathwing and is privy to a great deal of the secrets of the Inner Circle. Many of the Chapter's supernumerary officers – its Librarians and Interrogator-Chaplains – are inducted into its ranks, learned not only in their own speciality, but in the secrets of their chapter also. Notably, the Techmarines are not members of the Inner Circle, for their oaths to the Mechanicus of Mars are incompatible with those required by the Inner Circle.

CIRCLES WITHIN CIRCLES

At the time that the loyalist Space Marine Legions were sub-divided into Chapters, the Dark Angels sired a number of Successor Chapters, each being led by a Grand Master. This individual was, of course, a member of the Inner Circle. Thus, the officers of the Successors are, to this day, privy to the secrets of the Fall of Caliban. In this way, the Inner Circle's influence reaches, unseen, across the galaxy, its uncompromising gaze ever searching for the Fallen Dark Angels.

THE HUNT FOR THE FALLEN

In the eyes of the Inner Circle, the only way that the Unforgiven can rid themselves totally of their shame is if all the Fallen are captured and made to repent. However, since the Fallen were cast from Caliban during its destruction, this is no mean task to achieve. Unlike the Inquisitors and Grey Knights of the Imperium, whose role it is to root out the agents of Chaos at work within the galaxy at large, the Inner Circle's overarching concern is to find the Fallen. Although the Dark Angels will be called upon to undertake many different missions for the Imperium, the search for the Fallen is a constant quest that the Inner Circle can never relinquish.

Though the Fallen Dark Angels chose the Ruinous Powers over their brethren, not all have succumbed to the power of Chaos to the same degree. Some of the Fallen have embraced the ways of the Dark Gods totally, becoming true Chaos Space Marines. These Fallen do not belong to a Chapter of their own. Instead, they are dispersed throughout the galaxy, some as isolated individuals and some gravitating together into small bands. As each of the Fallen is a Space Marine of the First Founding, he is a veteran warrior the like of which is rarely seen in the 41st Millennium. They often rise to positions of considerable power, taking control of entire armies of lesser men and leading them to their destruction for the Fallen's own ends. Some have ruled entire planetary empires, sowing death and misery across whole sectors and waging bitter wars that have lasted decades and cost the lives of billions.

The Fallen are especially dangerous when they gather together, for then the Imperium is faced with a force of warriors whose skill at arms is matched only by the bitterness in their hearts. When Fallen gather, it may take the entire Deathwing to bring them down, and many brave Brethren will die for the smallest victory.

Perhaps the most destructive are those individuals upon whom the Ruinous Powers have played the most cruel of tricks. On occasion, a Fallen has appeared upon a world of the Imperium having only just, to his frame of reference, been plucked from the disintegrating surface of Caliban. To him, the intervening millennia have passed in the blink of an eye. Driven beyond sanity by the event, such an individual may launch himself upon the servants of the Imperium, becoming a terrible force of vengeful rage, raving aloud those secrets the Inner Circle have worked so hard to keep silent. This the Inner Circle dreads above all else.

Other Fallen have realised that their actions during the Fall of Caliban were wrong. Disgusted by their weakness in the face of the corrupting influence of the Chaos Gods and unable to reconcile themselves with their order, they lead a forlorn existence. Many become mercenaries or pirates, roaming the galaxy as masterless Men. Others are willing to atone for their sins and in an attempt to do so have integrated themselves back into Human societies. These may become the leaders of one of the uncounted small, outlying communities that so often slip through the cracks of the monolithic Imperium of Man.

The Dark Angels can go for years without hearing any rumours that might lead to the capture of one or more of the Fallen. Once captured, the Fallen is imprisoned deep inside the Rock's dungeons where Interrogator-Chaplains attempt to make him repent. Occasionally a Fallen does so, and for his pains dies quickly. More often than not though, the captured Fallen refuses to admit his sins, and suffers a drawn-out and agonising death at the hands of those who would save his soul.

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

CYPHER, FALLEN DARK ANGEL

Of all the Fallen, none is as hated, or indeed feared, as the enigmatic and deeply sinister individual known as Cypher. He appears as if from nowhere, bringing death and destruction with him, and then vanishes as abruptly as he arrived. Cypher's continued existence bears testimony to his almost supernatural prowess and ability to escape capture. Some believe that Cypher is watched over by those dark powers that spirited the Fallen away during the Fall of Caliban, repeating this feat whenever his pursuers close upon him. Others state that Cypher is under the protection of some other, higher power.

Cypher rarely speaks, and no one knows his real name. However, the occasional glimpse of the dark green power armour beneath his long robes means that there can be no doubt that Cypher is in some manner connected to the Dark Angels. Some whisper that he may represent the Fallen

Angels' only chance of redemption, and that his seemingly random appearances hide a pattern which reveals that he is slowly moving across the galaxy towards Terra and the Emperor himself. They also point to the fact that Cypher carries a sword which he never draws or uses in combat, and that this could be the fabled Lion Sword, wielded by Lion El'Jonson himself, thought lost forever following the Primarch's final confrontation with the arch-heretic Luther. Whatever the truth of this, it is certainly the case that if he is ever in one place for any amount of time then his presence seems to attract others of the Fallen, though none can say how they are able to find him or why they gather.

Because of this, the members of the Inner Circle hate and fear Cypher more than any other Fallen Angel. They would willingly perform almost any act, no matter how vile, in order to capture or kill him.



CHAPTER ORGANISATION

When the Space Marine Legions were broken down into smaller Chapters at the end of the Horus Heresy, the Dark Angels were one of the few Chapters that did not use the strict Codex organisation laid down by Roboute Guilliman in the Codex Astartes. This being said, an outside observer would find it difficult to spot any differences between the Dark Angels and a Chapter rigidly organised according to the Codex, such as the Ultramarines.

It is in the organisation of the higher levels that deviations from the Codex Astartes can first be seen. All Chapters include a number of officers and specialists who stand aside from the company organisation. In the Dark Angels these individuals are known as the Inner Circle. Members of the Inner Circle may be assigned to fight with a company in battle, and include the Chapter's Librarians and Interrogator-Chaplains.

The Chapter relies on a large support staff, and highly ranked members include the Victuallers and the Grand Masters of the Fleet, the Arsenal, Recruits and the Watch. Although each Grand Master is a Space Marine, there are actually relatively few Brethren in the Chapter's support staff, and most non-combatant roles are performed by the Chapter's Human serfs. The Chapter includes a large number of support staff that do not know the full history of the Chapter, but hold great responsibility nonetheless. Many are non-combatants of advanced years tasked with the day-to-day administration of the Chapter. The largest group of Dark Angels Space Marines in the support staff are the Chapter's Armourers and Techmarines, who are aided in their tasks by hundreds of mono-task Servitors.

Each of the ten companies that comprises the Chapter is led by a Master of the Dark Angels, who has progressed through the ranks of the Deathwing and is a member of the Inner Circle. He is attended by a Command Squad, consisting of the Company's Standard Bearer, Apothecary and Company Champion, as well as other brethren assigned to aid the Master in his duties. Each Company apart from the Deathwing also includes a Chaplain, who presides over the brothers' spiritual well-being and stirs their fury upon the field of battle.

Of the ten companies comprising the Dark Angels Chapter, the first two are unique and do not follow standard Codex organisation. The 1st Company is called the Deathwing and consists of veteran troops. Members of the Deathwing always fight in Terminator armour, and are never fielded in power armour as is the case with most other Chapters.

The Ravenwing is the name of the 2nd Company of the Dark Angels. It is a highly specialised formation used for scouting and assault missions where speed is more important than heavy firepower. To this end all of the

Space Marines in the company ride on bikes or Land Speeders, which are organised into special units called attack or support squadrons.

The remainder of the Chapter is organised along Codex lines. The 3rd, 4th and 5th are Battle companies, each consists of up to six squads of Tactical Space Marines, two of Assault, and two of Devastators. These three Battle companies form the main battle lines and generally bear the brunt of the fighting.

Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These act as a reserve which may be used to bolster the front line, launch diversionary attacks or stem enemy flanking moves.

The 8th Company consists of ten Assault squads. This highly mobile company is often equipped with jump packs, and is fielded in the assault role wherever a strong hand-to-hand fighting force is needed to storm an enemy stronghold.

The 9th Company consists of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long-range support.

The 3rd to 7th Companies are each able to field squads of Company Veterans in the place of a Tactical squads, and these Brethren are essentially armed in a similar manner to a Tactical squad.

The 10th Company consists of a number of Scout squads; youths who have been recruited and partially transformed into Space Marines. There is no formal size for this company as the rate of recruitment is not fixed.

All of the companies, with the exception of the Deathwing, the Ravenwing and the Scout company maintain Rhino transports for each of their squads and officers. The Command squad of each company has its own Razorback, and more are held centrally by the Armoury, each being allocated to individual squads as dictated by the needs of their mission. Drop pods are held by the fleet. The Deathwing has a permanent establishment of Land Raiders for carrying Terminator squads, and more are held in the Armoury for use as requested by the Company Master on the spot.

Many of the Battle companies and Reserve companies include a number of Dreadnoughts. It is customary for Dreadnoughts to remain a part of the company in which the warrior served before being interred within the metal sarcophagus in which he fights, and his presence bolsters the company's fighting strength considerably. Dreadnoughts assigned to the Deathwing are particularly revered warriors, and their experience combating the Fallen is much valued by the Chapter's Masters.

INNER CIRCLE

Supreme Grand Master
Grand Masters
Interrogator-Chaplains
Librarians
Master of the Forge

THE DEATHWING

Master
Apothecary
Standard Bearer

Squads:
20 Terminator Squads

Support:
Dreadnoughts
Land Raiders
Land Raider Crusaders



BATTLE COMPANIES

RESERVE COMPANIES

THE RAVENWING

Master
Chaplain
Apothecary
Standard Bearer

Squads:
Attack Bikes
Land Speeders
Bikes



3RD COMPANY

Master
Chaplain
Co. Champion
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos



4TH COMPANY

Master
Chaplain
Co. Champion
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos



5TH COMPANY

Master
Chaplain
Co. Champion
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos



6TH COMPANY

Master
Chaplain
Co. Champion
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos



7TH COMPANY

Master
Chaplain
Co. Champion
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos



8TH COMPANY

Master
Chaplain
Co. Champion
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos

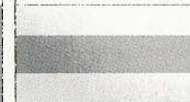


9TH COMPANY

Master
Chaplain
Co. Champion
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos



ARMOURY

Techmarines & Servitors,
Razorbacks, Predators, Vindicators,
Whirlwinds, Land Raiders

10TH (SCOUT) COMPANY

Master
Chaplain
Apothecary

Squads:
Scouts

OTHERS

Administration Staff & Support Personnel

THE DEATHWING

Within dark and forgotten places hide the enemies of the Emperor. You have been chosen to enter such areas and cleanse them.

The Deathwing is the 1st Company, or Terminator Company, of the Dark Angels Chapter. The 1st Company of most Chapters consists of veterans who may fight in Terminator armour or in power armour, as dictated by battlefield requirements. The Dark Angels however are unusual in maintaining an entire company that is only ever fielded as Terminator squads. It is believed that when the Dark Angels Legion was divided, the Terminator armour-equipped Assault company was divided into a number of 100-strong units and each assigned to a Chapter formed from the Legion. The Deathwing is an assault force able to march, steady and intractable, into the very mouths of the heaviest of enemy guns, but they are so much more than this. The Deathwing is the clenched, mailed fist of the Inner Circle, the deliverer of blind justice, and none can stand in the face of their implacable fury.

Originally, the Terminator armour used by the Deathwing was painted black, but it was re-coloured bone white in honour of a battle fought long ago. Chapter legend states that a band of Deathwing brethren returned to the world of their birth, only to find their people enslaved to xenos invaders. Abiding by the traditions of their people, the Brethren painted their armour white, symbolising that they were dead men walking, ghosts, setting out on their

death-quest. Fighting through hordes of Genestealers, the Brethren penetrated deep into the alien lair, and faced the largest Genestealer any had encountered before. The battle against this beast claimed the life of the band's Librarian, but it was felled, and the world freed from alien domination.

Ever since that day, the Brethren of the Deathwing have continued to wear their Terminator armour bone white, in solemn remembrance of the sacrifice of their predecessors. The battle became known as the 'Tale of Two Heads Talking', and is told by his Scout sergeant to every Dark Angel upon his elevation from Scout to Brethren. Though by far the most repeated tale, many others exist, such as the 'Fall of the House of Pervigilium', the 'Scouring of the Space Hulk Place of Fears', the 'Vengeance of Beleaguerest' and the 'Whisper in the Gloom'. These are told to the Brethren as they progress through the Chapter's ranks. Some tell of heroes returned from war to find their brothers corrupted or enslaved, while others are tales of self-sacrifice and the absolute refusal to accept surrender, even in the face of overwhelming odds. All are tales of bitter woe ending in the defeat of the foe at terrible cost to the heroes, and of an eternal stain on the honour of those who come after them. Such tales instil in every Dark Angel who is told them a zealous drive to right ancient wrongs and to seek out the enemy no matter where he might hide. As a consequence, every Dark Angel aspires to join the Deathwing, to lead the assault against the enemies of the Lion and of the Emperor.



THE RAVENWING

**The Ravenwing shall be the pinions
of the Angels of Death.**

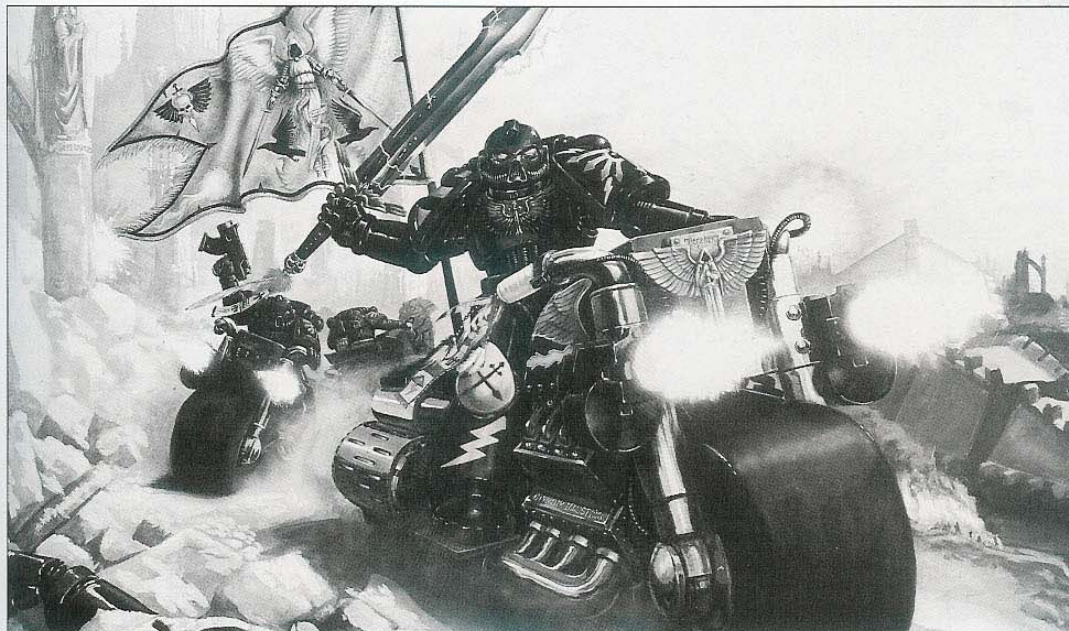
The Ravenwing is the name of the 2nd Company of the Dark Angels Chapter. Instead of the usual dark green panoply of the rest of the Chapter, the Ravenwing's bikes and Land speeders, as well as their power armour, are painted jet black, and it is this which gives the company its unique name. Although a highly specialised formation exceptionally skilled at scouting and assault missions, the Ravenwing is much more than a reconnaissance force. Its true function is vital to the ten thousand year mission of the Dark Angels.

Although only the company's highest ranked officers know it, the Ravenwing's primary role is to hunt down and capture the Fallen Dark Angels. Therefore, the members of the 2nd Company are granted limited knowledge of the secrets of the Dark Angels – much more than the 3rd to 10th Companies, but far less than the Deathwing and the Inner Circle. Detached Ravenwing squadrons range far and wide, their overall mission dictated by the Inner Circle. Intelligence is gathered, leads tracked down and word passed back to the Chapter's shadowy masters. Then, the order is given, the target is assigned, and the Ravenwing descend upon their victim.

To the Brethren of the 2nd Company, those they are ordered to capture are vile and debased heretics, renegades and traitors. All Dark Angels are trained to be

deaf to their captives' lies and protestations, and the Ravenwing even more so, for traitors will seek to undermine faith in the Chapter and in the Lion himself. Their captive will speak terrible falsehoods of treachery and schism, and attempt to lure the Brethren from the light of the Emperor. For this reason, the Brethren are selected for service in the 2nd Company not only on the basis of their affinity with fast attack vehicles – they must also be the most stoic of individuals, their mental fortitude exceptional even for a Space Marine. The members of the Ravenwing are ministered to by the Chaplains, and monitored closely for any sign of spiritual turmoil or corruption brought on by contact with these malignant individuals.

The Ravenwing might go decades with little or no success achieved in tracking down their targets. In the meantime, they act as a conventional rapid strike force for the Dark Angels' battle companies. But suddenly, some scrap of intelligence might be revealed, or some distant rumour overheard, and the Ravenwing will be despatched once more on their true mission. On occasion, they might hunt down and capture a single Fallen – a valuable prize indeed – but, very rarely, the Ravenwing might locate a concentration of targets, perhaps an entire band of Fallen Dark Angels. At this point they will call in the Deathwing, who will teleport from orbiting spacecraft. A battle reminiscent of that fought at the Fall of Caliban will often ensue. With every Fallen the Ravenwing captures, the Dark Angels gain redemption, one heretic at a time.



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

Every Chapter of Space Marines must recruit new warriors into its ranks in order to survive. The Dark Angels select these so-called aspirants from a host of worlds, over which the Rock orbits while the rites of selection are performed below. Many of these worlds are deadly places, home to some of the most fearsome savages in the galaxy. Planets such as Kimmeria, home of the head-hunting tribes from which Commander Azrael, Supreme Grand Master of the Dark Angels, is said to have been drawn, make ideal recruitment worlds for the Adeptus Astartes. Warriors must always be chosen when they are still young, before their bodies become too mature to accept the gene-seed which will turn them into Space Marines. This procedure of implantation is just the beginning, for it takes several years for the genetic implants to turn an ordinary Human into a full Space Marine. During those years, the warrior is known as a Space Marine Scout – he is neither fully a Space Marine nor entirely Human.



Nineteen varieties of gene-seed, corresponding to the nineteen different superhuman organs which make a Man an Astartes, are surgically implanted into the aspirant. Most Chapters have existed for thousands of years. During that time, gene-seed belonging to some Chapters has mutated. This has resulted in changes in the exact nature of the artificially cultured organs. Such changes may sometimes make an implant useless. In other circumstances, changes in an organ might reduce its effectiveness or cause strange new effects. Whatever the result, it will affect the entire Chapter – all Space Marines belonging to the Chapter have implants cultured from the same original gene-seed. As well as mutant implants, many Chapters have lost one or more types of gene-seed due to accident, genetic failure, or some other cause. Very few Chapters therefore possess all nineteen original implants.

The Dark Angels are distinct in that their gene-seed is one of the purest and least degraded. There are no known aberrations in the Dark Angels' genetic stock, which makes the fact that the High Lords of Terra have ordered few, if any, subsequent Foundings using the Chapter's gene-seed highly unusual.

Before being chosen from the ranks of aspirants, a human warrior must undergo the ritual trials unique to the Dark Angels Chapter – trials that test his mental and spiritual strength as much as his physical capabilities. The Dark Angels are exceptionally vigilant in this regard, and will not risk any repetition of the events of ten thousand years ago, when Luther corrupted an entire generation of Aspirants.

Once accepted, the genetic implantation and induction begins. The warrior has taken his first steps to becoming a fully-fledged Space Marine. The Scout is then placed under the tutelage of a sergeant who will oversee his induction and training. These sergeants lead the Scouts in battle. Not yet ready to join a Battle company, the young Scouts live alongside other Scouts in the 10th Company halls. Here the warriors eat, sleep and train, and assimilate the doctrines of their Chapter. A Space Marine Scout has much to learn. Not only must he become accustomed to the many biologically engineered enhancements which are at work on his body, but he must learn the litany of battle which will fortify and strengthen him. He will undergo the first of many phases of initiation into the Chapter's secret cults, though the very existence of the Inner Circle will remain hidden from him. He will learn how to use the battlegear on which his life will ultimately depend and he will get his first chance to fight in battle.

Only after the Scout has proven himself in combat will his sergeant judge him worthy of the title Space Marine, and pronounce him a full Brother of the Dark Angels Chapter and ready to join one of the Battle Companies.

BATTLES OF THE DARK ANGELS

The Dark Angels have been at the forefront of many of the most historic wars fought throughout the long, bloodstained history of the Imperium of Man. Their actions, along with other celebrated Chapters of the Adeptus Astartes, have shaped the nature of the Imperium. History speaks of the Chapter in the same passages as such noted Chapters as the Ultramarines, the Blood Angels and the Space Wolves, and their name and that of their Primarch is known across a million worlds and more.

On occasion the entire Chapter has gone to war as one, while at other times a single company or detachment has been fielded. At times battles have been fought alongside other forces, such as other Space Marine Chapters, the Imperial Guard, Adepta Sororitas, Adeptus Arbites or the Adeptus Mechanicus. In many instances however, the Dark Angels have shunned direct contact with their allies, keeping their own counsel and pursuing their own agenda even in the fire and fury of total war. In every case, the Dark Angels have fought with righteous fervour and a stubborn refusal to accept defeat, whatever the odds, and whoever the enemy.

ELUCIDAX THE KEEPER – 299.M38

At the climax of the Altdid Crusade, the Dark Angels committed to an assault upon the colony world of Altdid 156, a planet populated by ragged pilgrim-colonists who had long since rejected the rule of Terra and declared independence. The crusade's ruling council ordered a single regiment of the Imperial Guard to assault the wayward colonists, but the Dark Angels, acting upon information they refused to disclose to the council, insisted upon making the assault themselves. They would brook no delay, so the council had no choice but to give its assent.

The Dark Angels contingent of the crusade force was composed of three Ravenwing squadrons, five Deathwing Terminator squads, and five Tactical squads of the 5th Company, along with various support vehicles. The initial drop was carried out by the Ravenwing squadrons, who dispersed throughout the noisome fungal glades of the equatorial zones. Within six hours, the Ravenwing detachment reported the colonists' main base located, and the second phase of the assault was initiated according to the Chapter's well-practiced and highly effective doctrine.

While the Ravenwing pinned down their enemy, the 5th Company deployed in Thunderhawk gunships. They established a cordon around the enemy base through which none could escape and engaged outlying enemy positions. Then, in response to the Ravenwing's homing signal, the Deathwing teleported directly into the colonists' headquarters, immediately setting about the bloody work of assaulting the defenders.

As the battle reached its peak, the Deathwing met the foe they had really come to fight. Not the separatist colonists, but their leader – Elucidax the Keeper, a heretic known to have inspired dozens of rebellions across the quadrant. But the Dark Angels knew Elucidax by another, older name: Zeriaah, one-time captain of the Dark Angels Legion 14th Assault Company.

Zeriaah was a formidable opponent, and he killed a dozen Dark Angels before he was near fatally wounded by an assault cannon round that blew half of his chest away. The Ravenwing captured him and transported him back to the Rock. It is said that the Interrogator-Chaplain Asmodai was able to extract a confession from the Fallen Dark Angel, leading to the eventual capture of Zeriaah's entire band. Despite this, Zeriaah refused to admit his sin in joining Luther in rebellion against the Chapter, and languishes alone in a cell to this day.

KADILLUS HARBOUR – 997.M41

Piscina IV is a planet covered in teeming oceans and dotted with chains of small, volcanic islands. The Dark Angels have long utilised the world as a source of recruitment. When it came under attack by the Ork Warlord Ghazghkull, the Dark Angels were at the forefront of the defence of the planet.

The Orks caught the world by surprise, landing troops on the surface by way of their experimental, long-ranged 'Telly Porta' technology. In order to land the entire force, however, they needed to power the device by capturing the power plant of Piscina IV's capital city – Kadillus Harbour. Ghazghkull led the assault, and quickly overran the city's extensive outer defence positions.

The small contingent of Dark Angels stationed on their recruitment world responded quickly. The Orks and Space Marines were soon locked in deadly close quarters battles around the power plant. A counter-attack led by Company Master Belial sent the Orks reeling, and it seemed that the Dark Angels would prevail. Ghazghkull and Belial clashed in brutal combat. The fight was bloody but brief; Belial was a mighty warrior, but no match for Ghazghkull. Belial was struck down, wounded almost unto death. Soon after, the power plant fell.

The Telly Portas now fully operational, the battle for Piscina IV raged for another two weeks as Ork reinforcements flooded through. The wounded Belial led the Dark Angels, outnumbered thousands to one, stubbornly fighting to disrupt Ghazghkull's plans to invade nearby systems. The war culminated in the arrival of the remainder of the Dark Angels Chapter, who drove off the Ork horde. Thanks to the actions of Master Belial and his small force, Piscina IV was saved, and Ghazghkull's ambitions held in check, for a time at least, until he descended upon the Armageddon system.

THE FAZE V UPRISING – 897.M41

In the wake of the Nephilim Schism, refugee vessels fleeing the wars afflicting the southern rim came upon a region of space that had for many years been riven with fierce warp storms. Now though, the region was curiously calm, the storms apparently blown out, and so an expedition was launched, led by a Rogue Trader of Clan Arcadius. The Dark Angels provided their 5th Company to aid the endeavour.

Entering orbit above Faze V, the fleet was immediately fired upon by orbital energy weapons of a fearsome effect, their type unknown to the fleet's Techpriests. In response, the Dark Angels committed themselves to an impromptu combat drop.



Upon the surface, the 5th Company found itself engaged by Men altered by the cybernetic arts, and held entirely in the thrall of some blasphemous machine intelligence. Such a thing was outlawed by ancient decree, and the Dark Angels fought them with vengeful fury. Smashing through the hordes of machine-enslaved Humans, the Dark Angels launched an attack upon the massive logic engines of the sacrilegious entity, disabling them, and thus freeing the population from the machine's control.

But the people had never existed alone. They craved communion with the machine, and in short order rejected the newly installed rule of the Adeptus Terra. Millions rose up, crying out for the voice of the machine to be returned to them. The Imperium's response was swift and predictably brutal – the Dark Angels launched a counter-attack. In a gruelling campaign that lasted for four months, the techno-recidivists of Faze V were beaten back to their mighty silicon fortresses, besieged, and eventually wiped from the surface of their world, and from the annals of the Imperium for all time.

The Dark Angels' last act upon the world was the destruction of the great logic stacks of the disabled machine entity. But this was not carried out until a party of Techmarines, accompanied by the then Grand Master of the Deathwing – Master Bekenel, had entered the machine complex and retrieved some scrap of, as yet undisclosed, data. The Dark Angels then departed, leaving the world of Faze V to burn.

THE LION AND THE WOLF

One of the most famous tales of rivalry ever to be told across the galaxy is that of the Dark Angels and the Space Wolves. The legend has its roots in the days of the Great Crusade, and many variations of it can be heard from one end of the galaxy to the other.

As the Space Marine Legions pushed forward the frontiers of the Imperium, each Primarch strove to excel in the eyes of the Emperor and none more so than the bombastic Leman Russ, Primarch of the Space Wolves. Only Horus and Lion El'Jonson could claim more victories than Russ and this was a constant frustration to him.

It was on the world of Dulan where the Space Wolves were fighting alongside the Dark Angels that matters came to a head. The Tyrant Durath had personally insulted the Emperor, sacrificing thousands of Imperial priests to his patron Daemon, and both Russ and Jonson desired the honour of slaying this heretic. The headstrong Primarch of the Space Wolves flew into a rage when Durath proclaimed that Russ was the Emperor's lap dog and would be fed to his pet grox.

Russ swore that he would cut Durath's head from his shoulders and demanded that the Dark Angels allow him to lead his Space Wolves in an immediate assault upon the Tyrant's Crimson Fortress. Jonson had spent days scouting the

weak points of the fortress, meticulously planning the attack and was not about to let some hot-headed barbarian ruin his carefully laid plans. He refused Russ's demand and began the assault, storming the fortress with remarkably few casualties.

Russ, caught in a swirling combat at the base of the wall, could only howl in anger as he watched Jonson slay Durath high on the walls of the keep. After the battle Russ stormed into the halls of the fortress and struck Jonson a blow to the head. The two Primarchs wrestled for a day and a night, each unable to overcome the other's skill.

At last the pair broke apart and Russ began to laugh, seeing the humour in what had occurred. Jonson was silent though. He saw Russ' first blow as treacherous, and as the Space Wolves' Primarch laughed, Jonson struck him unconscious. Now he considered honour to be satisfied. The prostrate Russ was carried from the fortress by his men and, when he regained consciousness, the Dark Angels had already departed to fight in the Alisore campaign.

Russ swore he would avenge the stain on his honour and, to this day, whenever the Space Wolves and the Dark Angels meet, a champion from each Chapter is called upon to refight the ancient duel of the Primarchs in order that honour may be satisfied.

KURIN'S ACROPOLIS – 551.M37

The battle honours that decorate the company banners of the Dark Angels 3rd Company are many and glorious, but few evoke more pride amongst the 3rd Company than the lone ribbon that commemorates the battle for Kurin's Acropolis on Perseus II.

Situated dangerously close to the Eye of Terror, Perseus has suffered numerous attacks over the millennia, but none had been so ferocious as the assault led by the High Anarchist Potchek. This vile and twisted Chaos Magister led an orbital assault that left the Perseus defence force reeling. Within a week Potchek's legions of heretics, mutants and Daemons had swept away all organised resistance and what few Imperial forces remained had fallen back to Kurin's Acropolis, the site of an ancient structure, raised to the glory of the Emperor during the Great Crusade. Here the Perseus warriors determined to fight and die in a brave last stand.

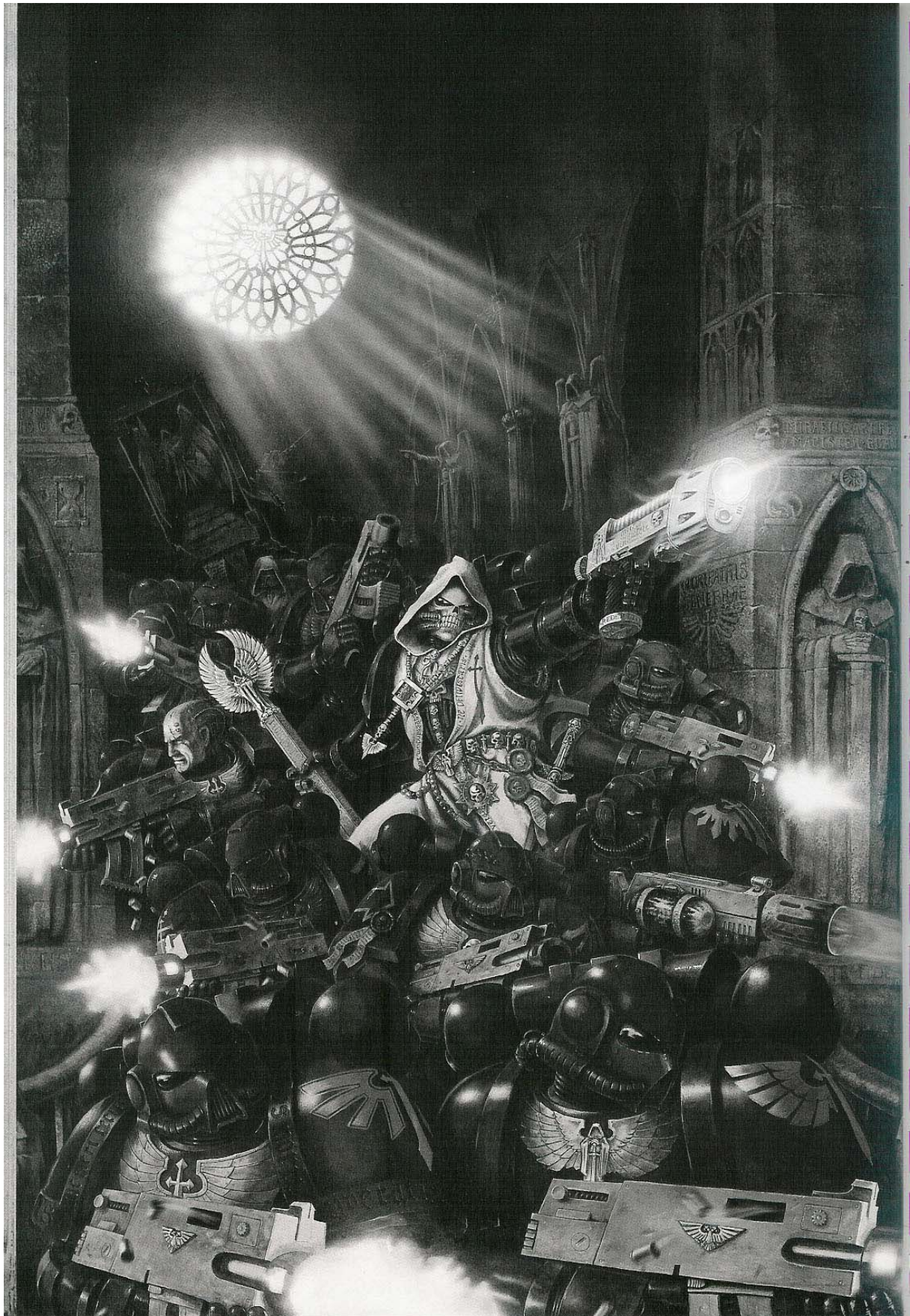
Luckily, they never got to fulfil their oath. As the Daemonic hordes of the High Anarchist advanced, the sky darkened with the shapes of inbound drop pods. The Dark Angels 3rd Company made a daring landfall, creating a thin cordon between the Acropolis and the Daemonic horde. Even as Thunderhawks bore the fighting vehicles of the company planetward, twisting and diving to avoid the enemy fire, Tactical squads burst from their drop pods to engage the enemy. The air was filled

with the booming roar of bolter fire and the guttural screams of the Daemons. A dozen times, the daemonic hordes of the Anarchist charged, and each time were beaten back, the stalwart Dark Angels unmoving in the face of the beasts' fury. Standing shoulder to shoulder with his Command squad, Master Baradiel orchestrated a defence that stopped the Chaos forces dead. As more of the Company's war machines were landed, the Dark Angels began to advance on the enemy in an outwardly expanding circle.

Mounting his personal Land Raider, the *Fury of Caliban*, Baradiel and his Command squad plunged straight into the heart of the enemy. Flanked on both sides by implacable Space Marines, Baradiel sought out the Anarchist. A sorcerer of vile abilities, Potchek raised his hands, uttering some malevolent incantation, but the words of power were never completed for Baradiel levelled his silver plated storm bolter and blew the Anarchist's head from his shoulders. He did not stop firing until Potchek's body was a pulped and bloody smear across the ground.

Even as his body lay twitching on the corpse-strewn floor, the Anarchist's army began to fracture. The Daemons fled back to the immaterium, the binding powers that held them gone. The mortal soldiers, traitors one and all, realised that their doom was upon them. Too late, they turned to flee, but the Angels of Death were upon them and not one escaped.





FORCES OF THE DARK ANGELS

This section of the book details the forces used by the Dark Angels – their weapons, the units, and some famous special characters that you can choose, such as Supreme Grand Master Azrael. Each entry describes the unit and gives the rules to use them in your games of Warhammer 40,000.

The section is sub-divided into two parts. The first part describes all of the troops and vehicles fielded by the Dark Angels Chapter, as well as the special characters, while the second part details the Dark Angels armoury of weapons and equipment.

DARK ANGELS SPECIAL RULES

The models in the Dark Angels army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Given here are either the details of those rules or a reference to where you can find them.

AND THEY SHALL KNOW NO FEAR

Space Marines automatically pass tests to regroup, and can take such tests even if the squad has been reduced to less than 50% by casualties, though all other criteria apply. If Space Marines are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens then the unit is subject to the No Retreat! rule in this round of close combat and may therefore lose additional casualties if outnumbered. Usually troops that regroup may not move normally and always count as moving whether they do or not, but these restrictions do not apply to models with this special rule.

Note that units which include Servitors are still subject to this rule as long as the unit contains at least one Space Marine. Space Marines are still subject to Last Man Standing tests. However, they will always pass the test to regroup after each Fall Back move.

**We are the Emperor's wrath!
Let the blood of the unclean act as
an offering to the Lion's shade!**

INDEPENDENT CHARACTER

See Characters, in the Warhammer 40,000 rulebook.

FEARLESS, INFILTRATE, MOVE THROUGH COVER, SCOUT

All these rules are detailed in Universal Special Rules, in the Warhammer 40,000 rulebook.

UNIQUE EQUIPMENT

You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the entry for its owner, and where an item is not unique, it is detailed in the wargear section. A good example is the Sword of Secrets, which is a potent weapon born by Azrael, Supreme Grand Master of the Dark Angels. As such, its rules are detailed in Azrael's entry. Azrael also carries a bolt pistol, but as other Space Marines do too, the rules for this weapon are to be found in the wargear section.

COMBAT SQUADS

A number of ten-man units in the Dark Angels army have the option of breaking down into two five-man units, called Combat squads. This option is clearly specified in the unit's entry. For example, a ten-man Company Veterans squad can either fight as a ten-man unit or break down into two five-man Combat squads.

The units that can be split into Combat squads are:

- Company Veterans squads
- Scout squads
- Tactical squads
- Assault squads
- Ravenwing Attack squadrons (see page 27)
- Devastator squads

The decision to split the unit into Combat squads, as well as which models go into each Combat squad, must be made when the unit is deployed. Both Combat squads are deployed at the same time, but may be deployed in separate locations. If you decide to break the unit down then each Combat squad is treated as a separate unit for all game purposes from that point, and counts as a scoring unit if it still has half or more of its starting models, etc. Units held in reserve cannot be split into combat squads and vice versa.

For victory points purposes, each Combat squad is worth a number of victory points equal to half of the points value of the unit. For example, a ten man Tactical squad upgraded to include a lascannon and a plasma gun is worth a total of 200 points. If the squad was to be broken down into Combat squads, each would be worth 100 victory points (regardless of which models were assigned to each Combat squad). If at the end of the game one Combat squad had been wiped out and the other was reduced to two men, the enemy would score 150 points.

DARK ANGELS SPACE MARINES

A Space Marine is a towering giant, dwarfing an ordinary man in height and bulk. He has received the most comprehensive and rigorous training, he is the product of ancient and barely understood genetic engineering processes, and he bears the very finest equipment made anywhere within the domains of Man. He is the equal of a dozen, even a hundred lesser soldiers, but he is merely one amongst the thousand Battle-Brothers that make up a Space Marine Chapter.

Each Battle-Brother can fulfil any tactical role, to fight on any battlefield and to wield any weapon in the Chapter's arsenal. Throughout his service, he will gain many battle honours and much specialised experience. A few become Company Veterans, and still fewer Veteran Sergeants. Those who gain the eye of their superiors may rise in rank, being elevated first to the Terminator squads of the Deathwing and then in to the shadowy ranks of the Inner Circle.

Whatever his fate, every Space Marine aspires only to serve his Chapter and the Emperor; to wield his bolter against the foes of Mankind, and if necessary to die as such, bolter in hand, wounds to the fore and surrounded by a pile of enemy dead.

As set down in the Codex Astartes, Space Marines are organised into three main types of squad: Tactical, Assault and Devastator. Typically, each is led by a

Sergeant and includes nine other Space Marines, for a total of ten. Each squad type has a unique battlefield role and the three are designed to operate together to provide mutual support. They are often split into sub-units called Combat squads, affording the Company Masters even greater flexibility on the battlefield. In addition, each of the companies contains at least one Command squad, and many contain one or more squads of Company Veterans.

VETERAN SERGEANTS

Space Marine squads are often led into battle by Veteran Sergeants. These individuals are warriors of prodigious skill, whose exploits are held as examples for all the brethren to follow. They have fought through many campaigns and have faced every foe imaginable, and so are able to impart a wealth of experience and battle knowledge to their troops. Some will go on to higher rank, but many are considered too valuable acting as squad leaders to rise higher, and these leaders of men are ever to be found at the very front line, inspiring their squad to acts of valour worthy of the legends of the Dark Angels.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Veteran	4	4	4	4	1	4	2	9	3+



TACTICAL SQUADS

Tactical squads are the most common type of Space Marine squads in any Chapter. They are versatile fighters, able to speed forward in a Rhino and fight the enemy in hand to hand combat, or stay back and give supporting fire with their bolters and heavy weapon. It is the Tactical squads' ability to fulfil a number of widely differing roles that makes the Space Marines so effective, in any combat situation.

SPECIAL RULES

And they Shall Know No Fear, Combat squads.

ASSAULT SQUADS

Assault squads excel at hand-to-hand combat. They are terrifying foes in battle, dropping from above like vengeful angels of death, the jets of their screaming jump packs describing fiery contrails through the sky. Few adversaries can withstand them once caught in the bloody melee.

SPECIAL RULES

And they Shall Know No Fear, Combat squads, Deep Strike.

DEVASTATOR SQUADS

Devastator squads are equipped with multiple heavy weapons. This is the most heavily armed type of Space Marine squad of all, and is deployed wherever extra firepower is needed, especially where the Chapter faces well-armoured opposition or where there are fortifications that need to be broken open.

SPECIAL RULES

And they Shall Know No Fear, Combat squads.

COMPANY VETERAN SQUADS

Company Veteran Squads represent the finest warriors the company is able to field, gathered together in a single squad and deployed wherever the fighting is thickest. Each veteran has access to a range of equipment, inherited from former squad members or gifted to him in recognition of his great deeds.

SPECIAL RULES

And they Shall Know No Fear, Combat squads.

COMMAND SQUADS

Command squads accompany high-ranking Space Marine officers on the field of battle, and consist of five veteran Space Marines. A Command squad often includes a standard bearer, Company Champion and, most importantly, an Apothecary.

The Apothecary is well-versed in the arts of battlefield aid as well as advanced surgery, cybernetics and bio-engineering but he must also be a warrior of might and

bravery, for his place is where the fighting is thickest. If a comrade falls the Apothecary can use his narthecium to tend the wounds, allowing his brother to return to battle even after suffering the most appalling of injuries. However, this is not his primary role.

Not all the wounded can be saved, and others are killed instantly. The Apothecary can only calm the spirits of the dying and prepare them for death, helping them on their way with his bolt pistol to end any suffering. Once dead a Space Marine can live on through his gene-seed, the Apothecary using his Reductor to remove the progenoid organs from the body. From the genetic imprint held within these precious organs, future generations of Space Marines are created, and the continuation of the Chapter is assured.

Company Champions are charged with defending the honour of the Dark Angels in battle, fearlessly answering any challenge and taking on any foe. They also play key roles in the many mysterious ceremonies enacted by the Dark Angels. On those occasions when the Chapter fights alongside the Space Wolves Chapter, it is these brothers who will face the Space Wolves' champion in ritual combat, bloodlessly re-enacting the epic clash fought ten thousand years ago between the Primarchs of the Legions.

Standard Bearers carry into battle the banner of the company in which they serve. The banner is an ancient relic, and a potent reminder to the Dark Angels of the reasons that they fight, firing their resolve and filling them with determination. The Standard Bearer will have been chosen for this honourable duty because of his bravery and steadfastness in battle, and is trusted never to let the standard out of his grip while he still draws breath.

SPECIAL RULES

Fearless.

WARGEAR

Narthecium/Reductor: In order to use this equipment, the Apothecary cannot be Falling Back, Locked in close combat or Pinned. Once per player turn, he may use his narthecium to allow any friendly model within 6" of him model to ignore a failed Save (of any sort). It is, however, of no use against an attack that causes Instant Death or a close combat attack that ignores Armour Saves.

In the enemy Shooting phase, the Apothecary can use his reductor to recover the gene-seed of any treatable models that are killed within 6" of him. These casualties are ignored when determining if their units have to take a Morale test for suffering 25% shooting casualties. For example, a unit suffers four casualties out of nine, but two of them are within 6" of the Apothecary, so no Morale test is taken (two casualties out of nine is less than 25%).

Company Standard: Space Marine units within 12" of the Standard Bearer may re-roll failed Morale and Pinning Tests.

RAVENWING SQUADRONS

The 2nd Company of the Dark Angels Chapter, the Ravenwing is numbered among the finest fast attack forces in the Imperium. Each member of the Ravenwing is an expert biker, a masterful Land Speeder pilot and a skilled gunner, and can adapt himself to undertake any of the Company's duties.

Charged with ranging ahead of the main force, the Ravenwing is often the first element of the Dark Angels Chapter to engage the enemy, and is always found at the forefront of the hunt for the Fallen. In battle Ravenwing squadrons strike hard and fast at the enemy, shattering one portion of its strength before moving on to another.

The Ravenwing field two types of unit – Attack squadrons and Support squadrons. Both types are organised around ten Space Marines.

RAVENWING ATTACK SQUADRONS

Attack squadrons consist of six Brethren riding Space Marine bikes, two riding an Attack Bike, and two crewing a Land Speeder. Each bike is fitted with twin-linked bolters, and the bikers often carry an assault weapon to augment their firepower. Attack Bikes are often equipped with a multi melta to add extra punch against armoured targets. Lastly, and in order to deal with infantry concentrations, each Ravenwing squadron includes a Land Speeder crewed by two Space Marines. Armed

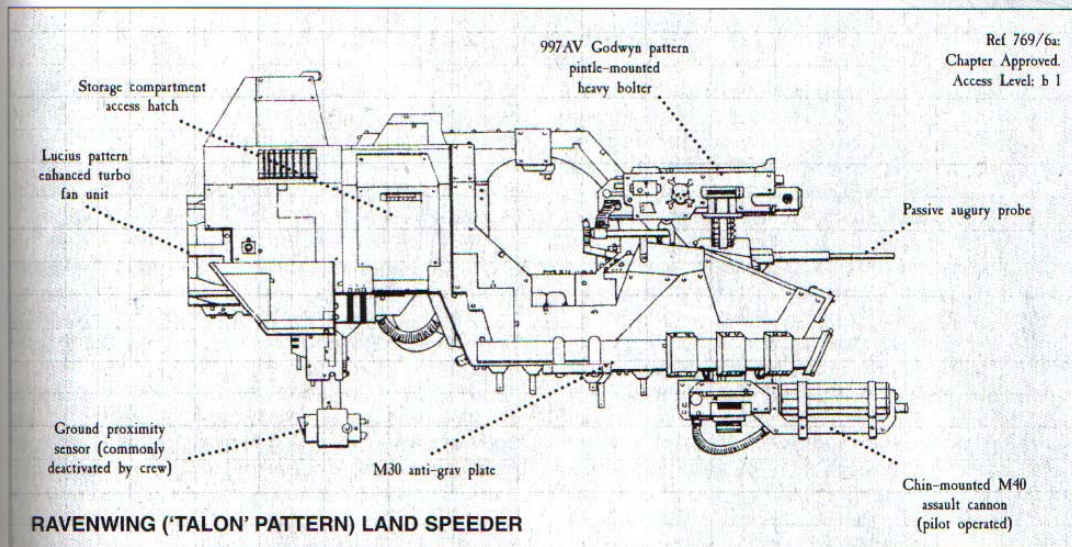
with a heavy bolter and assault cannon, Ravenwing Land Speeders can cut a bloody swathe through enemy troops before their presence is even noted.

RAVENWING SUPPORT SQUADRONS

Support squadrons are tasked with providing fire support to the Attack squadrons, and consist of ten Brethren providing the crew for five Land Speeders. One of these Land Speeders carries the deadly assault cannon, and one the Typhoon missile launcher, whilst the other three carry a heavy bolter. The firepower this fast-moving squadron can generate is sufficiently devastating to tackle any foe the Ravenwing might encounter.

Having located and engaged their enemy, the Ravenwing will if necessary call in the Deathwing to launch a devastating close assault. They do this by way of the teleport homers fitted to every Ravenwing bike – the Deathwing waiting in orbit homing in on the signal. Meanwhile, the Ravenwing will engage and pin down the enemy, ensuring that none escape the Deathwing's assault. In this manner, the circles of the Dark Angels Chapter work together, each with its own area of responsibility and specialised knowledge. Once captured, the prey is passed on to the Interrogator-Chaplains, who seek to extract not only a confession, but details of the identity and the whereabouts of other Fallen, which is passed back to the Ravenwing who begin the hunt anew.





RAVENWING BIKES AND ATTACK BIKES

	WS	BS	S	T	W	I	A	Ld	Sv
Ravenwing Sergeant	4	4	4	4(5)	1	4	2	9	3+
Ravenwing Bikers	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

SPECIAL RULES

Fearless

Scouts: Note that no model may make a Turbo Boost move whilst using the Scouts Special Rule.

WARGEAR

Teleport Homer: Ravenwing bikes are all equipped with teleport homers. These emit a powerful signal enabling Dark Angels strike cruisers to lock on to them with their teleportation equipment. By utilising this signal, the risk of missing the intended mark is greatly reduced, as are the dangers of more serious accidents.

Terminators wish to teleport onto the battlefield via Deep Strike and choose to do so within 6" of a model carrying the homer, then they won't scatter. Note that the teleport homer only works for units that are teleporting, not for units entering play using jump packs, drop pods or other means of transport. Also note that the homer must already be on the table at the start of the turn for it to be used.

Strike fast and suddenly.

Attack without warning. Remember always, a war is easily won if your enemy does not know he is fighting.

RAVENWING LAND SPEEDER

	Type	BS	Armour		
			F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

WARGEAR

Typhoon Missile Launcher: The Typhoon pattern missile launcher is a weapon upgrade for the Land Speeder. Armed with powerful frag missiles, the Typhoon missile launcher is perfect for taking on lightly armoured enemy infantry, where the high explosive missiles can wreak havoc.

Range	Strength	AP	Type
48"	5	5	Heavy 1 Blast, Twin-linked

RAVENWING COMBAT SQUADS

Ravenwing bike squadrons at full strength may fight either as a single unit of six bikes or break down into two three-man Combat squads.

Much like Combat squads, the squadron's Attack Bike and Land Speeder are purchased together with the squadron and then deployed at the same time as the squadron's bikes, but from then on they always operate as completely independent scoring units of one model.

Consequently, victory points are awarded separately for each of the Bike Combat squads (each Combat squad is worth half the total cost of the six bikes), for the Attack Bike (worth 50 victory points) and for the Land Speeder (worth 100 victory points).

DEATHWING TERMINATORS

Not only are the Deathwing the finest warriors within the Dark Angels Chapter, but it is universally accepted that they are amongst the greatest warriors in the whole Imperium. In battle every member of the company fights in bone-white Terminator armour, equipped with the deadliest long range or close combat weapons available. Their resolve is without question and they have never been known to falter, no matter how fearsome the enemy, preferring to give their lives than take a single step backwards in the face of the enemy. Deathwing Terminator squads are especially diverse, and often feature a mixture of weaponry, allowing the squad to fulfil both long-range and close assault roles.

More so than any other 1st Company, the Deathwing are renowned for devastating attacks by teleportation right into the heart of the enemy, and many is the foe that the Dark Angels have destroyed in this manner. Each member of the Deathwing has begun to learn the secrets that enshroud the Dark Angels Chapter, his resolve is beyond doubt and he has been judged ready to take the next step, into the shadowy ranks of the Inner Circle.



	WS	BS	S	T	W	I	A	Ld	Sv
Deathwing Terminator	4	4	4	4	1	4	2	9	2+

SPECIAL RULES

Fearless

Deathwing Assault: When you deploy a Deathwing unit you may choose to put it on the table or in reserve, as described in the Deep Strike Scenario Special Rule (even in missions that do not use the Deep Strike rule).

At the beginning of your first turn, you may choose up to half (rounding up) of the Deathwing Terminator squads kept in reserve to make a 'Deathwing Assault'. Units making a Deathwing Assault arrive on the player's first turn using the Deep Strike rules. The arrival of the remaining units held in reserve is rolled for as normal.

Independent characters wearing Terminator armour may also be deployed via Deathwing Assault. They must join and enter play with Deathwing Terminator squads in order to do so.

WARGEAR

Chainfist: A chainfist is a power fist fitted with chainblade attachment designed to carve through armoured bulkheads or vehicles with its whirring adamantine teeth. Originally intended for use in boarding actions, chainfists can be fitted to a suit of Terminator armour and have been found to make deadly weapons against any form of armoured target.

A chainfist is treated exactly as a power fist, but rolls 2D6 for its Armour Penetration value.

Cyclone Missile Launcher: The Cyclone is a specially designed missile launcher system, used by Space Marines in Terminator armour to provide heavy fire support. Essentially a rack of missiles fitted onto the shoulders of a Terminator, the Cyclone missile launcher enables the Terminator squad to engage both heavily armoured targets and more lightly armoured infantry.

A Cyclone missile launcher counts as a missile launcher with frag and krak missiles. Thanks to its unique targeting system, a Terminator can use his Cyclone missile launcher in addition to his storm bolter.

You have proved yourselves to be worthy of the status you now hold. Every one of you standing here, all of whom have declared allegiance to the Emperor and take his will as your guide, have shown your courage and been rewarded for it. Those that stand before me, I charge you now, go forth and vanquish the foe.

SCOUTS

Space Marine Scouts are not yet as experienced as full Space Marines, but the Dark Angels Chapter has many tales of valiant actions fought by Scouts pressed into front line service during moments of desperation. A notable example is the role played by the squads serving under the celebrated Sergeant Naaman during the Piscina war, who were instrumental in halting the flow of enemy reinforcements.

Space Marine Scouts fight as lightly armed skirmishers. Their duties are to infiltrate the enemy positions ahead of the rest of the Chapter. Operating behind enemy lines, Scouts set ambushes for the unwary, spy out the enemy's movements and gather what information they can about their opponent's plans. Sometimes Scouts will pounce unseen within an enemy camp, capturing a commander for interrogation or sabotaging equipment and supplies. Striking in silence, the Scouts accomplish their mission and vanish before the enemy has the chance to retaliate in force.

Each squad of Scouts is led by a trusted Dark Angels sergeant, who will teach his charges to use every weapon of war and to fight in all the myriad styles as dictated by the Codex Astartes. Acting as an infiltration force, armed with bolters, shotguns or bolt pistols and combat blades, the Scouts will learn every aspect of the art of war, attacking the enemy where it is weakest and most exposed. Sometimes the Scouts will be equipped with deadly sniper rifles from the Chapter armoury, allowing them to slay the enemy from afar. During his first missions and throughout his entire tenure as a Space Marine Scout, the Aspirant is watched over and taught by his sergeant, his actions guided and judged as he fights his first battles. Many Dark Angels owe their skills to the tutelage of a sergeant of the 10th Company.

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	4	4	4	4	1	4	2	9	4+
Scout	4	4	4	4	1	4	1	8	4+

SPECIAL RULES

And They Shall Know No Fear; Infiltrate; Move Through Cover; Combat Squads.

WARGEAR

Shotgun: Shotguns are sturdy and versatile weapons wielded by warriors across the Imperium. Space Marine Scouts sometimes carry shotguns when they know their mission will involve short-range firefights and fast-moving tactics. The Dark Angels issue their Scouts with special 'Manstopper' shells for use in their combat shotguns. These use a particularly heavy solid cartridge with a massive propellant charge, making it more powerful than a normal solid shot.

Range	Strength	AP	Type
12"	4	—	Assault 2

Sniper Rifle: Sniper rifles boast deadly ammunition and powerful telescopic sights that enable the firer to target distant foes with unerring accuracy. Capable of firing powerful shots with lethal precision, sniper rifles can fell even the sturdiest enemy. Space Marine Scouts utilise sniper rifles on missions where disruption of enemy forces is paramount.

Range	Strength	AP	Type
36"	X	6	Heavy 1, Pinning, Sniper

Scout Armour: Space Marine neophytes who have not yet received their own suits of power armour are instead clad in scout armour. Scout armour is formed of thick plates of carapace armour, easily capable of stopping a bullet. The fatigues are made from ballistic nylon, providing further protection from harm without hindering the Scout's movements. Less cumbersome and noisy than power armour, scout armour is ideal for the subtle infiltration work that its wearers embark upon. Models equipped with Scout armour receive a 4+ Armour Save.



DREADNOUGHTS

It is unheard of for a Dark Angel to die at peace, for only terrible injury can slow him and nothing but the most grievous of wounds could ever slay him. Even when broken and dying on the battlefield, there is hope for the warriors of the Adeptus Astartes – a chance to continue the fight for the glory of the Chapter.

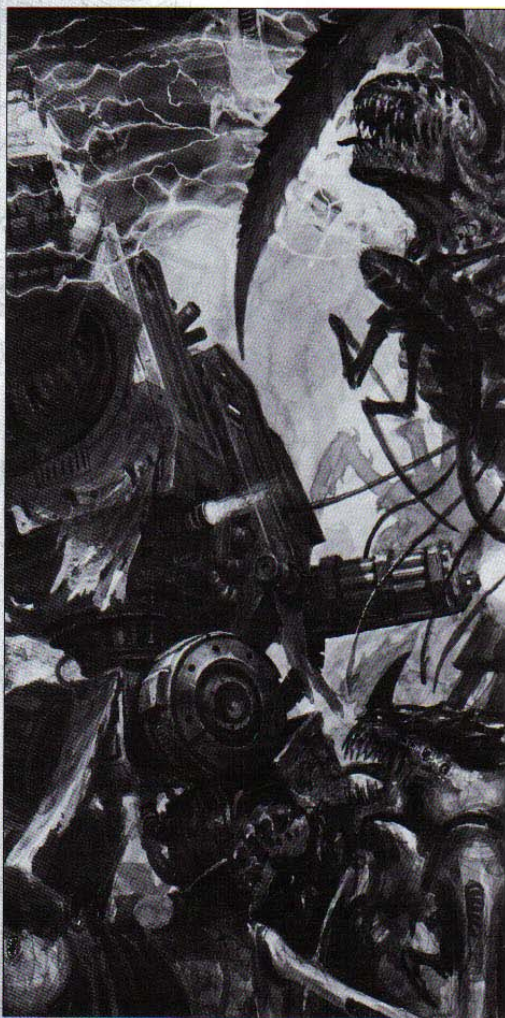
A heroic warrior of the Dark Angels Chapter whose body has been shattered, but whose mind is sound, may be chosen to live on as a Dreadnought. The crippled, dying body is reverently embalmed with unguents and sanctified oils before being suspended in amniotic fluids and surgically implanted within an armoured sarcophagus, which is in turn fitted into a mighty suit of Dreadnought armour. The Space Marine's nerves and consciousness are reverently linked to the mechanical

senses of the Dreadnought armour, allowing him to see, hear and speak through his new mechanical body. So great are the arcane secrets and hidden mysteries of the Techmarines that, whilst eternally entombed, the Astartes warrior within loses none of his intelligence, knowledge or fighting prowess. A mortal body of flesh and bone is exchanged for a nigh immortal one, immeasurably harder to destroy.

On the battlefield, Dreadnoughts fight with the most deadly weapons, armed with mighty lascannons, missile launchers or assault cannons to annihilate the enemy. With great power fists they tear warriors and vehicles apart, their own armour proof against all but the most potent attacks. Dreadnoughts tower above their battle brothers, an adamantine-clad bulwark against the wiles of the enemy, a symbolic anchor that reminds the Space Marines of the glorious history of their Chapter.

The worth of a Dreadnought to the Chapter is far greater than its battlefield presence alone though, for the hero encased in its shell often has memories stretching back many thousands of years. The Chapter's Dreadnoughts have fought against every foe imaginable, have witnessed every ploy and stratagem, and can offer council and wisdom to even the most experienced Company Master.

Because of their incredible capacity to remember, and their near immortal lifespan, the Dreadnoughts of the Dark Angels Chapter hold an honoured position within the Chapter. Should a brethren of the Inner Circle or Deathwing fall and be interred in a Dreadnought, then his will be the sacred duty of bearing witness to the successes against the Fallen, and of ensuring that the honour of the Inner Circle is always upheld. Thus, the Deathwing is often accompanied into battle by their bone white Dreadnoughts, and these are counted amongst the Company's most revered warriors.



	Armour							
	WS	BS	S	I	A	F	S	R
Dreadnought	4	4	6	4	2	12	12	10

SPECIAL RULES

Venerable: Dreadnoughts may be upgraded to Venerable status, indicating that they are serving with the Deathwing. The experience and determination of a Venerable Dreadnought makes it extremely hard to bring down in battle. Because of this, whenever they suffer a glancing or penetrating hit, you may ask your opponent to re-roll the result rolled on the Vehicle Damage charts. You must accept the result of the second roll, even if it is worse than the first.

WARGEAR

Dreadnought Close Combat Weapon: See the Warhammer 40,000 rule book for details.

TECHMARINES

Ancient pacts sworn between the Adeptus Mechanicus and the Adeptus Astartes allow the Space Marines to send those warriors with an affinity for technology to Mars to train and begin the long, arduous journey of becoming a priest of the Machine God. Without the passing on of such ancient knowledge, the Space Marines would be unable to make war.

Aspiring Techmarines train for many years on Mars, learning the correct rites of activation, maintenance and how to call forth or placate the wrath of the war-spirits of the machines they will be entrusted with. They return to their Chapter as changed individuals, aloof and mysterious, both Tech-priests of the Machine God and battle brothers of the Dark Angels Chapter. They become strange figures of superstitious awe. Because of the oaths sworn to the Machine-cult of Mars, the Techmarines are never initiated into the Deathwing, instead kept at arms length from the Chapter's darkest secrets. Only the highest ranking Techmarine, the Master of the Forge, is trusted enough to be party to some of the secrets of the Inner Circle, and it is his duty to maintain the machines in the dungeons and secret places of the Rock.

Despite the suspicion that the Techmarines attract, the knowledge they possess is held in great esteem by their battle brothers. They recognise and acknowledge the Techmarines' expertise in the arcane sciences. Many of the Dark Angels machines are thousands of years old, including the only known jetbike to remain from the Horus Heresy, and ancient weapons must be kept in a constant state of readiness. Though Techmarines possess great skill and knowledge regarding the mystical science of machines, they are warriors first and foremost and are often in the vanguard of many of the fiercest battles. Should a vehicle or artefact of technology be lost, the Techmarines will fight to retrieve it as would their brethren fighting to recover a fallen comrade.

SERVITORS

Created by the Adeptus Mechanicus, Servitors are monotask-adapted slaves whose mechanical components are designed so they can perform a single laborious function. There are untold millions of these cyborgs throughout the Imperium, especially on Mars, the home of the Cult Mechanicus. Every one has had the creative side of their brain surgically removed.

Within the Dark Angels Chapter, many of the Servitors are recruits to the Chapter who have failed the arduous initiation rites, and had their minds scrubbed after their failure. Some are Chapter thralls who have committed grave crimes, or suffered some terrible injury of mind or body. Still more, it is said, were those unfortunate innocent bystanders who unknowingly witnessed the Chapter engaged upon its secret mission, and were taken and altered, lest they speak of what they saw.

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	2	4	2	9	2+
Servitor	4	4	3	3	1	3	1	8	4+

SPECIAL RULES

And They Shall Know No Fear

Blessing of the Omnissiah: As an Adept of the Cult Mechanicus, it is a Techmarine's duty to repair damaged vehicles and restore them to their rightful place on the battlefield. If a friendly vehicle has suffered an Immobilised or Weapon Destroyed result then there is a chance that the Techmarine can rekindle its angered war spirit and return it to the fight.

To do this, the Techmarine (and all his servitors) must start the Movement phase of the Space Marine turn in contact with the damaged vehicle and not be inside it (although they can disembark and begin the repairs), and may not be Falling Back, Locked or Pinned. Roll a D6, add 1 to the result for each Servitor armed with a servo-arm. If the result is 6 or more then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. Both the vehicle and the Techmarine (including any Servitors accompanying him) must remain stationary for the entire Movement phase. The repair attempt will be complete before the Shooting phase begins.

WARGEAR

Servo-arm: Many Techmarines and Servitors are equipped with powerful augmetic servo-arms that can be used to carry out hasty battlefield repairs or even put to use as a weapon if the need arises. A Servo-arm grants the model one additional close combat attack, made at Initiative 1 and Strength 8, ignoring Armour Saves.

Servo-harness: A servo-harness is a complex combined combat and repair system worn by some Techmarines. The harness provides the Techmarine with additional weaponry in battle as well as improved ability to repair damaged vehicles.

A servo-harness gives the Techmarine an extra servo-arm (giving him two servo-arm attacks), a plasma cutter (which can be fired in the Shooting phase as a twin-linked plasma pistol, but which can't be used in close combat) and a flamer. In the shooting phase the Techmarine may fire both harness-mounted weapons or one harness mounted weapon and one of his personal weapons. A Techmarine with a servo-harness may re-roll the dice when attempting to repair a damaged vehicle (See Blessing of the Omnissiah special rule).

Artificer armour: The cunningly wrought damage control mechanisms and the extremely hard materials used in a Techmarine's armour grants him an Armour Save of 2+.

RHINOS

Rhino armoured personnel carriers are the mainstay of most Space Marine Chapters and the Dark Angels are no exception. Well-armoured and swift, the Rhino allows the Dark Angels to strike quickly, rushing Space Marine squads into position where they can destroy the enemy in surgical strikes. The Rhino is equipped with a storm bolter, to be fired by the crew in support of its passengers as they disembark, and can in addition be fitted with an extra storm bolter, a one-shot, tank-busting hunter-killer missile, an obstacle-clearing dozer blade, plates of supplementary armour and smoke launchers.

One of the most versatile vehicles in the Imperium, the Rhino chassis is incredibly adaptable and, thanks to its standardised design, has been modified to fulfil a number of supplemental battlefield roles.

	Type	BS	Armour		
			F	S	R
Rhino	Tank	4	11	11	10

Transport: The Rhino has a transport capacity of ten models. It may not carry models in Terminator armour.

Fire Points: Up to two models can fire from the Rhino's top hatch.

Access Points: Rhinos have one access point on each side of the hull and one at the rear.

SPECIAL RULES

Repair: Rhinos are exceptionally resilient vehicles and can often be repaired by their crew in the heat of battle. If a Rhino is immobilised for any reason, then in subsequent turns the driver may attempt to effect a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is no longer Immobilised.

RAZORBACKS

Razorbacks are one of the many modified versions of the Rhino, and features a combination of troop-carrying capability and destructive firepower. Able to transport up to six Space Marines, the Razorback boasts a heavy weapon mount of either twin-linked heavy bolters or lascannons.

	Type	BS	Armour		
			F	S	R
Razorback	Tank	4	11	11	10

Transport: The Razorback has a transport capacity of six models. It may not carry models in Terminator armour.

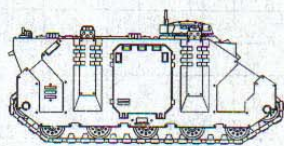
Fire Points: None.

Access Points: Razorbacks have one access point on each side of the hull and one at the rear.

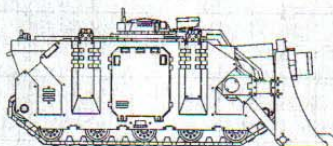
PREDATORS

Predators fill the role of a main battle tank within the Dark Angels Chapter. With a turret-mounted autocannon, the Predator can have its sponsons equipped to carry either heavy bolters or lascannon, making it incredibly versatile against a range of foes. The anti-infantry variation of the Predator is known as a Predator Destructor, whilst those that are fitted for anti-tank roles have their turret mounted autocannon exchanged for twin-linked lascannon by the Chapter Techmarines and are known as Predator Annihilators.

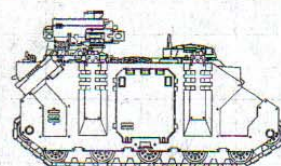
	Type	BS	Armour		
			F	S	R
Predator	Tank	4	13	11	10



RHINO

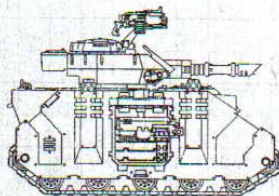


VINDICATOR

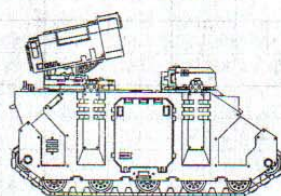


RAZORBACK

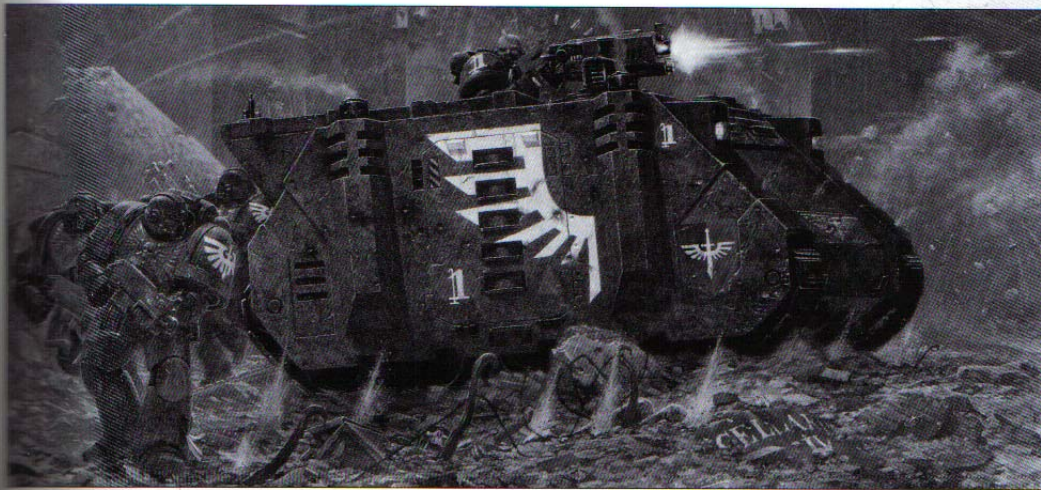
"Let your Soul be
Armed with the three
Great Guns of
Zeal, Duty and Purity."



PREDATOR



WHIRLWIND



VINDICATORS

The Vindicator is a siege tank and boasts the most powerful weapon of its type in the Dark Angels Chapter armoury. It is highly valued and issued to Company Masters with a specific tactical requirement for it. Though short-ranged, the Vindicator's Demolisher cannon is capable of destroying enemy armour and fortifications in a single shot. The vehicle is an essential part of any armoured spearhead that the Dark Angels might embark upon.

The Vindicator comes into its own when deployed in a cityfight, for its weaponry can pound enemy positions to dust, and its armour is capable of withstanding the deadly close-ranged attacks likely to be launched against it by desperate defenders. The Vindicator is routinely fitted with a heavy, plough-shaped dozer blade, an invaluable addition when negotiating the shattered ground of an urban warscape.

	Type	BS	Armour		
			F	S	R
Vindicator	Tank	4	13	11	10

WARGEAR

Demolisher Cannon: The Demolisher cannon is the weapon of choice amongst the Imperium's armies when faced with well dug-in enemy infantry in a dense environment such as a cityfight or a siege. The terrific blast unleashed by the detonation of the huge demolisher shells is often sufficient to bring down buildings in which the enemy take cover, crushing them beneath tons of fallen masonry. The Demolisher cannon has the following profile:

Range	Strength	AP	Type
30"	10	2	Ordnance 1, Large Blast

WHIRLWINDS

The Whirlwind is armed with a battery of deadly rockets, with which it rains death on the enemy from a distance. Thanks to the complex targeting system and the excellent communications equipment utilised by the Dark Angels, a Whirlwind does not require line of sight to its target, often launching precision bombardments from the safety of cover.

The Whirlwind is able to fire a special variant missile, called the Castellan. This can be used to scatter mines over a target area, but the Dark Angels use a version of the warhead that throws out searing chemical fire as it detonates. This devastating weapon is used to literally scour the enemy from their hiding places.

	Type	BS	Armour		
			F	S	R
Whirlwind	Tank	4	11	11	10

WARGEAR

Whirlwind multiple missile launcher: The Whirlwind can fire standard Vengeance missiles, or Incendiary Castellan missiles. You must decide before the game begins which missiles the Whirlwind is carrying and ensure that your opponent is aware of your choice.

Vengeance Missiles

Range	Strength	AP	Type
12-48" G	5	4	Ordnance 1, Large Blast

Incendiary Castellan Missiles

Range	Strength	AP	Type
12-48" G	4	5	Ordnance 1, Large Blast, Ignores Cover*

*No Cover saves are possible against wounds caused by the Incendiary version of the Castellan missile.

LAND RAIDERS

The Land Raider is practically a mobile fortress and without doubt the most powerful armoured fighting vehicle available to the Dark Angels. With advanced life support systems on board capable of supporting up to ten Dark Angels Space Marines, or five Deathwing Terminators, the Land Raider can withstand hard vacuum and temperature extremes with equal ease. Each Land Raider is equipped with a Machine Spirit that is able to pilot the vehicle and fire its weapons under extreme circumstances, and each is considered an individual by its custodians, and named according to its character. Land Raiders are the most durable and well-armoured vehicle in the Dark Angels armoury.

Armed with two twin-linked lascannons and a twin-linked heavy bolter, a Land Raider is a menace to infantry and armour alike, fully capable of blasting through the enemy before disgorging its cargo into the very heart of the foe.

	Type	BS	Armour		
			F	S	R
Land Raider	Tank	4	14	14	14

Transport: Land Raiders have a transport capacity of ten models. Models in Terminator armour count as two models.

Fire Points: None.

Access Points: Land Raiders have one access point on each side of the hull and one at their front.

SPECIAL RULES

Power Of The Machine Spirit: A Machine Spirit aids the control of the Land Raider's movement and weapon systems. If the Land Raider suffers a Crew Stunned result on the Vehicle Damage tables, the Machine Spirit allows it to move directly ahead up to its maximum speed. Also, the Machine Spirit can operate one weapon per turn as long as the vehicle has moved no more than 6", even if the tank suffers a Crew Shaken or Crew Stunned result. This is in addition to any weaponry that can normally fire. The Machine Spirit has a BS of 2.

Assault Vehicle: Models disembarking from any access point may launch an assault on the turn they do so.



LAND RAIDER CRUSADERS

Based on a design pioneered by the Black Templars Chapter, the Land Raider Crusader is a formidable variant of the standard Land Raider. Equipped with hurricane bolters to the side, twin-linked assault cannon and a multi-melta on the hull, the Land Raider Crusader is the ultimate shock assault vehicle. With a crew compartment slightly larger than a regular Land Raider, the Crusader is an unsubtle variant, used specifically to deliver its passengers into the heat of battle.

Whilst Land Raider Crusaders are not common within the Dark Angels Chapter, Company Masters have been known to order their deployment for use in specific campaigns and the Chapter maintains several of them within its armoury. It truly comes into its own when confronted with a strong enemy defence line through which the Dark Angels must punch a hole in order to engage the enemy's forces. The Land Raider Crusader is the ultimate line-breaker.

	Type	BS	Armour		
			F	S	R
Land Raider Crusader	Tank	4	14	14	14

Transport: Dark Angels' Land Raider Crusaders have a transport capacity of sixteen models. Models in Terminator armour count as two models.

Fire Points: None.

Access Points: See Land Raider.

SPECIAL RULES

Power Of The Machine Spirit, Assault Vehicle (see Land Raider entry).

WARGEAR

Hurricane Bolters: Hurricane bolters consist of six boltguns and are used exclusively on the Land Raider Crusader variant of the Land Raider. Each hurricane bolter counts as three twin-linked bolters.

Frag Assault Launchers: The front of a Land Raider Crusader is studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit that charges into close combat on the same turn as it disembarks from the Crusader counts as having frag grenades.

DROP PODS

The Space Marines are known as the Angels of Death, and the title is never more appropriate than when they attack using Drop Pods. Resembling a ship's life pod in look and function, Drop Pods are fired from low orbit from an orbiting vessel with colossal force, using a ring of powerful retro burners to direct their approach to the target drop zone.

Inside the Drop Pod, a squad of Dark Angels or a Dreadnought is carried in exceedingly spartan conditions, protected only by the armour plating of the Drop Pod. During their descent it is common for the Space Marines to give voice to hymns of vengeance and righteous fury, steeling their hearts against the terrors of orbital assault and preparing themselves for death or for glory in the battle ahead.

Drop Pods are inevitably aimed right at the heart of the action, where their impact sows terror and confusion in the foe, and the occupants can swiftly disembark and wreak havoc on the enemies of the Chapter. Many a rebellion or alien invasion has been forestalled before it has truly begun by a well-timed Dark Angels planetfall striking right at its heart with ruthless efficiency.

	Type	BS	Armour		
			F	S	R
Drop Pod	Open-topped	2	12	12	12

Transport: The Drop Pod has a transport capacity of ten models. Models in Terminator armour count as two models. It may transport a Dreadnought, which counts as ten models. Once the Drop Pod has landed the hatches are blown and all passengers must immediately disembark, following the normal rules for doing so. Once passengers have disembarked, no models may embark on the Drop Pod for the rest of the game.

Fire Points: None.

Access Points: Open-topped vehicle.

SPECIAL RULES

Inertial Guidance System: Drop Pods enter play using the Deep Strike rules from the Mission Special Rules section of the Warhammer 40,000 rulebook. They may always enter play using Deep Strike, even in missions where Deep Strike may not normally be used. In addition, Drop Pods are fitted with inertial guidance systems designed to ensure that they land safely. Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe!), then reduce the scatter distance by the minimum required in order to avoid the obstacle.

Immobile: A Drop Pod may not move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilised damage result (which cannot be repaired).

COMPANY MASTERS

Dark Angels Company Masters are the commanders of the Battle Companies, the Reserve Companies and the Scout Company. Each of the Company Masters is a hardened veteran; a master strategist who has proven his prowess in battle and his fidelity as a member of the Deathwing. Each Company Master bears honorific titles in addition to his rank of Company Master, such as the Guardian of the Inner Sanctum or Master of Unseen Ceremony, or more easily recognised titular ranks like Captain of the Watch, or Commander of the Arsenal.



While the Company Commanders of other Space Marine Chapters are renowned as skilled orators and diplomats, the Dark Angels are more taciturn. They are shadowy figures who shun the company of others, especially those outside of the Chapter.

Each Company Master is a member of the Inner Circle, bears this duty with stoic resolve, always watching for chances to pursue the Chapter's hidden agenda.

In battle it is the Company Masters who orchestrate the tactics of the Chapter, and they alone that oversee the Chapter's many victories. They bear a heavy weight of responsibility, for the honour of their Chapter and the ongoing hunt for the Fallen hangs on their actions. They are amongst the greatest warriors and leaders that the Dark Angels Chapter possesses, capable of turning the tide of a battle with a well-timed order, or cutting down the mightiest enemies in the heat of combat.

This day shall be our day of reckoning.

Look not to the shame of the past,

but forward to the glory of the future.

*We shall wash away the stain of our dishonour
in the hot blood of our enemies.*

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

SPECIAL RULES

Fearless, Independent Character.

Rites Of Battle: Company Masters have led their warriors through the heat of battle for centuries, with a depth of faith and self-belief unmatched by mortal men. They are able to coordinate units under their command with ruthless efficiency, monitoring inputs from other squads' auto-senses and imparting their great wisdom with but a word.

If a Company Master is on the table then all other Dark Angels units may use his Leadership for Morale, Pinning or Leadership tests, but not Psychic tests.

WARGEAR

Iron Halo: Dark Angels Company Masters wear the Iron Halo as a symbol of their exceptional bravery and wisdom, and as a ward against the weapons of the enemy. An Iron Halo incorporates a powerful energy field that can turn aside even the most deadly attacks. Such is the protection they offer that many consider them a shield against spiritual attacks as much as physical ones.

An Iron Halo confers a 4+ Invulnerable Save.

CHAPLAINS AND INTERROGATOR-CHAPLAINS

The spiritual leaders of their Chapter, Space Marine Chaplains are terrifying and sinister figures of holy purity, garbed in black power armour. Their helmets bear the deathly visage of the Emperor, their armour hung with devotional tokens of battle. Awe-inspiring warrior priests, they fight wherever the battle is fiercest, leading the charge from the fore and rejoicing in the slaughter of their enemies while rendering praise to the Emperor and their Primarch.

In battle, Dark Angels Chaplains are utterly fearless and never flinch from danger, whatever its source. They wield the Crozius Arcanum, both a badge of office and a lethal weapon of battle. For protection, in addition to their power armour, they bear a Rosarius, a shield of faith able to withstand even the strongest of attacks. Their grim example and stirring rhetoric drives the Battle Brothers around them to mightier feats of arms, focussing their minds and steeling their resolve. Off the field of battle the Chaplains are ever ready to bestow the words of the Emperor and the Lion upon those in need of them.

Interrogator-Chaplains are members of the Inner Circle. The process by which a Chaplain is elevated to the rank of Interrogator is arcane and convoluted. Throughout his tenure as Chaplain, the individual is scrutinised from afar by the Masters, for his duties may at times take him dangerously close to knowledge of the Fall of Caliban. Should the Chaplain fathom that truth unaided, he will be brought before the Inner Circle and judged. If found worthy, he will be admitted to the Inner Circle and will learn the full truth. If judged unworthy, or simply unready, he may be mind-scrubbed, or worse.

Interrogator-Chaplains are grim individuals charged not just with ensuring the faith and loyalty of the Dark Angels, but also forcing repentance from the Fallen that are captured. Interrogator-Chaplains must be strong of mind to withstand the heretical rantings and damnable lies that the Fallen will offer them and steadfast in their commitment to compel contrition from the lips of traitors. For every Fallen that brought to repentance, he may add a single black pearl to his Rosarius. The legendary Master Molochia, who served for more than 300 years managed to gain a dozen black pearls, making him one of the Chapter's most successful Interrogator-Chaplains.

	WS	BS	S	T	W	I	A	Ld	Sv
Interrogator-Chaplain	5	5	4	4	3	5	3	10	3+
Chaplain	5	5	4	4	2	5	3	9	3+

SPECIAL RULES

Independent Character

Honour of the Chapter: Chaplains and Interrogator-Chaplains embody the honour of the Chapter. They, and all members of any Dark Angels squad they have joined, lead or are attached to, are Fearless.

Litanies of Hate: On a player turn in which he charges, a Chaplain or Interrogator-Chaplain, and all members of any Dark Angels squad he has joined, leads or is attached to may re-roll failed rolls to hit.

Sacred Standards: Interrogator-Chaplains are the custodians of the Chapter's most holy relics, including such sacred standards as the Standard of Fortitude, the Standard of Devastation, and the Standard of Retribution. If an Interrogator-Chaplain is in the force, one Standard Bearer in a Command Squad may replace his Company Standard with a Sacred Standard. All units with a model with 12" of the Sacred Standard are Fearless. See the Warhammer 40,000 Universal Special Rules for details.

WARGEAR

Rosarius: A Rosarius is a gorget or amulet worn by Space Marine Chaplains. It traditionally bears the symbol of the Imperial Eagle or a Crux Terminatus and is the Chaplain's 'soul armour' bestowed upon him by the Ecclesiarchy of Terra. A Rosarius confers a 4+ Invulnerable Save.

Crozius Arcanum: The Crozius Arcanum is the sacred rod of office carried by Space Marine Chaplains. It is a power weapon.



LIBRARIANS

If there is one thing the institutions of the Imperium of Man are vigilant for it is the mutant, and the Chapters of the Adeptus Astartes are, if anything, even more careful to ensure that their gene-seed is not polluted by mutation. The Chapter's Apothecaries rigorously screen potential recruits for any sign of genetic deviation, but not all mutation is physical. Psychic talent is a mutation too, and is at once the most dangerous and the most useful. Detecting and developing nascent psykers is the responsibility of the Chapter's Librarium, removing those recruits whose mutation may prove unstable and nurturing those who might one day have the ability to become one of the Chapter Librarians.

Like all Space Marine Librarians, those of the Dark Angels Chapter bring prodigious psychic powers to battle, blasting their foes with the raw power of the Immaterium. When not at war, the Dark Angels Librarians are charged with recording the Chapter's

history, preserving the victories and defeats of the Chapter forever in the shadowy archives within the Rock. A Librarians' most important duty when not in battle is their vigil over the dungeons that honeycomb the deepest recesses of the Rock, where the Chapter's most secret prisoners are held. When a Fallen is interrogated, a Dark Angels Librarian will be present, to weaken the prisoner's mental defences with his psychic powers, perceiving the truth through the web of lies spouted by the Fallen and helping the Interrogator-Chaplains to extract a confession.

In battle, Dark Angels Librarians protect the Chapter from the psychic abominations of the enemy, keeping vigil against daemonic attack. They direct their own, unearthly powers against the enemy, unleashing bolts of warp energy to rend and incinerate their foes, or conjuring horrors that freeze the mind and goad even the sturdiest warriors into flight.

I reach into the depths of my soul and I draw forth your doom. By the power given unto me by the Emperor, I shall blast your body to ashes and scar your soul to nothing.



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

SPECIAL RULES

Fearless, Independent Character.

Psyker: Librarians are Psykers, as described in the Characters section of the Warhammer 40,000 rulebook.

WARGEAR

Force weapon: See the Assault Phase chapter of the Warhammer 40,000 rulebook for details.

Psychic hood: Psychic hoods are arcane constructions of psychically attuned crystals that allow a Space Marine Librarian to nullify an opposing psyker's power.

Declare that you'll use the psychic hood after an opponent has successfully made a Psychic test, but before they have used the power.

Each player then rolls a D6 and adds their model's Leadership value to the score. If the Space Marine Librarian beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The psychic hood can be used each time an enemy model uses a psychic power. Only one Librarian may use his psychic hood against a single use of a psychic power.

DARK ANGELS LIBRARIAN PSYCHIC POWERS

All Dark Angel Librarians have the Force Barrier and Hellfire psychic powers. Ezekial, the Grand Master of Librarians also has the Mind Worm psychic power.

All of the Psychic Powers are used following the rules for Psychic Powers given in the Warhammer 40,000 rulebook. A Dark Angel Librarian may use only one psychic power per player turn.

FORCE BARRIER

The Librarian is enclosed by a shimmering psychic shield that protects him from enemy attack.

This power gives the Librarian a special form of Invulnerable Save that is taken by passing a psychic test rather than making a normal Invulnerable Save roll. Whenever the Librarian suffers a wound he may either take a Save as normal, or he may use the Force Barrier power instead (once per turn, of course). If the Librarian chooses to use the power, takes a Psychic test and passes it, then the wound is saved (just as if he had made an Invulnerable Save). If the test is failed then the Librarian is wounded, as if he had failed an Invulnerable Save. Attacks that ignore Invulnerable saves cannot be stopped by a Force Barrier.

HELLFIRE

A torrent of psychic flames pour forth from the Librarian's eyes and mouth, engulfing the target!

This power can be used in the Librarian's Shooting phase instead of firing a weapon. As normal, the Librarian must pass a Psychic test in order to use the power. It has the following profile:

Range	Strength	AP	Type
Template	2D6-2	D6	Assault 1

Note that the Strength of the attack is determined by rolling 2D6 and subtracting 2 from the score, and the AP value is determined by rolling a D6. Roll once for the Strength and AP of the attack each time you shoot; don't roll separately for each target you hit. If the Strength is 0 then the attack has no effect.

MIND WORM

The Librarian hurls a bolt of psychic energy directly at the head of his enemy, causing a deadly mental seizure that can devastate any foe capable of rational thought.

This power can be used in the Librarian's Shooting phase instead of firing a weapon. It counts as a heavy weapon, and so may not be used if the Librarian has moved and its use precludes the Librarian from making a second attack in the same turn. As normal, the Librarian must pass a Psychic test in order to use the power.

Pick an enemy model within 18" and in the line of sight of the Librarian. If the target is in range, it must pass a Leadership test (models with no Leadership characteristic are immune to the attack). If the model passes the test it suffers no ill effects. If the target fails the test, then it spends the remainder of the battle babbling incoherently about all of the evil deeds it committed over its lifetime, and it will therefore take no part in the rest of the game; remove the model from play (it counts as having been killed for victory points purposes).

Note that the attack can affect any creature with a Leadership value, no matter how unlikely it may seem that they can have feelings of guilt. By the same token, models without a Leadership value cannot be affected, no matter how likely it seems that they should be.



EZEKIEL, GRAND MASTER OF LIBRARIANS

Ezekiel is the Grand Master of the Dark Angels Chapter Librarium, and his is the duty of guarding the dungeons that lie deep within the Rock. Ezekiel is a dour individual, and he rarely speaks except during the solemn rituals of the Inner Circle or when aiding an Interrogator-Chaplain in the execution of his duties, and even then, hardly above a dry, sinister whisper. He is said to have the uncanny ability to read the intentions of others, both friend and foe. He acts upon these readings without hesitation, and has earned a reputation as an uncompromising and ruthless individual.

Ezekiel is the bearer of the Book of Salvation, a tome so revered that it will never leave his side while he draws breath. In this book the names of those Fallen that have been captured are written, often in their own blood. It is Ezekiel's sacred duty to protect the Book of Salvation, so that it may be passed to his successor upon his death. When a new member is considered for elevation to the Inner Circle it is Ezekiel who makes the final decision as to the nominee's worthiness. Chapter legend has it that

the Librarian can judge a man with nothing more than a glance. The truth is more sinister though, for Ezekiel possesses the skill to reach into the deepest recesses of a candidate's mind, and reveal any sign of taint or weakness that might endanger the Inner Circle or compromise its mission. To his credit, every member of the Inner Circle inducted during his stewardship has remained steadfastly dedicated to the Dark Angels' secret mission.

Ezekiel wears an ancient suit of power armour called Secret's Shield, and bears the Deliverer, a bolt pistol that has ended the lives of many an unrepentant Fallen. Most potent of Ezekiel's wargear though is the Traitor's Bane, a force sword that radiates fell power. Some say the souls of those Fallen it has slain in battle are entrapped within, others that the blade grows darker in aspect, the shadows drawing in around it whenever one of the Fallen Dark Angels is near. None outside of the Inner Circle know the truth but suffice it to say that the sword has lived up to its name on countless occasions.

A master psyker, Ezekiel is always to be found at the forefront of combat, hewing down the enemies of the Chapter with his dreaded sword, or incinerating them with his mighty psychic powers. Since his elevation to rank of Grand Master of Librarians, Ezekiel has fought against some of the Chapter's direst foes, battling traitors, Daemons and xenos across the length and breadth of the Imperium. It was at the Battle for Sularian Gate that he did his greatest service to his Chapter. During this battle, the Dark Angels 5th Company deployed alongside the massed regiments of the Vostroyan Firstborn, Mordian Ironguard and Adeptus Mechanicus Skitarii legions in an effort to halt Waaagh! Gbrolnik. Already several minor worlds had fallen to the



THE WATCHERS IN THE DARK

Over the centuries, some of the highest-ranking warriors of the Unforgiven Chapters have gone to war accompanied by diminutive, hooded attendants known as Watchers in the Dark. These act as ceremonial bearers of weapons or other wargear for the Inner Circle. They take no part in war and never speak. They remain close to their master, if such a term applies, and appear immune to all acts of violence.

What manner of creature lies beneath the Watchers' long robes none can say, not even the Unforgiven. Perhaps the Watchers are simply vat-grown servitor-constructs akin to the creatures that accompany some high-ranking officials. Perhaps they are some manner of xenos creature. Perhaps they are something far more sinister, an incorporeal manifestation of the Unforgiven's collective guilt, clothed in monastic robes and shadowing those privy to the Chapters' most terrible secrets.

green tide, and dozens more teetered on the brink of destruction unless the Waaagh! could be stopped. To this end, the Imperial Guard and Dark Angels arrayed en masse to blunt its impact once and for all.

It was on the fourth day of the Battle of the Sularian Gate that Ezekiel was wounded by a stray Ork bullet. The crude round shattered his auto-sense receptors and embedded itself in his left eye socket, the force of the shot knocking Ezekiel from his feet. Seeing their Librarian fall amid the press of Ork warriors, his brother Dark Angels thought him dead, but fought to recover his body nonetheless. Discovering that Ezekiel lived yet, he was dragged away from the front to receive treatment.

Ezekiel came to in a blood-spattered triage station. He seethed with impatience as the shell, and the remains of his eye, were removed. Waiting only for a simple bionic replacement to be fitted, Ezekiel returned to the fray, intent on revenge.

Ezekiel rallied the 5th Company and led a furious counter-attack that broke Waaagh! Groblonik forever. Atop the ruins of the Sularian Gate, Ezekiel confronted the Ork Warlord and fought him in single combat. Nimble avoiding the mighty swings of Groblonik's axe, Ezekiel unleashed the fury of the warp. Tearing into the Ork's mind, the Dark Angel pulped the warlord's brain with the force of his psychic assault. Even with his brain dribbling from his ears, the warlord forced himself upright, determined to slaughter the Dark Angel. Hefting Traitor's Bane, Ezekiel hacked off Groblonik's head and threw it, still howling, into the swirling Ork mob below.

To this day, Ezekiel wears the same crude bionic eye, refusing to have it replaced with a more sophisticated device, a mark of respect to the many comrades who fell at his side at the Battle for Sularian Gate.

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

It is I and I alone who can grant passage to our most inner circle, who can judge the weak from the strong, the truth from the falsehood. I alone bear the Book of Salvation, the sacred record of our Unforgiven past and of the tortuous road we have trodden to absolve our great sin. I alone know the names of all those who have Fallen from the Emperor's Grace and been returned to him, through repentance of the soul or absolution of the body.

I alone bear these most terrible burdens, for on my shoulders sit the sins of the Dark Angels Legion and I cannot rest while they still remain to stain our honour."

Grand Master Ezekiel.

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

SPECIAL RULES

Fearless, Independent Character.

Psyker: Ezekiel is a Psyker, as described in the Characters section of the Warhammer 40,000 rulebook.

WARGEAR

Secret's Shield: The Secret's Shield is artificer armour.

Deliverer: The Deliverer is a master-crafted bolt pistol.

Traitor's Bane: Traitor's Bane a master-crafted force weapon. See the Dark Angels Librarian entry for details.

Psychic Hood: See the Dark Angels Librarian entry for details of this item of wargear.

Book of Salvation: Those near the Book of Salvation are compelled to fight all the harder. All units within 12" of Ezekiel are Fearless. See the Warhammer 40,000 Universal Special Rules for details.



MASTER BELIAL OF THE DEATHWING

The Grand Master of the Deathwing is charged with leading the Dark Angels honoured 1st Company into battle and presiding over the ceremonies, rites and rituals of both the Deathwing and the Inner Circle. The current Grand Master of the Deathwing is the stoic Master Belial.

Belial was previously the Master of the Dark Angels Third Company. He rose to the high rank of Master whilst fighting against the Black Crusade of Furion, a Chaos Lord of Khorne. Belial defeated Furion in single combat whilst his valiant battle company tore apart the attacking Chaos hordes with storm bolter and heavy weapons fire. It was in recognition of his superior skills in hand-to-hand combat that Grand Master Azrael presented Belial with an ancient power sword, the Sword of Silence, a weapon crafted from the same meteoric iron as the Sword of Secrets. This deadly weapon dates back to the founding of the Chapter, and is a potent symbol of Belial's deeds.



Belial was also instrumental in the Battle of Piscina, where he commanded his battle company, assisted by a scattering of squads and individuals from the Deathwing and the Scout Company. Led by the infamous Ork Warlord Ghazghkull Mag Uruk Thraka, the invasion of Piscina was conducted like no other. Ghazghkull and his ally, the infamous Nazdreg, utilised a crudely fashioned 'telly porta' to deploy thousands of Orkish warriors onto the planet. Due to the vast power that the telly porta required to operate, much of the fighting concentrated around the planet's three primary power stations and the Koth Ridge. Here Belial showed the depth of his tactical expertise, keeping the Orkish tide in check by skilfully redeploying his Dark Angels warriors to where they were needed most. Time and again the Orks were thrown back by the Dark Angels Space Marines, who were themselves hurriedly redeployed to fight on the next front, leaving only a token force in their place.

Despite the grievous wound which Belial suffered in combat with Ghazghkull, his brilliant tactical mind and his flexibility allowed him to contain the Orks' attacks until the greenskins could be systematically destroyed. When the rest of the Dark Angels Chapter arrived, the Orks were utterly routed from the planet and Belial was dubbed the Hero of Piscina. It is said that Ghazghkull now seeks vengeance against Belial, with a hatred almost equal to that the warlord once reserved solely for Commissar Yarrick.

THE FEAST OF MALEDICTION

This great annual event takes place in the Seclisium of the Dark Angels, a vast chamber deep beneath the Rock. The feast is held in honour of the Chapter's founding at the beginning of the Great Crusades ten thousand years ago and celebrates the fact that the Legion was ranked the first the Emperor created.

A single Company Champion is given the title Custodian, an honour which acknowledges the Chapter's place at the right hand of the Emperor. The Cup of Retribution used in the ritual is said to be the actual vessel from which the Emperor drank at the feast that celebrated his reunion with Lion El'Jonson. At the culmination of the feast, the Custodian takes a small knife and cuts his thumb so that a drop of blood falls into the cup. The cup is then passed around all the assembled fighting brethren who each add a little of their own blood. Once every warrior has contributed, the contents of the cup are mixed with wine in a number of large open barrels. The cup is then passed from warrior to warrior, each filling it and drinking from the wine in turn.

This ancient ritual is sacred to the Dark Angels and it is considered a bad omen if a long campaign or sudden battle delays the feast.

Following his spectacular victory at Piscina, and the violent death of the former Master of the Deathwing aboard the Space Hulk *Charnel Shrine*, Belial was elected as the new Master of the Dark Angels first Company. Under his command the Deathwing has been as vigorous and masterful as ever before. Master Belial has swiftly earned the admiration and unswerving loyalty of those under his command, as well as the approval of the Chapter's Supreme Grand Master.



Under the leadership of Master Belial, the Deathwing have fought in scores of mighty battles, distinguishing themselves in the fighting around the Eye of Terror during Abaddon's Black Crusade. Belial and the warriors of his company were pivotal in the victories won among the foetid marshes on Crassia II and the rout of the Violators on Terraq.

When Belial goes to war, he does so at the head of a mighty army fully capable of enacting the will of the Inner Circle. One of his men carries the standard of the Deathwing, so that his company might always rally to him, and his enemies will see his coming and tremble. Wielding thunder hammer and storm shield, or, in time of need the hallowed Sword of Silence, he leads the Dark Angels First Company to victory after glorious victory.

THE HEAVENFALL BLADES

The swords carried by the highest-ranking members of the Inner Circle, collectively known as the Heavenfall Blades, are cut from a single block of obsidian. Dark Angels Chapter lore holds that the block formed the core of a meteorite that struck the Rock in orbit around the feral worlds of Al Baradad. The mightiest of these blades is the Sword of Secrets, carried by the holder of the rank of Supreme Grand Master. Those blades carried by the Master of the Deathwing and the Master of the Ravenwing also utilise small amounts of the obsidian in their working. Each of these blades is carried by a master, and is as potent a symbol of his rank as it is a deadly blade with which the enemies of the chapter are silenced. It is said that a small portion of the meteoric substance was dispatched to each of the Dark Angels' Successor Chapters, that key members of their own Inner Circles might bear weapons of the same heritage as those born by the Masters of the Dark Angels.

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

SPECIAL RULES

Fearless, Independent Character.

Rites Of Battle: See the Company Masters entry on page 36 for details of this special rule.

WARGEAR

Terminator Armour.

The Sword Of Silence: The Sword of Silence is a master-crafted power weapon.

Deathwing Company Standard: If Belial is present at a battle then any one Deathwing Terminator in the army may carry one of the Deathwing's Company Standards. Any Dark Angels unit within 12" of the standard may re-roll failed Morale and Pinning tests. In addition, all models in the standard bearer's unit add 1 to their Attacks characteristic.



MASTER SAMMAEL OF THE RAVENWING

The Master of the Ravenwing leads the hunt for the Fallen. A senior member of the Inner Circle, he fully comprehends the dangers that the Fallen present to the Chapter and its honour.

The present Master of the Ravenwing, Master Sammael directs the Dark Angels' celebrated Second Company into battle, launching lightning fast assaults and riding down the enemies of the Chapter.

Sammael's promotion to his current office came more than a century ago, as Gideon, the previous Master of the Ravenwing lay dying, his body shattered by the Chaos Titan *Traitorous Ire*. Through blood-flecked lips, the old Master declared that Sammael was to succeed him. His judgement was later ratified with the unanimous assent of the Company and Grand Masters.

Sammael's first action as Master of the Ravenwing came as he led his company in the initial invasion of Rastabal. This was soon followed by his assault upon the fortress of the pretender Kaligar during the Fourth Quadrant

rebellion. Kaligar, it transpired, was one of the Fallen, and Sammael personally ran the traitor to ground after fighting him in a titanic duel said to have lasted a full day and a night.

He then led the 2nd Company in the ongoing war against the Orks of Charadon around Rynn's World and Bad Landing. Whilst making the orbital drop on to Rynn's World, Sammael's Thunderhawk was struck by uncharacteristically accurate Ork ground fire. He staged the only recorded successful aerial-drop separation manoeuvre, flying out of the gunship on his jetbike before the crippled Thunderhawk crashed into the ground and was obliterated.

Sammael is a true Angel of Death. From the saddle of his jetbike he cuts down any foolish enough to stand in his path with the infamous Raven Sword, its blade cut from the same meteorite as the Sword of Secrets. A highly accomplished hunter of The Fallen, Sammael is rightly honoured by his brethren and he is feared by his foes as few other holders of his rank have ever been.



	WS	BS	S	T	W	I	A	Ld	Sv
Master Sammael	5	5	4	4(5)	3	5	3	10	3+

SPECIAL RULES**Fearless**

Rites Of Battle: See the Company Masters entry on page 36 for details of this special rule.

Master Of The Ravenwing's Land Speeder: Sammael is mounted on a jetbike, but he may choose to replace this with the Master of the Ravenwing's Land Speeder. Note that Sammael's Iron Halo and the Raven Sword may not be used if he is riding in his Land Speeder, these artefacts serving instead as potent symbols of office but playing no part in the game. His Rites of Battle special rule applies as normal (Leadership 10). The Land Speeder's weapons are fired at Ballistic Skill 5.

WARGEAR**Power Armour**

Adamantine Mantle: Sammael wears a cloak blessed by the Interrogator-Chaplains within their Inner Sanctum beneath the Tower of Angels. Sammael is immune to the effects of the Instant Death rule.

Iron Halo: See the Dark Angels Company Master entry on page 36 for details of the Iron Halo.

The Raven Sword: The Raven Sword is a master-crafted power weapon.

Jetbike: The jetbike follows the rules for jetbikes found in the Warhammer 40,000 rules. It is armed with a plasma cannon and twin-linked storm bolter.

Ravenwing Company Standard: If Sammael is present at a battle then any one member of a Ravenwing Attack squadron riding a bike may carry one of the Ravenwing company standards. Any Dark Angels unit within 12" of the standard may re-roll failed Morale and Pinning tests. In addition, all models in the squadron add 1 to their Attacks characteristic.



MASTER OF THE RAVENWING'S LAND SPEEDER

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

	BS	Armour		
		F	S	R
Master Sammael's Land Speeder	5	14	14	10

Type: Fast, Skimmer.

Weapons: Twin-linked heavy bolter & twin-linked assault cannon.

SPECIAL RULES:

Shield of Night: A protective device is incorporated into the Master of the Ravenwing's Land Speeder that generates a powerful defensive energy field around the vehicle. In game terms, the field increases the armour value of the Land Speeder from 10 to 14 on the front and side facings.

THE MASTER OF THE RAVENWING'S JETBIKE

At the time of the Horus Heresy, many Space Marine Chapters fielded jetbikes. These sleek craft allowed a single rider to soar across the battlefield at great speed, held aloft by gravitic drives the like of which are long lost to the Techpriests of the 41st Millennium.

Since those days the art of building and maintaining these craft has been all but forgotten by Humanity and it is regarded with superstition and distrust as the province of xenos races such as the Eldar and the Tau. The last of the Imperium's venerable 'Mark 14's' are thought to have been lost many centuries ago, and with them a glorious tradition of jet-cycle riding units stretching back to the days of the Great

Crusade. The Master of the Ravenwing however is privileged to ride into battle upon an example of this nigh extinct technology, a prized vehicle built to the highest standards, the like of which may never be seen again in the service of the Imperium. In addition to its nose-mounted storm bolters, the vehicle is equipped with an underslung plasma cannon, itself an example of ill-understood technology, its fusion generator capable of powering many hundreds of shots.

Perhaps the Masters of the 2nd Companies of the other Forgiven Chapters hold such wonders in their arsenals too, the last known jet bikes to be ridden into battle by the warriors of the Imperium.

AZRAEL, SUPREME GRAND MASTER

Commander Azrael is the present Supreme Grand Master of the Dark Angels Chapter and he carries the honorific title of Keeper of the Truth.

Azrael is charismatic in a way that few other members of the Inner Circle are, a vital, dynamic leader who knows and speaks his mind without hesitation. His countenance is both great and terrible, a beacon of hope to those who fight alongside him and a visage of holy terror to his foes. His orders are always given in a firm and determined voice, the words of a Man utterly convinced of the righteousness of his cause.

Commander Azrael not only leads the Chapter in battle, commanding one of the mightiest fighting forces in the Imperium, but also orchestrates the hunt for the Fallen and guards the Chapter's most precious secrets. It is said that as the holder of this august rank, Azrael is party to the most terrible of truths, known only to him and to those who have held the rank before him.

Azrael sits at the head of the Inner Circle, master even over the Grand Masters of the Dark Angel's Successor Chapters. He is the sole guardian over the secrets locked away within the dark chambers miles beneath the Rock where only the Watchers in the Dark dare to tread.

Each Supreme Grand Master chooses his successor from the members of the Inner Circle. When the old incumbent dies, his choice is ceremonially presented with the panoply associated with the rank. He takes up the Lion Helm, a potent artefact said to have been worn by Lion El'Jonson himself. This takes the form of a winged helmet that is carried by the Helm Bearer, one of the Watchers in the Dark. The Lion Helm generates a powerful force field, which protects the Supreme Grand Master and those nearby from the direst of attacks. He is presented with the mighty Sword of Secrets, its blade cut from a single block of jet-black obsidian that is so finely crafted that its razor-sharp edge has not chipped or lost its keenness since it was forged in millennia passed. He takes up the Lion's Wrath, a combi-weapon said to have been constructed by the Techno-magus Prestor the Unchallenged in the days following the fall of Caliban. He dons the Protector, a finely crafted suit of power armour inlaid with the symbols of his new rank.

Most sacred of all, the Chapter Banners themselves are given into his care, to be borne into battle by a brother personally selected by him. All of these artefacts are potent icons for the Dark Angels Chapter, each having been passed down through the ages from one incumbent to the next, a weighty reminder to the Supreme Grand Master and to all under his command of the heritage and duty of the Dark Angels Chapter.

As Supreme Grand Master, Azrael alone is privy to the greatest secret of all. At the very heart of the Rock is a cell, shielded by metre upon metre of adamantine

armour and inscribed with the most potent runes of warding. Within, kept alive for ten thousand years inside a stasis field, languishes the broken Man who was once Luther. Because of his link to the warp, during rare moments of lucidity, the Dark Angels are able to use Luther as an oracle. Each Supreme Master in his turn has tried to extract from the arch-heretic a confession, to make him repent, but even Azrael has not been able to penetrate his madness. Luther just continues to rant and rave, claiming that he has no need of repentance or confession, for one day Lion El'Jonson will return and absolve him of his sins. That day, he claims, is close at hand, and the Lion already near...

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

SPECIAL RULES

Fearless, Independent Character.

Rites Of Battle: See the Company Masters entry on page 36 for details of this special rule.

WARGEAR

Protector: The Protector is a suit of artificer armour. It has been faithfully worked by the Chapter's master craftsmen, able to provide even more protection and durability than usual power armour. Azrael's Armour Save is 2+.

Lion Helm: The Lion Helm is carried by the Helmet Bearer, which is represented on the tabletop by a separate miniature that will always remain as close as possible to Azrael, without getting in the way of other miniatures. The Helmet Bearer takes no part in the game and is ignored or moved out of the way for the purposes of determining lines of sight, charging, etc. If Azrael is killed, the Helmet Bearer is also removed.

The Lion Helm provides Azrael, and all models in any unit he joins, with a 4+ Invulnerable Save.

Sword of Secrets: This is a master-crafted power weapon that also allows the wielder to strike at Strength 6 in close combat.

Lion's Wrath: The Lion's Wrath is a master-crafted combi-plasma gun.

Dark Angels Chapter Banner: If Azrael is present at a battle then any one Standard Bearer may carry one of the Dark Angel Chapter banners in place of the standard he normally carries. The Chapter Banner inspires intense pride in any Dark Angel who looks upon it. Any Dark Angels unit within 12" of the banner may re-roll failed Morale and Pinning tests. In addition, all models in the Standard Bearer's unit add 1 to their Attacks characteristic.



THE LAST RITES OF BROTHER RHAMIEL

WARGEAR

This section of *Codex: Dark Angels* lists the weapons and equipment used by Dark Angels Space Marines, along with the details for using them in your games of *Warhammer 40,000*. Weapons and equipment that may be used by more than one type of model or unit are detailed here, while equipment that is unique to a single model or unit is detailed in the appropriate entry in the *Forces* section. For example, bolters are ubiquitous and carried by many models, and they are therefore detailed in this section. The Cyclone missile launcher, however, is unique to Deathwing Terminators, and is therefore detailed in the Deathwing Terminators entry.

WEAPONS

ASSAULT CANNON

Assault cannons are heavy weapons borne by Space Marine Terminators, Dreadnoughts or mounted on vehicles. Their rapidly rotating, multiple barrels unleash a storm of shells, each capable of tearing a man apart. The sheer volume of fire poured out means that it can be turned against squads of infantry or even vehicles, where the overwhelming salvo of shells is capable of shredding even the heaviest of armour.

Range	Strength	AP	Type
24"	6	4	Heavy 4 Rending

AUTOCANNON

Autocannons fire large calibre, high velocity explosive shells and are most effective used against light vehicles or particularly tough infantry. They are employed in the turret mounts of Predator Destroyers, and are also carried, as a linked pair, on Dark Angels Dreadnoughts. They are the weapon of choice when facing the larger of the Tyranid bioconstructs, as well as the ramshackle buggies utilised by the Ork tribes.

Range	Strength	AP	Type
48"	7	4	Heavy 2

BOLTGUN

The boltgun, or bolter, is the instrument of death by which the Space Marines are known. They are compact weapons that fire small missiles, or 'bolts' much larger than an ordinary bullet. Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside.

Range	Strength	AP	Type
24"	4	5	Rapid Fire

BOLT PISTOL

Bolt pistols are smaller versions of bolters, firing the same ammunition. Thanks to their smaller size, they are perfect side arms for Space Marines so are carried throughout the Chapter, and are combined with the chainsword by brethren serving in the Assault squads.

Range	Strength	AP	Type
12"	4	5	Pistol

CHAINFIST

See the Deathwing Terminators entry on page 28.

CHAINWORD OR COMBAT BLADE

Space Marines utilise an array of close combat weapons, from the combat blades wielded by Scouts to the chainswords carried by Assault Marines. All are equally deadly in the hands of a Space Marine.

Both chainswords and combat blades are close combat weapons, as described in the Assault Phase chapter of the *Warhammer 40,000* rulebook.

COMBI-WEAPONS

Combi-weapons are bolters that have been specially modified by the Chapter's most skilled artisans. Each has been expertly converted to house another weapon, either a meltagun, plasma gun or flamer. This extra weapon carries only a limited charge, allowing the bearer a single shot, perfect for emergencies and shots of opportunity.

A Space Marine armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) may choose to fire either the bolter, or the other weapon, each with the profile listed in this section. The bolter may be fired every turn, but the other weapon may only be fired once per battle (a combi-plasma gun may of course Rapid Fire). Note that you may not choose to fire both weapons in the same turn.

CROZIUS ARCANUM

See the Chaplain and Interrogator-Chaplain entry on page 37.

CYCLONE MISSILE LAUNCHER

See the Deathwing Terminators entry on page 28.

FLAMER

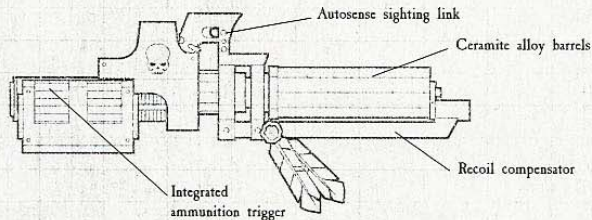
Flamers are flame throwers that spew a highly volatile liquid chemical that ignites on contact with the air, throwing out a great belch of flame. They can scour the enemy from any defended position, slaughtering the defenders in a fiery conflagration.

Range	Strength	AP	Type
Template	4	5	Assault 1

"Speed the bolt that brings the end of our enemies"

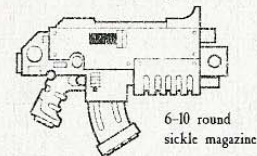
ASSAULT CANNON

High capacity, fast-change ammunition hopper.
Barrels last 50,000 firings.



BOLTGUN

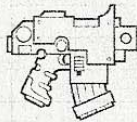
Astartes MK IIIa: Godwyn pattern



The bolter is the instrument of the Emperor's will. It roars with his voice, bringing vengeance upon the unclean and the heretic.

BOLT PISTOL

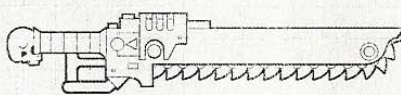
Standard issue to all Brethren



Do not forsake your sidearm. It is an extension of your faith and the deliverer of the Lion's wrath.

CHAIN SWORD

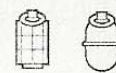
MK XI 'Hell's Teeth'



The chainsword is the will of the righteous made manifest.

FRAG AND KRAK GRENADES

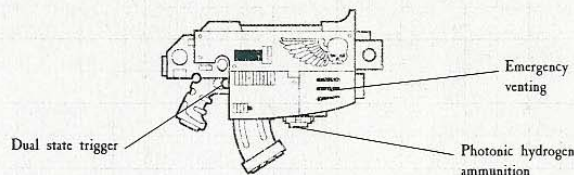
Astartes Issue



"The mightiest man may be felled by a single shot. Seek always to improve the odds."

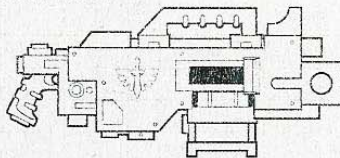
COMBI-WEAPON

Underslung plasma gun: Single core containment



HEAVY BOLTER

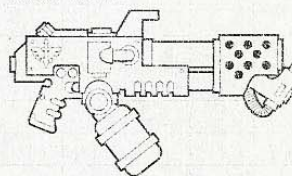
Astartes MK IVa



The heavy bolter sings a chorus of praise in the Emperor's name, bringing his word to the faithless.

FLAMER

MK Xk 'Purifier'



A flamer is more than just a weapon. It is the redeemer of the corrupt and the purifier of the tainted.

ACCESS: All tiers
AUTH: Grand Master of the Arsenal

FRAG GRENADE

Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding frag grenades will drive opponents further under cover for a few precious moments, allowing the attackers to close in unmolested. They are standard issue for all Dark Angels Space Marines.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using frag grenades.

HEAVY BOLTER

Enormous versions of the boltgun, heavy bolters are deadly large weapons that fire fist-sized bolts at the enemy. With a staggering rate of fire and shells even more lethal than the standard boltgun, heavy bolters put the fear of the Emperor into enemy infantry.

Range	Strength	AP	Type
36"	5	4	Heavy 3

HEAVY FLAMER

A larger version of the flamer, a heavy flamer is the ultimate weapon for sweeping fortifications clear and purging the ranks of the enemy at close quarters. Used by Deathwing Terminator squads and Dark Angels Dreadnoughts, only the best armoured and most resilient foes can withstand the fiery blasts of a heavy flamer.

Range	Strength	AP	Type
Template	5	4	Assault 1

KRAK GRENADE

Krak grenades are armour piercing bombs, designed to crack open the armoured hulls of enemy vehicles. Though they lack the explosive force of melta bombs or other specialised demolition charges, they are small and easy to carry, making them ideal weapons of opportunity.

See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using krak grenades.

LASCANNON

Lascannons are enormous heavy weapons, deployed specifically to destroy heavily armoured targets. At long range there are few finer weapons for tank hunting than the lascannon. Within the gun itself is a laser chamber that charges an explosive energy blast capable of blasting apart any enemy vehicle. The lascannons used by Space Marine forces vary, from the man-portable variants carried by Devastator squads, to the God-hammer pattern lascannons borne by the Land Raider.

Range	Strength	AP	Type
48"	9	2	Heavy 1

LIGHTNING CLAWS

Lightning claws consist of heavily armoured gloves, armed with long, slashing talons sheathed in a rippling power field. Used most effectively in pairs, lightning claws slice through armour, flesh and bone with the same, terrifying effectiveness.

Lightning claws ignore Armour Saves and re-roll any To Wound dice that fail to cause a wound. However a model armed with lightning claws only receives the additional close combat weapon attack bonus if it is armed with a pair of lightning claws.

MASTER-CRAFTED WEAPONS

Master-crafted weapons are simply the best weapons of their type, the product of years of careful labour by the most dedicated and accomplished artisans in the Chapter. A weapon that has been manufactured with such careful dedication will be superior in almost every way to other weapons of its type.

A master-crafted weapon allows the bearer to re-roll one failed roll to hit per player turn when using the weapon.

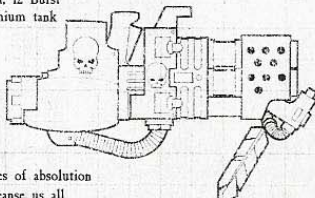
MELTABOMB

Meltabombs are deadly demolition charges, powered by a subatomic charge, capable of melting through even the most heavily armoured targets. They are much bulkier than krak grenades, with a more sophisticated detonation mechanism. Space Marine Assault squads carry melta bombs to destroy enemy tanks and bunkers.

See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using meltabombs.

HEAVY FLAMER

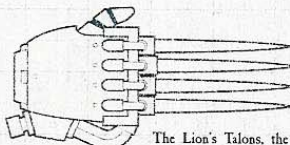
MK III; 12 Burst
Promethium tank



The fires of absolution shall cleanse us all.

LIGHTNING CLAWS

'Angel's Talon' type



The Lion's Talons, the scalpel with which the sins of the Fallen shall be excised.

MELTA BOMB

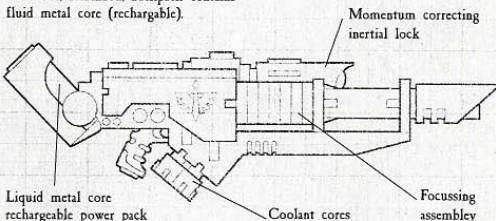
High yield, focused
pyrium discharge



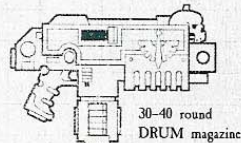
Employ the Melta bomb against the war machines of our foes.

LASCANNON

MK VII; stabilised; backpack contains
fluid metal core (rechargeable).

**MASTER-CRAFTED WEAPON**

Astartes MK V; chapter relic



A warrior is only as skilled as the quality of his armament permits.

MELTAGUN

Meltaguns are lethal anti-armour weapons, and are also used by the Dark Angels when undertaking assaults against heavily fortified defence lines and bunkers. Marvels of technology, they superheat their target with sub-molecular thermal agitation, literally cooking and melting away armour plates. Most effective at very short range, the meltagun is capable of reducing rock, metal and living material to molten slag or ash.

Range	Strength	AP	Type
12"	8	1	Assault 1 Melta

MISSILE LAUNCHER

The standard heavy weapon for Space Marine Tactical squads, missile launchers can fire either krak or frag missiles. Frag missiles are designed to wreak havoc amongst lightly armoured infantry, while krak missiles can challenge the most heavily armoured targets. With an ample supply of both types of ammunition, a missile launcher is the most versatile weapon available to Space Marine warriors.

Each time a missile launcher fires, the controlling player may choose which type of missile is being used.

Krak	Range	Strength	AP	Type
	48"	8	3	Heavy 1

Frag	Range	Strength	AP	Type
	48"	4	6	Heavy 1, Blast

MULTI-MELTA

A larger, more destructive version of the meltagun, a multi-melta has a greater range than its smaller cousin. Carried either by Devastator squads, or mounted on Dreadnoughts or other vehicles, multi-meltas are perfect for destroying bunkers and enemy tanks.

Range	Strength	AP	Type
24"	8	1	Heavy 1 Melta

PLASMA CANNON

Plasma weapons are deadly, both to their targets and to those that risk using them. Plasma weapons fire a plasma 'bolt' of molten gas that explodes on impact, generating the destructive heat of a small sun. Because of the deadly energies contained within them, plasma guns are prone to misfire and overheating.

Range	Strength	AP	Type
36"	7	2	Heavy 1 Blast, Gets Hot!

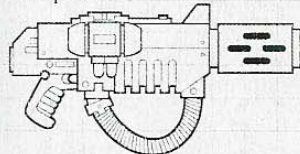
PLASMA GUN

Smaller than the plasma cannon, a plasma gun does not fire a blast in quite the same fashion, rather several smaller 'pulses' of plasma energy instead. Despite the risks it poses to the bearer, Dark Angels often select plasma guns from the armoury, willing to take the risk in exchange for their awesome power.

Range	Strength	AP	Type
24"	7	2	Rapid Fire Gets Hot!

MELTAGUN

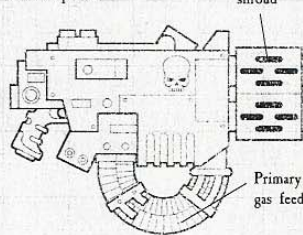
Assault pattern



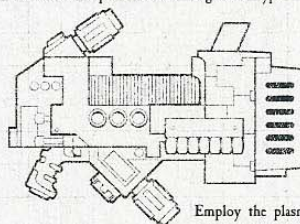
The fury of the meltagun is as nothing to our righteous rage.

MULTI-MELTA

Maxima pattern

**PLASMA CANNON**

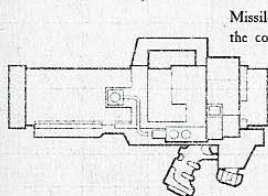
M36 issue, triple redundant 'magnacore' type



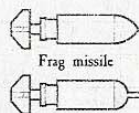
Employ the plasma cannon against clusters of heavily armoured troops or light vehicles.

MISSILE LAUNCHER

Astartes MK V; compact version.



Missile Launchers should be deployed where the composition of the enemy is unknown.

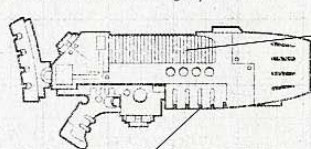


Frag missile

Krak missile (M40 Delta; shaped warhead)

PLASMA GUN

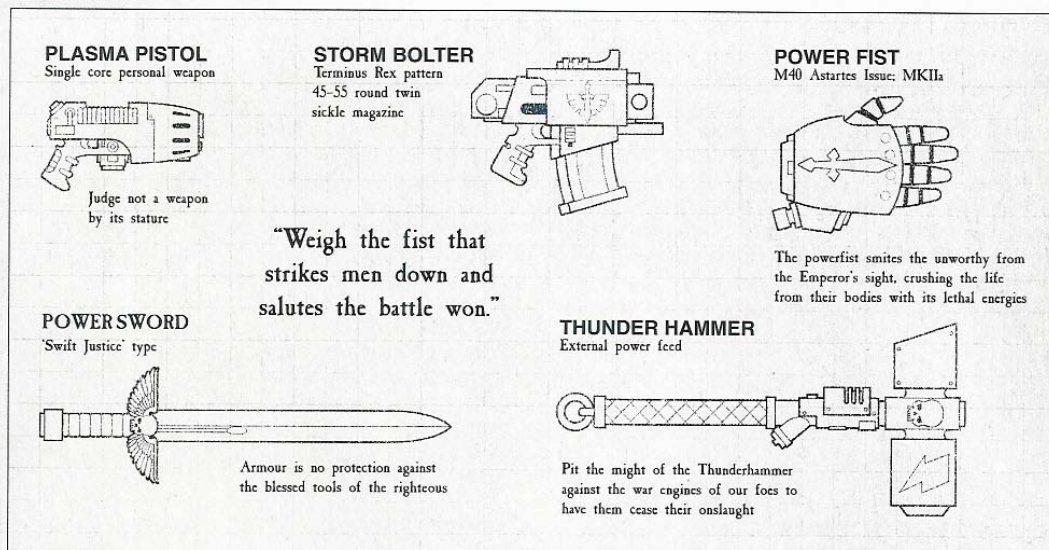
M38 issue, additional emergency bleed coils.



Thermal resistant foregrip

Linear magnetic accelerator

ACCESS: Tier Omega
AUTH: Chamberlain Zikail
(Approved by the hand of Master ++++++)



As our bodies are armoured with adamantium,
our souls are protected with loyalty.
As our bolters are charged with death for
the Emperor's enemies, our thoughts are
charged with wisdom. As our ranks advance,
so does our devotion, for are we not Marines?
Are we not the chosen of the Emperor,
his loyal servants unto death?

PLASMA PISTOL

Plasma pistols are the smallest variant in the plasma weapon family. Each shot from a plasma pistol contains all the destructive fury of a larger plasma gun, although the range and rate of fire are less.

A plasma pistol can be used as a close combat weapon, though it confers no Strength bonus or particular armour penetration advantages.

Range	Strength	AP	Type
12"	7	2	Pistol, Gets Hot!

POWER FIST

A power fist is a powered, armoured gauntlet surrounded by a disruptive energy field, used to deliver crushing blows to the enemy. Traditionally attached to suits of Terminator armour (although command personnel and veteran sergeants often choose to use them too), power fists are a deadly weapon easily capable of felling the toughest foes.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power fists.

POWER WEAPON

A power weapon (typically a sword or axe, but sometimes a glaive, halberd or mace) is sheathed in the lethal haze of a disruptive energy field, capable of eating through armour, flesh and bone with ease.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power weapons.

SHOTGUN

See the Scouts entry on page 29.

SNIPER RIFLE

See the Scouts entry on page 29.

STORM BOLTER

A storm bolter resembles two bolt guns attached side by side. Normally carried by Space Marines in Terminator armour the storm bolter is an excellent assault weapon. It is capable of laying down withering fire without hindering manoeuvrability, enabling the bearer to charge headlong into combat, firing on his enemy all the while.

Range	Strength	AP	Type
24"	4	5	Assault 2

THUNDER HAMMER

Thunder hammers release a terrific blast of energy when they strike an opponent. Favoured by Terminator squads assigned specific close combat duties, thunder hammers are often paired with storm shields, combining superb protection and lethal offensive capabilities.

A thunder hammer counts as a power fist, but any model wounded by it and not killed may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit by a thunder hammer are considered Crew Shaken in addition to any other results they suffer.

ARMOUR

ARTIFICER ARMOUR

See the Techmarine entry on page 31, and/or Azrael on page 46.

POWER ARMOUR

Power armour is the standard protection for Space Marine warriors and its distinctive outline casts fear into the enemies of Mankind. Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour offers some of the best protection the Imperium can provide.

Models equipped with power armour receive a 3+ Armour Save.

SCOUT ARMOUR

See the Scouts entry on page 29.

TERMINATOR ARMOUR

Also known as Tactical Dreadnought armour, Terminator armour is the best protection a Space Marine can be equipped with. Designed for close fighting aboard Space Hulks and other confined areas, Terminator armour is capable of withstanding almost any attack. The ceramite plates can deflect most conventional assaults, whilst the Crux Terminatus on every Terminator's shoulder plate serves as a ward capable of turning aside even attacks

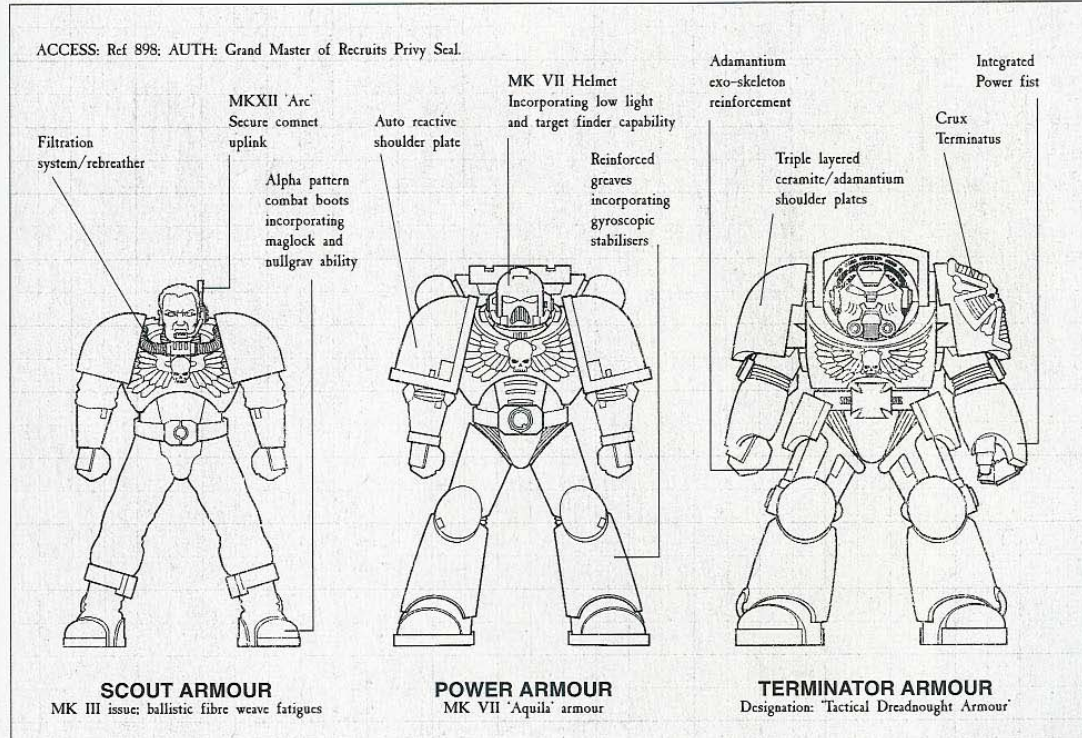
from power weapons or melta fire. It is even said that Terminator armour can withstand the titanic energies at a plasma generator's core, and that this is in fact the armour's original purpose.

Due to the powerful exoskeleton and power sources built into their armour, models in Terminator armour are capable of moving and firing with heavy weapons and may assault after firing rapid fire and heavy weapons. On the other hand, this armour is somewhat cumbersome, so Space Marine Terminators are not able to pursue a more lightly armoured foe when they flee. Terminators may not Sweep Advance.

A model wearing Terminator armour has a 2+ Armour Save and a 5+ Invulnerable Save.

Any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in Reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played.

Unless explicitly stated otherwise, a model wearing Terminator armour may only use the following wargear: Lightning claw or claws; thunder hammer; power fist; power weapon; storm shield; combi-weapon; storm bolter; master-crafted weapon; cyclone launcher, assault cannon; heavy flamer.



OTHER EQUIPMENT

COMBAT SHIELD

A combat shield is a lighter version of a storm shield that is fitted to the arm of the wearer. This leaves the user's hand free to wield a pistol or other weapon, substituting a measure of defence for increased versatility.

The combat shield confers a 5+ Invulnerable Save in close combat.

COMPANY STANDARD

See the Command squad entry on page 25.

IRON HALO

See the Dark Angels Company Master entry on page 36.

JUMP PACK

Jump packs enable the wearer to make great bounding leaps across the battlefield or even to fly short distances. Thanks to its powerful boosters, a jump pack allows the wearer to travel incredibly quickly, passing over obstructions and racing swiftly into close combat.

Models equipped with jump packs are Jump Infantry, as described in the Warhammer 40,000 rulebook. In addition, Space Marines that are wearing jump packs can be dropped from low-flying Thunderhawk gunships, using their jump packs to swoop down on to the battlefield. To represent this they can be kept in reserve and arrive using the Deep Strike rules (see the Mission Special Rules section of the Warhammer 40,000 rulebook), but only if the mission allows for Deep Strike to be used.

PSYCHIC HOOD

See the Dark Angels Librarian entry on page 38.

ROSARIUS

See the Chaplain and Interrogator-Chaplain entry on page 37.

NARTHECIUM/REDUCTOR

See the Command squad entry on page 25.

TELEPORT HOMER

See the Ravenwing entry on page 27.

SERVO-ARM

See the Techmarine entry on page 31.

SERVO-HARNESS

See the Techmarine entry on page 31.

SPACE MARINE BIKE

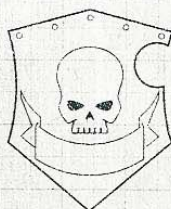
Space Marine bikes are fitted with powerful engines and bulletproof tyres, and are incredibly durable. Each bike is a versatile fighting platform capable of firing its armament on the move and launching devastating charges into combat.

Models equipped with Space Marine bikes follow all of the rules for Bikes as described in the Warhammer 40,000 rulebook. Space Marine Bikes are fitted with twin-linked bolters.

STORM SHIELD

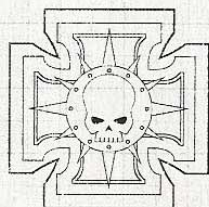
A storm shield is a solid shield that has an energy field generator built into it. The energy field is too small to be of much use against ranged attacks, but is very useful in close combat where it is capable of deflecting almost any attack, even blows from power weapons. Originally introduced as an additional protective measure for Terminator squads fighting aboard Space Hulks, it has since become a standard close combat accessory for many Space Marine forces.

A model that has a storm shield may take a 4+ Invulnerable Save in close combat instead of its normal Armour Save. It may not be combined with a Rosarius or Iron Halo save and a model equipped with a storm shield may never claim the +1 Attack bonus for being armed with two close combat weapons.



STORM SHIELD
Terminator issue;
MKII generator;

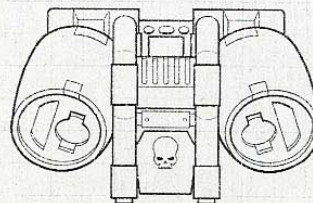
COMBAT SHIELD
Limited issue; 'Deliverance' pattern;
Integral field generator



These are our
shields of faith
in the Lion.
They do not
yield to the will
of Heretics.

JUMP PACK

Astartes type 12; extended lift capacity



VEHICLE ARMOURY

DEMOLISHER CANNON

See the Vindicator entry on page 33.

DOZER BLADE

Dozer blades are heavy ploughs, rams, blades or scoops, used to clear obstacles from the vehicle's path. Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they are not going to be moving more than 6" that turn.

EXTRA ARMOUR

Some Dark Angels vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

FRAG ASSAULT LAUNCHERS

See the Land Raider Crusader entry on page 35.

HUNTER-KILLER MISSILE

Hunter-killer missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage enemy armoured vehicles that would otherwise far outmatch them. Hunter-killer missiles are treated as a krak missile with unlimited range, but can only be used once per battle. They are fired at Ballistic Skill 4. They are treated as an additional main weapon.

PINTLE-MOUNTED STORM BOLTER

Pintle-mounted storm bolters are weapons fitted to Space Marine vehicles to provide additional fire support.

Pintle-mounted storm bolters are treated as an additional defensive weapon, with the profile of a normal storm bolter. See the storm bolter entry for details.

SEARCH-LIGHT

Searchlights are often fitted to Dark Angels vehicles, so that none may use darkness to escape judgement.

Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight it must still use the Night Fighting rules to pick a target but, having hit that unit, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.

SMOKE LAUNCHERS

Smoke launchers are used to temporarily obscure the vehicle behind concealing clouds of smoke, allowing it to cross open areas which might be targeted by enemy anti-tank gunners.

Once per game, after completing its move, a vehicle can trigger its smoke launchers (it doesn't matter how far it moved). Place some cotton wool or an appropriate counter to show that it is concealed. The vehicle may not fire in the same turn as it uses its smoke launchers. Any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's next turn, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if it suffers a Crew Shaken or Crew Stunned result.

TYPHOON MISSILE LAUNCHER

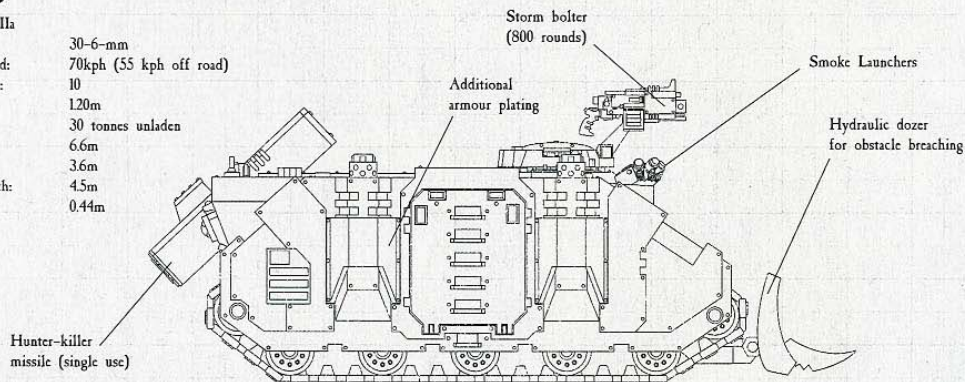
See the Ravenwing entry on page 27.

WHIRLWIND MULTIPLE MISSILE LAUNCHER

See the Whirlwind entry on page 33.

RHINO

Pattern VIIa	
Armour:	30-6-mm
Max speed:	70kph (55 kph off road)
Passengers:	10
Fording:	1.20m
Weight:	30 tonnes unladen
Length:	6.6m
Height:	3.6m
Hull width:	4.5m
Clearance:	0.44m





THE DARK ANGELS ARMY

The Dark Angels have a distinctive dark green colour scheme, worn by the majority of the Chapter's forces. Specialised units however have their own colours, from the bone white of the Deathwing to the jet-black of the Ravenwing. This section shows painted examples of characters, squads, and vehicles, as well as the colour schemes for six of the Dark Angels' Successor Chapters.



1. The Company Master wears the dark green armour of his Chapter, adorned with personal heraldry and additional symbols of his rank.

2. The armour of this Dark Angels Tactical Squad is typical of that worn by the squads of the 3rd to 9th Companies. Additional shoulder pad and knee markings indicate this is the 2nd (Tactical) squad of the 5th Battle Company.

3. The armour and vehicles of the Ravenwing are painted jet black, as shown on this Attack Squadron. The Ravenwing has its own company icon, shown on shoulder pads and vehicle flanks.

4. Deathwing Terminator Squads wear armour of bone white, adorned with the company's unique icon as well as other devices such as feathers, crosses and purity seals.

5. The Dark Angels' armoured vehicles are painted the same dark green as the battle companies' power armour unless they belong to the Deathwing. Those vehicles belonging to a company bear company numbers, while those drawn from the Chapter's extensive armoury do not.

6. Dreadnoughts from the 3rd to 9th Companies are painted dark green, matching the Tactical Squad.

CHAPTER INSIGNIA

The colour of the Dark Angels Chapter is dark green. Dark Angels wear their Chapter badge on their left shoulder pad and a squad badge on their right shoulder pad. The Chapter badge is white on a green field, while squad badges have red symbols on a green field, with the squad number written in white over the top.



Dark Angels Space Marine



Dark Angels Chapter icon



Third Tactical Squad shoulder markings



SQUAD BADGES



Tactical Squads



Assault Squads



Devastator Squads

COMPANY BADGES

Each of the 3rd to 9th Companies has a unique badge identifying it on the field of battle. This is often applied to the left knee of a Space Marine's power armour, as well as appearing on standards and on vehicles belonging to the company.



3rd Company



4th Company



5th Company



6th Company



7th Company



8th Company



9th Company

COMPANY STANDARDS

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



Deathwing Company Banner



Dark Angels Chapter Standard



Sacred Standard - The Standard of Fortitude



Sacred Standard - The Standard of Devastation



Sacred Standard - The Standard of Retribution

SACRED STANDARDS

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



DARK ANGELS ROBES

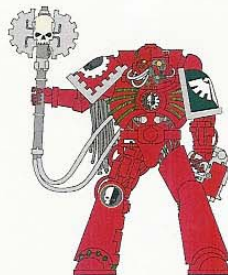
Dark Angels sometimes wear long robes of a bone white colour over their armour. These indicate the brother's rank, role or position within the convoluted structure of the Chapter, and therefore are most often seen on Company Veterans, Veteran Sergeants and higher ranking officers.



LIBRARIAN: Librarians wear blue armour, with details such as a shoulder pad picked out in the colour of the Chapter.



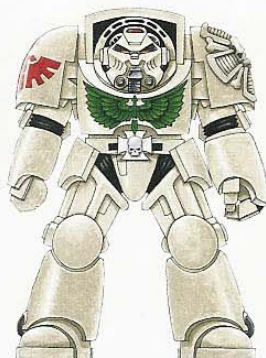
CHAPLAIN: Chaplains and Interrogator-Chaplains wear their armour jet black, their distinctive death mask helmets coloured bone white.



TECHMARINE: Techmarines wear red armour, combining the iconography of the Chapter and the Adeptus Mechanicus.



APOTHECARY: The armour, or sometimes just the helmet, of an Apothecary is pure white, with the chapter icon visible on one shoulder pad.



Deathwing Company icon



The Crux Terminatus



Third squadron shoulder marking



Ravenwing Company icon

DEATHWING

The colour of the Deathwing is bone white instead of the dark green of the majority of the Chapter. Instead of the normal Chapter badge, Deathwing Terminators wear a red broken sword symbol over a white field on their right shoulder pads. The left shoulder pad, as with Terminators of all Space Marine Chapters, bears the sacred Crux Terminatus.

RAVENWING

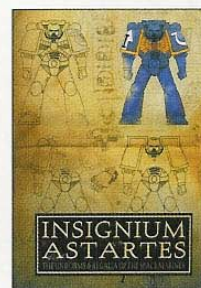
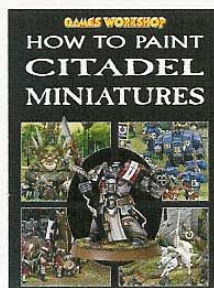
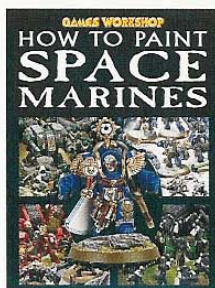
Like the Deathwing, the Ravenwing has a unique colour scheme. The armour and vehicles of the 2nd Company are an ominous jet black. The symbol of the Ravenwing is a white winged fist clenching a sword on a black field, normally worn on the left shoulder pad. Squadron numbers similar to those worn by other squads may be worn on the right shoulder pad.

For a wealth of useful techniques and ideas about painting your models, see the following books:

How to Paint Space Marines

How to Paint Citadel Miniatures

Insignium Astartes
(published by The Black Library)



HEROES OF THE CHAPTER



Azrael, Supreme
Grand Master

Azrael's Helm Bearer – one
of the Watchers in the Dark



Company Master with
combi-plasma gun



Company Master with
power sword



A Company Master leads a Command squad, including a Standard Bearer, Apothecary and Company Champion.



Chaplain with Crozius Arcanum and plasma pistol



Chaplain with Crozius Arcanum and bolt pistol



Chaplain with Crozius Arcanum and power fist



Interrogator-Chaplain in Terminator armour, with storm bolter and crozius arcanum



Librarian in Terminator armour with force weapon



Ezekiel, Grand Master of Librarians



Librarian with force weapon



Librarian with force weapon and bolt pistol



Techmarine with servo-harness



Servitor with heavy bolter.



Servitor with servo-arm.



Servitor with servo-arm.



Servitor with multi-melta



Techmarine with servo-arm

WARRIORS OF THE CHAPTER



Veteran Sergeant with bolt pistol and chainsword



Space Marine with bolter



Space Marine with bolter



Space Marine with missile launcher



Space Marine with meltagun



Company Veteran with combat shield and plasma pistol



Company Veteran with power sword and bolt pistol



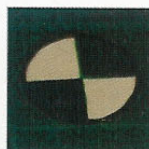
Company Veteran equipped with bolter



Company Veteran equipped with plasma gun



Company Veteran with storm bolter and storm shield. This simple conversion uses a storm bolter from the Space Marine Commander box set.



5th Company badge



Tactical designation



Chapter icon



Crew compartment, including weapons rack and tactical readouts.



Dark Angels Rhino

THE DARK ANGELS ARMY



Devastator with heavy bolter



Devastator with plasma cannon



Devastator Veteran Sergeant with plasma pistol and power fist



Devastator with lascannon



Assault Marine Sergeant with plasma pistol



Assault Marines with bolt pistols and chainswords



A Razorback may be equipped with twin-linked heavy bolters instead of lascannons.

A Combat squad supported by their Razorback transport.

SCOUTS



Scout with sniper rifle



Scout with sniper rifle



Scout with bolt pistol and combat blade



Scout with bolter



Scouts deploy in support of a Dark Angels combat squad.



Scout with missile launcher



Scout with bolt pistol and chainsword



Scout with bolter



Scout with shotgun



Scout with bolter



Scout with heavy bolter

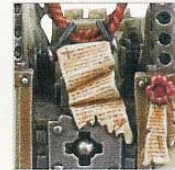
THE DEATHWING



Space Marine
Terminator Captain



Venerable Dreadnought



As Venerable Dreadnoughts are members of the Deathwing, they are painted the same bone white as the Terminators.



Deathwing Terminator with twin lightning
claws and cyclone missile launcher



Deathwing Terminator Apothecary.
This conversion uses parts from the
Apothecary found in the Space Marine
Command Squad set.



Deathwing Terminator with assault
cannon and power fist



Deathwing Terminator with heavy
flamer and power fist



Deathwing Terminator with thunder
hammer and storm shield



Deathwing Terminator sergeant with
storm bolter and power sword

THE RAVENWING



Ravenwing Veteran Sergeant



Ravenwing biker



Ravenwing biker



Ravenwing Attack Bike with multi-melta



*Ravenwing Land Speeder
displaying Chapter icon, Company
icon and squadron number.*



*Ravenwing Land
Speeder Typhoon*



*Ravenwing Land Speeder
Tornado with chin-mounted
assault cannon*



Sammael, Master of the Ravenwing, on his jetbike



The Master of the Ravenwing, mounted in his Land Speeder, leads a Ravenwing Attack Squadron.

ARMoured SUPPORT



*Predator Annihilator with
sponson-mounted heavy bolters*



Lascannon sponson



*Predator Destructor
equipped with autocannon*



*Whirlwind with
Vengeance missiles*



*Vindicator – this detailed resin kit
is available from Forge World*



*Whirlwind missile launcher
loaded with incendiary
Castellan missiles*



Dreadnought with assault cannon and missile launcher



*Dreadnought close
combat weapon*



Twin-linked lascannons

This Land Raider is adorned with Dark Angels iconography. It is equipped with twin-linked lascannons, heavy bolters and a pintle-mounted storm bolter.



Land Raider



Led by an Interrogator-Chaplain, Deathwing Terminators assault from a Land Raider Crusader. The finely detailed doors and hatches are resin parts produced by Forge World.



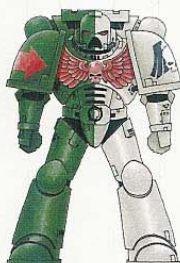


SUCCESSOR CHAPTERS

The Dark Angel's Successor Chapters, described opposite, each have their own iconography.



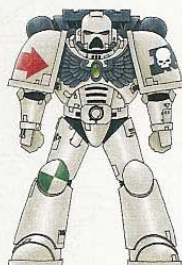
Angels of Vengeance



Angels of Redemption



Disciples of Caliban



Angels of Absolution



Guardians of the Covenant



The Consecrators



Shown here are a variety of Space Marine models, painted in the colours of specific Successor Chapters as shown above. Of course, you may like to invent your own unique Unforgiven Chapter, complete with insignia of your devising. The only guideline to consider is that the Successors usually adopt dark, brooding colours.



Angels of Absolution
Company Veteran



Disciples of Caliban
1st Company Terminator



Guardians of the Covenant
Company Veteran



Guardians of the Covenant
2nd Company biker



Consecrators
Company Master

SUCCESSOR CHAPTERS

When the Space Marine Legions were split into Chapters after the Horus Heresy, it is written in the few surviving histories that the Dark Angels Legion sired at least three new Chapters. These are the Angels of Absolution, the Angels of Vengeance and the Angels of Redemption, but more of these so-called 'Successors' are said to exist. Certainly, more were created than are recorded, and all of these Chapters are extant to this day. These Chapters collectively call themselves the Unforgiven, and they pursue their own, shadowy agenda, forever seeking to absolve themselves of the Dark Angels' ancient sin.

Each of the Unforgiven Chapters follows the Dark Angels' pattern of organisation closely, and each has its own Inner Circle. They all have formations which are similar to the Deathwing and Ravenwing Companies, although they are not named as such. Some of these Chapters use special uniforms and markings for these units, while others do not.

The Chapters of the Unforgiven coordinate their actions in regards to their secret mission and it is not unknown for the Supreme Grand Masters of the Chapters to hold summit meetings on the Rock.

LEGION	PRIMARCH	WORLD	SECOND FOUNDING CHAPTERS
Dark Angels	Lion El' Jonson	[Caliban]	Angels of Absolution, Angels of Redemption, Angels of Vengeance
Emperor's Children	Fulgrim	[Chemos]	Excommunicate Traitoris
Iron Warriors	Perturabo	[Olympia]	Excommunicate Traitoris
White Scars	Jaghatai Khan	Mundus Planus	Marauders, Rampagers, Destroyers, Storm Lords
Space Wolves	Leman Russ	Fenris	Wolf Brothers
Imperial Fists	Rogal Dorn	Terra	Black Templars, Crimson Fists
Night Lords	Konrad Curze	[Nostramo]	Excommunicate Traitoris
Blood Angels	Sanguinius	Baal	Angels Encarmine, Angels Sanguine, Fleshtearers, Angels Vermillion, Blood Drinkers
Iron Hands	Ferrus Manus	Medusa	Red Talons; Brazen Claws
World Eaters	Angron	No Record	Excommunicate Traitoris
Ultramarines	Roboute Guilliman	Macragge	Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Praetors of Orpheus, Inceptors, Genesis Chapter
Death Guard	Mortarion	[Barbarus]	Excommunicate Traitoris
Thousand Sons	Magnus the Red	[Prospero]	Excommunicate Traitoris
Lunar Wolves	Horus	[Cthonia]	Excommunicate Traitoris
Word Bearers	Lorgar	[Colchis]	Excommunicate Traitoris
Salamanders	Vulkan	Nocturne	None Known
Raven Guard	Corax	Deliverance	Black Guard, Revilers, Raptors
Alpha Legion	Alpharius	No Record	Excommunicate Traitoris

LEGION: Name of Legion when founded.
PRIMARCH: Name of Primarch from which Legion allegedly drew its gene-seed.
WORLD: Where Legion was based. Worlds in parentheses subsequently destroyed.

SECOND FOUNDING CHAPTERS – Chapters named in Apocrypha of Davio [M.33].
EXCOMMUNICATE TRAITORIS – Those Legions who turned during the Great Heresy as reported in the Grimoire Hereticus [M.35]

The Dark Angels and their Second Founding successors refer to themselves as the Unforgiven.

Source: Mythos Angelica Mortis (M.36)

All records expunged from library
– order origination unknown

"The Space Wolves encourage genetic deviancy [re; extraordinary growth of canines] and show extreme unorthodoxy in their tactics and organisation."

Source: Inquisitor Horst (M.37)

Blood Angels and their successors follow unconventional and deviant gene-replication practices which has led to the debasement of their gene-seed.

Rumours of 'Red Thirst' and 'Black Rage' still perpetuate, despite numerous investigation.

Source: Report - Inquisitor Damne (M.34)

All records expunged from library
– order origination unknown

These are the named Successors to the Ultramarines Legion (Apocrypha of Davio), though the Apocrypha of Skaros states there are 23 Second Founding Chapters but fails to name them.

Source: Compiler Atrax (M.41)

The Ultramarines Legion is responsible for nearly 3/5ths of the gene-core of the current Space Marine Chapters. The Ultramarines Chapter rules large empire in Galactic South-East, known as Ultramar, one of the most powerful institutions on the Eastern Fringe.

Source: Liber Astartes (M.37)

The Lunar Wolves were renamed Sons of Horus (c.125.M30). After the death of Horus, they became known as the Black Legion.

Source: Grimoire Hereticus (M.35)

THE ANGELS OF VENGEANCE



The deeds of the Angels of Vengeance are less well known than those of the other Unforgiven Chapters, for they shun fame and laurels even more than the other Unforgiven, concentrating on their duties to the exclusion of all else. All of their companies wear armour of jet black. This is a throwback to the original panoply worn by the Dark Angels Legion. The Angels of Vengeance embody one particular aspect of the Dark Angels' character above others – what might be described as a devotion to their cause bordering on the single-minded. The Chapter is wont to become embroiled in battles other forces would have little hope of winning, and of emerging, bloody and battered, but victorious.

The Angels of Vengeance are known for their unrelenting hatred of any and all enemies of the Imperium, and are thus extremely proactive in seeking out and attacking the alien, the traitor and the servant of Chaos.

The Angels of Vengeance are known to have suffered severe losses on several occasions; the result of their absolute refusal to accept any foe might prove their equal. It is suspected that the Chapter's very future has been put in jeopardy more than once. In the aftermath of the Siege of San Apollis, losses were so severe that the Chapter was forced to spend almost a century replenishing its ranks and its gene-seed stocks before it could do battle once more.

GUARDIANS OF THE COVENANT



The Guardians of the Covenant are an Unforgiven Chapter whose adopted home world lies close to the western rim of the Imperium. The Chapter has fought many battles along the marches of Segmentum Pacificus, and has spearheaded a number of crusades into the Halo Stars. The Guardians of the Covenant gained special honours for their deeds during the Lelith Incursion, when they saved an entire sub-sector from the alien Leliths' particularly appalling brand of subjugation.

The Chapter is known for its exceptionally monastic character, and its brothers very much regard themselves as warrior-monks. They pursue the scholarly arts as much as the martial, and are assiduous in studying the teachings of the Emperor and of their Primarch. Their banners, armour and the flanks of their vehicles are covered in spidery, hand-written and illuminated text extracted from the pages of the Codex Astartes, the Requiem Angelis and many other tomes held sacred by the Space Marines. The Chapter's Fortress Monastery takes the form of a mighty cathedral, its spire piercing the clouds of their mountainous home world of Mortikah VII.

THE DISCIPLES OF CALIBAN



The founding of the Disciples of Caliban is shrouded not only in mystery but also controversy. It is believed that Dark Angels Chapter Master Anaziel made a strong request of the High Lords of Terra for a Chapter to be raised late in the 37th millennium. Much debate followed, for it was unheard of for a Chapter Master to make such a request, and although no clear reason was given by the Dark Angels the request was eventually granted and the Disciples of Caliban were created.



It is generally acknowledged that Anaziel had the Disciples of Caliban created for a very specific and secretive purpose – rumoured amongst the other Unforgiven to be the pursuit and capture of the renegade known as Cypher, though none outside of the Disciples of Caliban Inner Circle know if this really is their true purpose. The Disciples of Caliban are a very mobile Chapter, and their fortress fleet has been sighted in conflicts the length and breadth of the Imperium, and sometimes far beyond. Speculation exists that many of these conflicts were instigated or fuelled by the presence of Cypher, and the Disciples of Caliban have become expert at detecting even the most subtle tell-tale signs of the Fallen.

Their Founding geneseed was of the highest pedigree held by the Dark Angels at the time, and scrutinised to a standard far beyond even that required by the Adeptus Terra. To this day the purity of the Chapter's geneseed is constantly monitored for the slightest sign of corruption or degradation, and it has the most exacting standards of recruitment of any of the Unforgiven. The warriors of the Disciples of Caliban are virtuous and noble to the highest degree, utterly unflinching in their sacred duties. The Chapter fleet houses great reliquaries celebrating the successes of their warriors and their forebears, and each Company has several Relic Bearers who carry these artefacts to war to inspire the battle brethren to the greatest feats of valour. The most sacred of these relics is the Lionus Censum, an immense scroll that details the names and deeds of the Chapter's most decorated Battle Brothers.

THE CONSECRATORS



The Consecrators are a Chapter almost entirely absent from the histories of the Imperium. Their deeds are largely unrecorded, and no record of their existence is to be found in any known archive prior to the third century of the fortieth millennium. The

Chapter's first appearance is in the works of the Administratum field notary Corwen Quilp, in his widely circulated, epic account of the Second Kuppukin Schism.

At the height of this terrible war, Army 52 was surrounded by the schismatics and reduced to a meagre twenty depleted regiments, when the entire Consecrators Chapter deployed in their support. Though they did not answer any of Army 52's transmissions, the Consecrators launched an immediate and devastating attack upon the enemy's centre of power. Within six hours, the Consecrators had wiped out the schismatics' entire high command structure, breaking the back of the rebellion, and essentially winning the war.

Their task complete, the Chapter withdrew, not to be seen for another three decades, when its 4th Company fought alongside the Dark Angels at the Arrulas Intervention. Though his descriptions are characteristically vague, Quilp is very specific on one element of the Consecrators' appearance – he noted that the brethren bore all manner of holy relics, and used the most ancient patterns of armour, weaponry and vehicles. It was as if, the field notary commented, the Consecrators had inherited the most revered arms of the Dark Angels Legion, preserving them lovingly, and bearing them down the ages against the foes of the Lion.

THE ANGELS OF REDEMPTION



The Angels of Redemption are a Chapter celebrated throughout the Imperium, their deeds almost as famed as those of the Dark Angels themselves. They have fought in many great wars, either alone or as part of a greater force. In common

with all of the Unforgiven Chapters however, they are wont to stand apart from their own allies.

The common strand in all such battles is that the Angels of Redemption display a particular zeal to right the ancient wrongs of the Dark Angels. Nothing can dissuade the Chapter from its mission to hunt down the Fallen, and nigh every battle fought is calculated to bring the Chapter that much closer to its ultimate goal. It has been noted that the Dark Angels have on occasion withdrawn from a campaign in order to pursue their own, undisclosed ends. The Angels of Redemption have acted in this manner far more often than their progenitors, often with tragic consequences. It was at the height of the Defence of Gatlinghive that the Angels of Redemption redeployed at the moment of the Orks' final assault,

leaving the seven brigades of the Gatlinghive Militia to face an Orkish horde three million strong. The Angels of Redemption were never called to account for this act, and there were no survivors to press any form of inquiry. The Angels themselves embarked upon a hunt that led them to capture a particularly notorious Fallen Dark Angel, a former company master by the name of Baalakai. To the Unforgiven, such a victory was evidently worth the cost in the lives of the Gatlinghive militia, and the population they fought in vain to protect.

Perhaps due to this incident, and similar events, Imperial forces have on occasion actually declined the aid of the Angels of Redemption, despite the terrible insult implicit in doing so. The consequences of this have yet to emerge, but could range from Inquisitorial censure to outright excommunication, dependent upon the Chapter's actions in coming years.

THE ANGELS OF ABSOLUTION



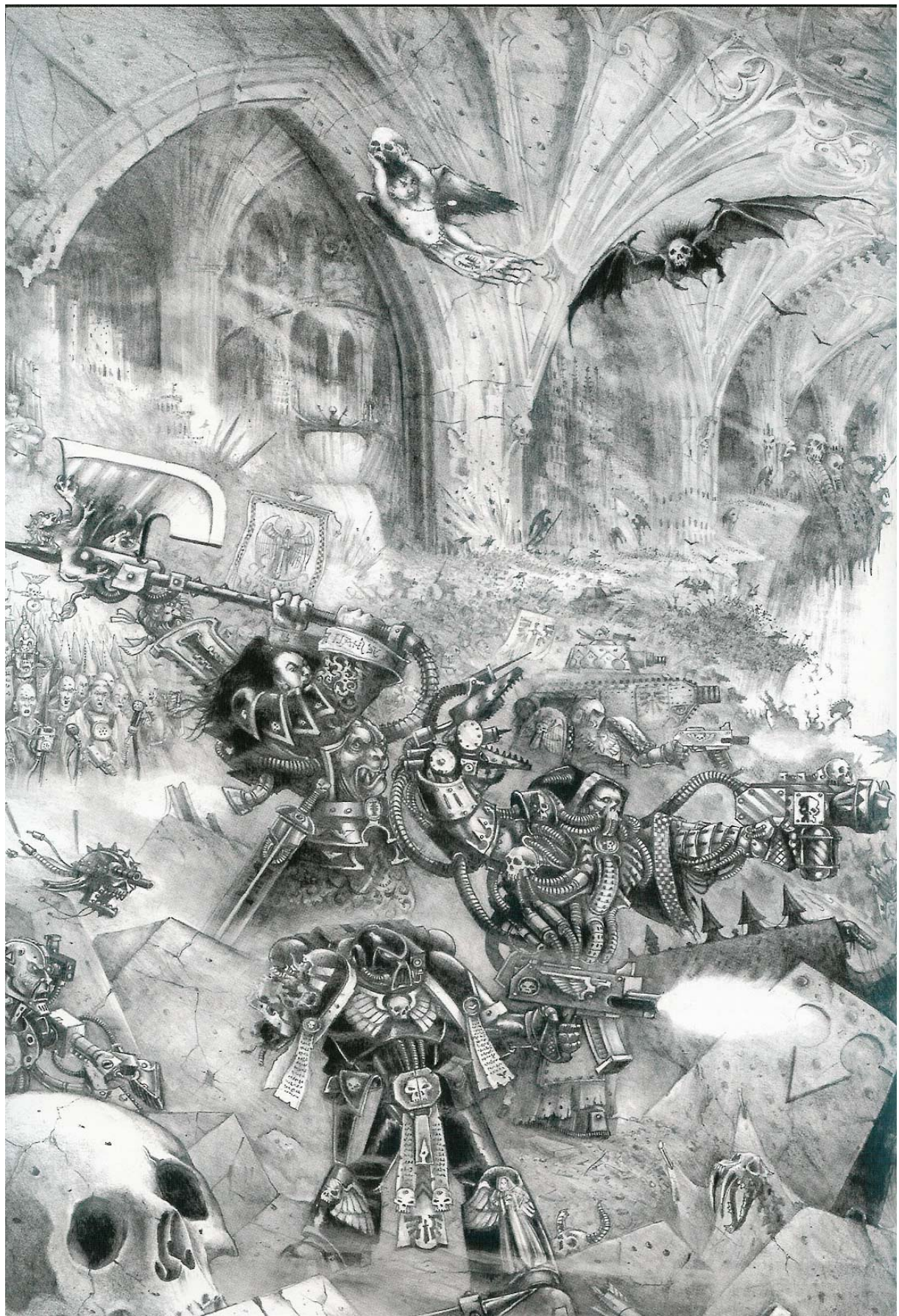
The Angels of Absolution are known to have close ties with the Dark Angels Chapter, and have on numerous occasions launched joint operations with their progenitor formation. The Angels of Absolution Chapter's 2nd Company has worked

closely with the Dark Angels' Ravenwing, pooling the two Chapter's resources in order to hunt far and wide for the Fallen.

The Ravenwing and Angels of Absolution's 2nd Company worked together to deadly effect at Archangel VII, for example, where a small band of Fallen Dark Angels and their followers were found to be ensconced at the icy death world's northern pole, in a region utterly inimical to life.

Having tracked down these Fallen, it fell to a joint strike by the Deathwing and the Angels of Absolution's 1st Company to assault their fortress. The enemy proved experienced, well-organised and ferocious, and the assault raged for two full days, costing the lives of a full dozen Terminators before the fortress was breached. In the action that followed, the combined force encountered three of the Fallen, and though one was slain in the battle, the remaining two were both seized and taken to the Rock.

In doctrine and temperament the Angels of Absolution are very close to the Dark Angels. The two Chapters' teachings are largely consistent – the only noted divergence lies in the emphasis placed on the Chapter's guilt concerning the Fallen. Though a subtle distinction, it appears the Angels of Absolution consider their own sins expunged by the actions of their forefathers in the Fall of Caliban. Though the Angels of Absolution fear no spiritual damnation from the Fall, they consider themselves responsible for meting out the punishment upon the traitors as an act of temporal contrition.



DARK ANGELS ARMY LIST

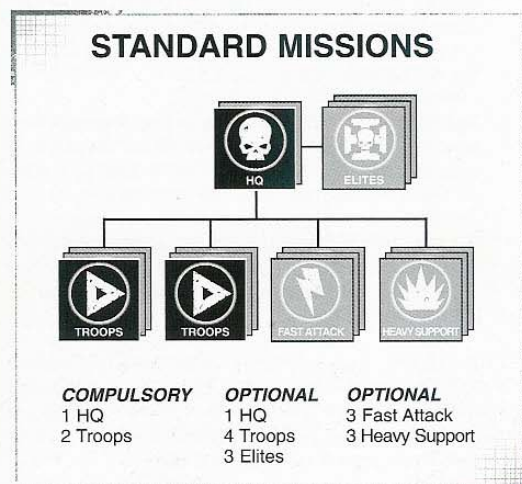
The following pages contain an army list that enables you to field a Dark Angels army or a Successor Chapter army and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with the basic information you'll need in order to field a Dark Angels army in scenarios you've devised yourself, or that form part of a campaign.

The army list allows you to pick an army based on the troops that could be fielded by a Dark Angels Battle Company, with attached support drawn from other Companies in the Chapter. By including the Master of the Deathwing or the Master Of The Ravenwing in the army you also have the option of fielding a full Deathwing or a Ravenwing army.

The army list is split into five sections. All the squads, vehicles and characters in the army are placed into one of these depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon a scenario and the total number of points each of you will spend. Then you can proceed to pick your army as described below.

USING A FORCE ORGANISATION CHART

The army lists are used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection. We've included the chart used for Standard Missions on the right.



MISSIONS & POINTS

These army lists are primarily designed for use with the Combat Patrol and Standard Missions from the Warhammer 40,000 rulebook. They may also be used with any other missions that use the Force Organisation charts, but please note that play balance may be effected if they are used for anything other than a Combat Patrol or Standard Mission.

If you decide to fight a Combat Patrol or Standard Mission then this will dictate the number of points used to select the army. Combat Patrol armies are always 400 points each, while for Standard Missions each player selects an army of 500 points or more. The more points you use, the longer the game will be.

In addition the Mission you decide to play will determine what (if any) restrictions apply to picking your army. See the Combat Patrol or Standard Missions sections of the Warhammer 40,000 rulebook for details of the restrictions that apply.

USING THE ARMY LIST

Before putting your army together for a game, agree with your opponent on the size of each force. Many players like to play games of 1,500 points per side, which provides around two hours of play, or the best part of an afternoon or evening. Look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Any upgrades that are taken must be shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!

REPRESENTING SUCCESSOR CHAPTERS

Collecting an army based on a Successor Chapter is simple. Use the Dark Angels army list presented on the following pages and paint your miniatures using the appropriate colour scheme from page 72 (or make one up yourself).

To represent the various Masters of the Successors, you can use the models and the rules for the named Dark Angels characters such as Azrael or Belial – you just need to come up with new names.

This is a perfect way to personalise your army – just make sure your opponent is aware what everything counts as.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit that you can use in a game. More information about the background and rules for the troops, vehicles and equipment in the army lists can be found on pages 23-55, while information and examples of the Citadel Miniatures you will need to represent the troops, vehicles and equipment used in the lists can be found on pages 57-72.

Each unit entry in the army list is split into seven sections:

ASSAULT SQUAD											POINTS COST: 125 POINTS																														
1	<table border="1"> <thead> <tr> <th></th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Sv</th> </tr> </thead> <tbody> <tr> <td>Veteran Sergeant</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>2</td> <td>9</td> <td>3+</td> </tr> <tr> <td>Space Marine</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>1</td> <td>8</td> <td>3+</td> </tr> </tbody> </table>											WS	BS	S	T	W	I	A	Ld	Sv	Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Space Marine	4	4	4	4	1	4	1	8	3+	6 Options:
	WS	BS	S	T	W	I	A	Ld	Sv																																
Veteran Sergeant	4	4	4	4	1	4	2	9	3+																																
Space Marine	4	4	4	4	1	4	1	8	3+																																
2 Unit Composition:	1 Veteran Sergeant 4 Space Marines										- The squad may include five additional Space Marines for +110 points. - Up to two Space Marines may replace their bolt pistol with a plasma pistol for +15 points per model. - The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points. - The Veteran Sergeant may replace his chainsword with a power weapon for +15 points or with a power fist for +25 points. - The Veteran Sergeant may take meltabombs for +5 points. - The Veteran Sergeant may take a combat shield for +10 points.																														
3 Unit Type:	Jump Infantry										7 Transport:																														
5 Special Rules:	- And They Shall Know No Fear - Combat Squads - Deep Strike										The Squad may remove its jump packs to count as Infantry, and may then have a Drop Pod or a Rhino as a dedicated transport vehicle at no additional cost (see page 87 for the points cost of the Rhino's options).																														
4 Wargear:	- Power armour - Jump pack - Bolt pistol - Frag grenades - Krak grenades - Chainsword																																								

1 Unit Profile: At the start of each entry you will find the name of the unit, the profile of any models it can include, and the points cost of the unit without any upgrades. For example, the entry shown above is for an Assault Squad that costs 125 points.

2 Unit Composition: Where applicable, this entry lists the number and type of models that make up the basic unit. For example, the 125 point Assault Squad shown above is made up of a Space Marine Veteran Sergeant and four Space Marines.

3 Unit Type: This entry refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be Infantry, Vehicle or Jump Infantry, and be subject to a number of rules regarding movement, shooting, assault etc.

4 Wargear: This entry details the equipment the models in the squad entry carry. The cost for all of these models and all of their equipment is included in the points cost with the unit profile.

5 Special Rules: Any special rules that apply to the unit are listed here. These special rules are explained in further detail in the Forces section. Some refer to the Universal Special Rules section of the Warhammer 40,000 rulebook. For example, the Assault Squad shown above benefits from the 'And They Shall Know No Fear' and 'Combat Squads' Special Rules, which are detailed in the Dark Angels Army Special Rules on page 23, as well as the Deep Strike Scenario Special Rule, which can be found in the Warhammer 40,000 rulebook.

6 Options: This section lists all of the upgrades you may add to the unit if you wish to do so. If a model is equipped with something listed in the Unit Upgrades section then you must pay the points for it – you may not take an upgrade unless a model in the unit actually has it. Some units have additional options regarding how they may be chosen or fielded, often depending on whether an associated special character is taken.

7 Transport: This last entry refers to any transport vehicles the unit may take. These have their own entry on page 87. The Transport Vehicles section of the Warhammer 40,000 rulebook explains exactly how these dedicated transports work.

**AZRAEL, SUPREME GRAND MASTER**

POINTS COST: 225 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	5	5	4	4	4	5	4	10	2+

Unit Type:

- Infantry

Individual:

- An army can only include one Supreme Grand Master

Wargear:

- Frag grenades
- Krak grenades
- Bolt pistol
- Protector
- Lion Helm
- Sword of Secrets
- Lion's Wrath

Special Rules:

- Fearless
- Independent Character
- Rites of Battle

Options:

- If Azrael is in the army, the Standard Bearer in one Command Squad may replace his Company Standard with the Dark Angels Chapter Banner for +15 points.

BELIAL, MASTER OF THE DEATHWING

POINTS COST: 130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Master of the Deathwing	5	5	4	4	3	5	3	10	2+

Unit Type:

- Infantry

Individual:

- An army can only include one Master of the Deathwing

Wargear:

- Terminator armour
- Storm bolter
- Sword Of Silence

Special Rules:

- Fearless
- Independent Character
- Rites of Battle

Army Organisation:

- If Belial is in the army, Deathwing Terminator Squads may be treated as a Troops choice as well as an Elites choice.

Options:

- Replace storm bolter and Sword of Silence with thunder hammer and storm shield or twin lightning claws for free.
- If Belial is in the army, one Deathwing Terminator squad may be upgraded as follows:
 - One Terminator may be upgraded to a Standard Bearer carrying the Deathwing Company Banner for +25 points.
 - One Terminator may be upgraded to an Apothecary equipped with a narthecium/reductor for +30 points.

SAMMAEL, MASTER OF THE RAVENWING

POINTS COST: 205 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Master of the Ravenwing	5	5	4	4(5)	3	5	3	10	3+

Unit Type:

- Jetbike

Individual:

- An army can only include one Master of the Ravenwing

Special Rules:

- Fearless
- Rites of Battle

Wargear:

- Power armour
- Frag grenades
- Krak grenades
- Bolt pistol
- Iron halo
- The Raven Sword
- Adamantine mantle
- Jetbike, armed with a plasma cannon and a twin-linked storm bolter

Options:

- May replace jetbike with the Master of the Ravenwing's Land Speeder at no additional cost in points (in which case the Unit Type changes to Vehicle).
- If Sammael is in the army one Ravenwing Attack Squadron may be upgraded as follows:
 - One model riding a bike may be upgraded to a Standard Bearer carrying the Ravenwing Company Banner for +25 points.
 - One biker may be upgraded to an Apothecary equipped with a narthecium/reductor for +15 points.

	Type	BS	Armour		
			F	S	R
Master's Land Speeder	Fast, Skimmer	5	14	14	10

Wargear:

- Twin-linked Heavy Bolter
- Twin-linked Assault Cannon

Special Rules:

- Shield of Night
- Deep Strike

Army Organisation:

- If Sammael is in the army, Ravenwing Attack Squadrons may be treated as a Troops choice as well as an Fast Attack choice.



EZEKIEL, GRAND MASTER OF LIBRARIANS

POINTS COST: 170 POINTS

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

Unit Type:

- Infantry

Individual:

- An army can only include one Grand Master of Librarians

Wargear:

- Frag grenades
- Krak grenades
- Secret's Shield
- Deliverer
- Traitor's Bane
- Book of Salvation
- Psyker hood

Special Rules:

- Fearless
- Independent Character
- Psyker

Psychic Powers:

- Force Barrier
- Hellfire
- Mind Worm

INTERROGATOR-CHAPLAIN

POINTS COST: 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Interrogator-Chaplain	5	5	4	4	3	5	3	10	3+

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Rosarius
- Crozius Arcanum

Special Rules:

- Independent Character
- Honour of the Chapter
- Litanies of Hate

Options:

- Replace bolt pistol with a plasma pistol for +15 points or power fist for +25 points.
- Take a storm bolter for +5 points or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points or:
 - Space Marine bike for +30 points or:
 - replace all wargear items with Terminator armour, storm bolter, rosarius, and crozius arcanum for +25 points. A Terminator-armoured Interrogator-Chaplain may replace his storm bolter with a combi-flamer, combi-plasma gun or combi-meltagun for +5 points, but may take no other options.

COMPANY MASTER

POINTS COST: 100 POINTS

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

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Iron halo
- Chainsword

Special Rules:

- Fearless
- Independent Character
- Rites of Battle

Options:

- Replace bolt pistol with a plasma pistol for +15 points.
- Replace chainsword with one of the following:
 - a power weapon for +15 points.
 - a power fist or single lightning claw for +25 points.
 - a pair of lightning claws or a thunder hammer for +30 points.
- Take a storm bolter for +5 points, or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points.

CHAPLAIN

POINTS COST: 100 POINTS

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

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Rosarius
- Crozius arcanum

Special Rules:

- Independent Character
- Honour of the Chapter
- Litanies of Hate

Options:

- Replace bolt pistol with a plasma pistol for +15 points or with a power fist for +25 points.
- Take a storm bolter for +5 points or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points or Space Marine bike for +30 points.



LIBRARIAN

POINTS COST: 120 POINTS

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

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Psychic hood
- Force weapon

Psychic Powers:

- Force Barrier
- Hellfire

Special Rules:

- Fearless
- Independent Character
- Psyker

Options:

- Replace bolt pistol with a plasma pistol for +15 points.
- Take a storm bolter for +5 points or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points or:
 - a Space Marine bike for +30 points or:
 - replace all wargear items with Terminator armour, storm bolter, psychic hood, and force weapon for +25 points. A Terminator-armoured Librarian may replace his storm bolter with a combi-flamer, combi-plasma gun or combi-meltagun for +5 points, but may take no other options.

COMMAND SQUADS

A Dark Angels army may include one Command Squad for each Independent Character that it includes. The Command Squad does not use up any force organisation chart selections, but is otherwise treated as a separate HQ unit.

COMMAND SQUAD

POINTS COST: 105 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 5 Veteran
- Space Marines.

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Bolter or a chainsword

Special Rules:

- Fearless

Transport:

- Command Squads may select a Drop Pod, a Rhino or a Razorback as a dedicated transport vehicle (see page 87 for points costs).

Options:

- Up to two Veterans may replace their bolt pistol with a plasma pistol for +15 points per model.
- Up to two Veterans may replace their bolter or chainsword with a power weapon for +15 points per model, or with a power fist for +25 points per model.
- Any Veteran may take meltabombs for +5 points per model.
- Up to two Veterans their bolter or chainsword with a flamer for +5 points per model, a meltagun for +10 points per model, or a plasma gun for +15 points.
- One Veteran may be upgraded to an Apothecary equipped with a narthecium/reductor for +20 points.
- One Veteran may be upgraded to a Standard Bearer carrying a Company Standard for +10 points.
- For every Company Master in the army, one Command Squad may upgrade one model to a Company Champion, by replacing its chainsword with a power weapon and giving him a combat shield, for +25 points.
- For every Interrogator-Chaplain in the army, one Command Squad may upgrade the Company Standard to a Sacred Standard for +5 points.

BROTHER BETHOR

The Dark Angels have three ancient battle standards, each of which dates back to the time of the Great Crusade. It is the custom for only one of these standards to be used at any one time, the remaining two standards being held in honour, protected by stasis fields, in the Great Hall of the Rock.

Brother Bethor is the present Bearer of the Sacred Standard. He was chosen for this sacred duty following his quite exceptional bravery during the Cleansing of Durganion XIII, where he single-handedly recaptured the 3rd Company's standard after it was lost beneath a tide of Genestealers.

ELITES

DEATHWING TERMINATOR SQUAD

POINTS COST: 215 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator									
Sergeant	4	4	4	4	1	4	2	9	2+
Terminator	4	4	4	4	1	4	2	9	2+

Unit Composition:

- 1 Deathwing Terminator Sergeant
- 4 Deathwing Terminators

Wargear:

- Terminator armour
- Storm bolter
- Power fist (Sergeant has power sword)

Unit Type:

- Infantry

Special Rules:

- Fearless
- Deathwing Assault

Options:

- Any model may replace its weapons with either a pair of lightning claws, or a thunder hammer and storm shield, for free.
- Any model may replace power fist or power sword with a chainfist for +5 points per model.
- One Terminator may take a Cyclone missile launcher for +20 points or replace his storm bolter with a heavy flamer for +5 points or with an assault cannon for +30 points.

DREADNOUGHT

POINTS COST: 125 POINTS

Type	WS	BS	S	I	A	F	S	R
Dreadnought Walker	4	4	6	4	2	12	12	10

Wargear:

- Assault cannon
- Dreadnought close combat weapon (with built-in storm bolter)
- Smoke launchers
- Searchlight

Options:

- Upgrade to a Venerable Dreadnought for +20 points
- Replace Dreadnought close combat weapon with missile launcher for +10 points.
- Replace storm bolter with heavy flamer for +5 points.
- Replace assault cannon with a multi-melta, plasma cannon or twin-linked autocannon, at no additional cost in points, or with a twin-linked lascannon for +20 points.
- Take extra armour for +15 points.

Transport:

- A Dreadnought may select a Drop Pod as a dedicated transport (see page 87 for points costs).

TECHMARINES

A Dark Angels army may include one Techmarine for each vehicle chosen from the Elites or Heavy Support sections of the army list (not counting dedicated transports). The Techmarine does not use up any force organisation chart selections, but is otherwise treated as a separate Elites unit.

TECHMARINE

POINTS COST: 75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	2	4	2	9	2+
Servitor	4	4	3	3	1	3	1	8	4+

Unit Type:

- Infantry

Special Rules:

- And They Shall Know No Fear
- Blessing of the Omnissiah

Wargear:

- Artificier armour
- Boltgun or bolt pistol
- Frag grenades
- Krak grenades
- Power weapon
- Servo-arm

Options:

- Replace bolt pistol with a plasma pistol for +15 points.
- Replace Servo-arm with a servo-harness for +25 points.
- The Techmarine may be accompanied by up to four Servitors armed with a servo-arm and close combat weapon for +25 points per model. Any servitor may replace its servo-arm with a heavy bolter or multi-melta for free, or a plasma cannon for +10 points per model.

Transport:

- A Techmarine may select a Drop Pod, Razorback or Rhino as a dedicated transport vehicle (see page 87 for points costs).

ELITES

COMPANY VETERANS SQUAD

POINTS COST: 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 1 Veteran Sergeant
- 4 Veterans

Unit Type:

- Infantry

Special Rules:

- And They Shall Know No Fear
- Combat Squads

Transport:

- Company Veterans squads may select a Drop Pod, a Rhino or a Razorback as a dedicated transport vehicle (see page 87 for points costs).

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Bolter or a chainsword

Options:

- The squad may include up to five additional Veterans for +20 points per model.
- Up to three Veterans may replace their bolter or chainsword with one weapon chosen from the following list:
 - Storm bolter for +5 points per model.
 - Combi-weapon for +10 points per model.
 - Power weapon or plasma pistol for +15 points per model.
 - Power fist or single lightning claw for +25 points per model.
 - Pair of lightning claws or a thunder hammer for +30 points per model.
- Any Veteran may take a combat shield for +5 points per model, or a storm shield for +10 points per model.
- Any Veteran may take meltabombs for +5 points per model.
- One Veteran may replace his bolter or chainsword with a flamer for +5 points, or a meltagun for +10 points, or a plasma gun for +15 points.
- One Veteran may replace his bolter with a heavy bolter or a missile launcher or a multi-melta for +10 points, or a plasma cannon or a lascannon for +20 points.

SCOUT SQUAD

POINTS COST: 80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	4	4	4	4	1	4	2	9	4+
Scout	4	4	4	4	1	4	1	8	4+

Unit Composition:

- 1 Scout Sergeant
- 4 Scouts

Unit Type:

- Infantry

Special Rules:

- And They Shall Know No Fear
- Infiltrate
- Move Through Cover
- Combat Squads

Wargear:

- Scout armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Bolter, shotgun, chainsword or combat blade

Options:

- The squad may include five additional Scouts for +65 points.
- Any Scout may replace his bolter with a sniper rifle for +5 points per model.
- One Scout may replace his bolter with a heavy bolter for +15 points or a missile launcher for +20 points.
- The Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Sergeant may replace his bolter with a power weapon for +15 points or a power fist for +25 points.
- The Sergeant may take meltabombs for +5 points.

Transport:

- Scout squads may select a Drop Pod as a dedicated transport vehicle (see page 87 for points costs).

SERGEANT NAAMAN

Sergeant Naaman was instrumental in defeating the Orks on Piscina. After the Chapter's first scouting attempts were thrust back by the weight of the Orks' advance, it was Naaman alone who escaped Nazdreg's pursuing horde. Led by Naaman, a team scouts managed to break through the Orks' sentries and discover the truth about the attack. It was Naaman who transmitted vital

details to the Chapter's Techmarines about the Orks' teleportation machinery and then called in the forces of the Deathwing to attack the site. Naaman fought off vicious Ork counter-attacks to hold up their reinforcements before he was finally killed by an exploding Ork Dreadnought. His name is entered in the Book of Honour.

► TROOPS ►

TACTICAL SQUAD

POINTS COST: 90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 1 Veteran Sergeant
- 4 Space Marines

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Bolter

Unit Type:

- Infantry

Special Rules:

- And They Shall Know No Fear
- Combat Squads

Transport:

- Tactical squads may select a Drop Pod, a Rhino or a Razorback as a dedicated transport vehicle (see page 87 for points costs).

Options:

- The squad may include five additional Space Marines for +75 points.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his bolter with a chainsword for free, or with a power weapon for +15 points or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- One Space Marine may replace his bolter with a flamer for +5 points or a meltagun for +10 points or a plasma gun for +15 points.
- If the squad numbers ten models, one Space Marine may replace his bolter with a heavy bolter, multi-melta or a missile launcher for +10 points, with a plasma cannon for +15 points, or with a lascannon for +20 points.

✦ FAST ATTACK ✦

ASSAULT SQUAD

POINTS COST: 125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 1 Veteran Sergeant
- 4 Space Marines

Wargear:

- Power armour
- Jump pack
- Bolt pistol
- Frag grenades
- Krak grenades
- Chainsword

Unit Type:

- Jump Infantry

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Deep Strike

Options:

- The squad may include five additional Space Marines for +110 points.
- Up to two Space Marines may replace their bolt pistol with a plasma pistol for +15 points per model.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his chainsword with a power weapon for +15 points or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- The Veteran Sergeant may take a combat shield for +10 points.

Transport:

- The Squad may remove its jump packs to count as Infantry, and may then have a Drop Pod or a Rhino as a dedicated transport vehicle at no additional cost (see page 87 for the points cost of the Rhino's options).

FAST ATTACK

RAVENWING ATTACK SQUADRON

POINTS COST: 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ravenwing									
Sergeant	4	4	4	4(5)	1	4	2	9	3+
Ravenwing Bikers	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

	Type	BS	Armour		
			F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

Unit Composition:

- 1 Ravenwing Sergeant
- 2 Ravenwing Bikers

Unit Type:

- Bikes and Attack Bikes are Bikes
- Land Speeders are Vehicles

Wargear:

- Power armour
- Bolt pistol or chainsword
- Frag grenades
- Krak grenades
- Space Marine bike with twin-linked bolters and teleport homer

Special Rules (bikes and attack bikes only):

- Fearless
- Scouts
- Combat Squads

Options:

- The squadron may include three additional Ravenwing Bikers for +100 points.
- The Ravenwing Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Ravenwing Sergeant may take meltabombs for +5 points.
- The Ravenwing Sergeant may take a power weapon for +15 points or a power fist for +25 points.
- Up to two Ravenwing Bikers may take a flamer for +5 points per model, or a meltagun for +10 points per model, or a plasma gun for +15 points per model.
- The squadron may include one Attack Bike with power armour, bolt pistol, frag grenades, krak grenades, teleport homer, twin-linked bolters and heavy bolter or multi-melta for +50 points.
- If the squadron is upgraded in size to include six bikes then it may include a Land Speeder with heavy bolter and assault cannon for +100 points.

RAVENWING SUPPORT SQUADRON

POINTS COST: 65 POINTS

	Type	BS	Armour		
			F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

Unit Composition:

- 1 Ravenwing Land Speeder with heavy bolter.

Unit Type:

- Vehicle squadron

Options:

- May include up to four additional Ravenwing Land Speeders with heavy bolter for +65 points per model.
- Any Land Speeder may replace its heavy bolter with a multi-melta for no additional points.
- One Land Speeder may add a Typhoon missile launcher for +10 points.
- One Land Speeder not given a Typhoon missile launcher may add a heavy flamer for +10 Points or an assault cannon for +35 points.

THE BLADES OF REASON

Kept in a sacred reliquary and currently entrusted to the Interrogator-Chaplain Asmodai, the Blades of Reason are an ancient and horrific device that looks like a knife with many sharply honed and polished blades. Etched into the blades are numerous extremely fine neural wires which inflict agonising pain on any nerve fibres they cut through. Although not

primarily designed for combat, the Blades of Reason have been wielded in battle in place of a Crozius Arcanum by numerous Interrogator-Chaplains throughout the ages, incapacitating even the mightiest of foes. It is said that the Fallen fear the Blades of Reason above even death itself, for their touch is such that none can feel it and resist the urge to beg forgiveness, or death.

HEAVY SUPPORT

DEVASTATOR SQUAD

POINTS COST: 90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 1 Veteran Sergeant
- 4 Space Marines

Unit Type:

- Infantry

Special Rules:

- And They Shall Know No Fear
- Combat Squads

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Bolter

Transport:

- Devastator squads may select a Drop Pod, a Rhino or a Razorback as a dedicated transport vehicle (see page 87 for points costs).

Options:

- The squad may include five additional Space Marines for +75 points.
- The Veteran Sergeant may replace his bolter or bolt pistol with a chainsword for free, or his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his chainsword with a power weapon for +15 points or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- Up to four Space Marines may replace their bolter with a weapon chosen from the following list: heavy bolter or multi-melta for +15 points per model, missile launcher for +20 points per model, plasma cannon for +25 points per model, or lascannon for +35 points per model.

LAND RAIDER

POINTS COST: 250 POINTS

	BS	F	S	R
Tank	4	14	14	14

Special Rules:

- Power Of The Machine Spirit
- Assault Vehicle

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers
- Searchlight

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take extra armour for +15 points.

Transport Capacity:

- Ten models
- Models in Terminator armour count as two models.

LAND RAIDER CRUSADER

POINTS COST: 250 POINTS

	BS	F	S	R
Tank	4	14	14	14

Special Rules:

- Power Of The Machine Spirit
- Assault Vehicle

Wargear:

- Twin-linked Assault Cannon
- Multi-melta
- Two Hurricane Bolters
- Frag Assault Launcher
- Smoke Launchers
- Searchlight

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take extra armour for +15 points.

Transport Capacity:

- Sixteen models
- Models in Terminator armour count as two models.

PREDATOR

POINTS COST: 70 POINTS

	BS	F	S	R
Tank	4	13	11	10

Wargear:

- Autocannon
- Smoke launchers
- Searchlight

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.
- Replace autocannon with twin-linked lascannon for +35 points.
- Take side sponsons with heavy bolters for +25 points or with lascannons for +60 points.

HEAVY SUPPORT

WHIRLWIND

POINTS COST: 85 POINTS

Type	Armour				
	BS	F	S	R	
Tank	4	11	11	10	

Wargear:

- Whirlwind missile launcher
- Smoke launchers
- Searchlight

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

VINDICATOR

POINTS COST: 125 POINTS

Type	Armour				
	BS	F	S	R	
Tank	4	13	11	10	

Wargear:

- Demolisher cannon
- Storm bolter
- Smoke launchers
- Searchlight

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

DEDICATED TRANSPORT VEHICLES

Certain Dark Angels units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any force organisation chart selections, but otherwise function as separate units. See the Transport Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

RHINO

POINTS COST: 35 POINTS

Type	Armour				
	BS	F	S	R	
Tank	4	11	11	10	

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Special Rules:

- Repair

Transport Capacity:

- 10 models
- May not carry models in Terminator armour.

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

RAZORBACK

POINTS COST: 50 POINTS

Type	Armour				
	BS	F	S	R	
Tank	4	11	11	10	

Wargear:

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.
- Replace twin-linked heavy bolters with twin-linked lascannon for +30 points.

Transport Capacity:

- 6 models
- May not carry models in Terminator armour.

DROP POD

POINTS COST: 50 POINTS

Type	Armour				
	BS	F	S	R	
Open-topped	2	12	12	12	

Wargear:

- Storm bolter

Special Rules:

- Inertial Guidance System
- Immobile

Transport Capacity:

- Ten models
- Models in Terminator armour count as two models.
- May transport a Dreadnought, which counts as ten models.

SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Attack Bike	4	4	4	4(5)	2	4	2	8	3+	27
Azrael	5	5	4	4	4	5	4	10	2+	46
Belial	5	5	4	4	3	5	3	10	2+	42
Chaplain	5	5	4	4	2	5	3	9	3+	37
Company Master	5	5	4	4	3	5	3	10	3+	36
Ezekiel	5	5	4	4	3	5	3	10	2+	40
Interrogator-Chaplain	5	5	4	4	3	5	3	10	3+	37
Librarian	5	5	4	4	2	5	3	9	3+	38
Ravenwing Biker	4	4	4	4(5)	1	4	1	8	3+	27
Sammael	5	5	4	4(5)	3	5	3	10	3+	44
Scout	4	4	4	4	1	4	1	8	4+	29
Servitor	4	4	3	3	1	3	1	8	4+	31
Space Marine	4	4	4	4	1	4	1	8	3+	24
Techmarine	4	4	4	4	2	4	2	9	2+	31
Terminator	4	4	4	4	1	4	2	9	2+	28
Veteran	4	4	4	4	1	4	2	9	3+	24

VEHICLES

	Armour				Page
	BS	Front	Side	Rear	
Drop Pod	2	12	12	12	35
Land Raider	4	14	14	14	34
Land Raider Crusader	4	14	14	14	35
Land Speeder	4	10	10	10	27
Predator	4	13	11	10	32
Razorback	4	11	11	10	32
Rhino	4	11	11	10	32
Vindicator	4	13	11	10	33
Whirlwind	4	11	11	10	33

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	Page
Dreadnought	4	4	6	12	12	10	4	2	30

RANGED WEAPONS

Weapon	Range	Str.	AP	Type	Page
Assault cannon	24"	6	4	Heavy 4, Rending	48
Autocannon	48"	7	4	Heavy 2	48
Bolt pistol	12"	4	5	Pistol	48
Boltgun	24"	4	5	Rapid Fire	48
Flamer	Template	4	5	Assault 1	48
Heavy bolter	36"	5	4	Heavy 3	49
Heavy flamer	Template	5	4	Assault 1	50
Lascannon	48"	9	2	Heavy 1	50
M. launcher (Frag)	48"	4	6	Heavy 1, Blast*	51
M. launcher (Krak)	48"	8	3	Heavy 1*	51
Meltagun	12"	8	1	Assault 1, Melta	51
Multi-melta	24"	8	1	Heavy 1, Melta	51
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!	51
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!	51
Plasma pistol	12"	7	2	Pistol, Gets Hot!	52
Shotgun	12"	4	—	Assault 2	29
Sniper rifle	36"	X	6	Heavy 1, Sniper, Pinning	29
Storm bolter	24"	4	5	Assault 2	52
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked	27

* A missile launcher can fire either frag or krak missiles.
See the Warhammer 40,000 rulebook for an explanation of weapon types.

ORDNANCE

Weapon	Range	Str.	AP	Type	Page
Demolisher	24"	10	2	Ord. 1/Large Blast	33
Whirlwind					33
Vengeance	12-48" G	5	4	Ord. 1/Large Blast,	
Incendiary	12-48" G	4	5	Ord. 1/Large Blast,	
Castellan				Ignores Cover	

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A DARK ANGELS FORCE

The army shown on this page is a good example of a 1,500 point force, containing a broad selection of the units the Dark Angels army has to offer. The force features a variety of squads, with the Ravenwing Squadron and the Deathwing Terminator squad included to really take the fight to the enemy. If you are new to the Dark Angels, this would be a good start to your collection. If not, it might just give you a few ideas for incorporating units into your own force.



HQ

Zadakiel, Master

120 points

Zadakiel is a Company Master. He carries a power sword and meltabombs in addition to his standard equipment.

ELITES

Deathwing Terminator Squad

220 points

This is a squad of five Deathwing Terminators. The Sergeant has a storm bolter and power sword. One Terminator has a heavy flamer and powerfist, one has a storm bolter and powerfist, one has a thunder hammer and storm shield, and the last has twin lightning claws.

Dreadnought

145 points

This is armed with a twin-linked lascannon and dreadnought close combat weapon.

TROOPS

Tactical Squad

205 points

This ten-man squad is led by a Veteran Sergeant armed with a power sword, a bolt pistol and meltabombs. It includes a meltagun and a missile launcher.

Tactical Squad

190 points

A ten-man squad led by a Veteran Sergeant armed with a chainsword, a bolt pistol and meltabombs. It includes a meltagun and a missile launcher.

FAST ATTACK

Ravenwing Attack Squadron

235 points

The squadron has a Veteran Sergeant armed with a power weapon, leading five Ravenwing Bikers.

Ravenwing Support Squadron

65 points

A single Land Speeder armed with a heavy bolter.

HEAVY SUPPORT

Devastator Squad

225 points

This five-man squad is led by a Veteran Sergeant armed with a plasma pistol and a power fist. It includes a lascannon, a heavy bolter, a missile launcher and a plasma cannon.

Predator

95 points

This tank is armed with a turret-mounted autocannon and sponson-mounted heavy bolters.



DARK ANGELS

Founded at the dawn of the Age of the Imperium, the Dark Angels Chapter is dreaded by its enemies and held in awe by those it protects. Yet ten thousand years ago the entire Chapter stood upon the very brink of damnation. Only when the Dark Angels' sins are washed away in the blood of their Fallen brethren shall their secret mission come to an end.

Codex: Dark Angels is one of a series of supplements for Warhammer 40,000. Each book in the series describes in detail an army, its history and its heroes.

"A moment of laxity spawns a lifetime of heresy."

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- **BACKGROUND.** Extensive and detailed information about the Dark Angels Space Marines, including the disastrous events of the Fall of Caliban, Chapter organisation and the ongoing hunt for the Fallen Dark Angels.
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