WE ARE THE FIRST. BY OUR BLOOD WAS THE PATH TO THE STARS CLEARED FOR THOSE HE SENT AFTER US. BY OUR BLOOD WERE COUNTLESS FOESexterminated. BUT BY THE ACTIONS OF THE WEAK-WILLED, SUCH A LEGACY MAY BE CAST INTO RUIN FOREVER. IT IS BY OUR BLADES THAT THESE FALLEN SHALL NEVER SURFACE, THAT THE TRUTH OF THEIR EXISTENCE SHALL NEVER BE KNOWN.

Another Custodes Libris share. Buy the stuff if you like it!
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INTRODUCTION

Welcome to Codex Supplement: Dark Angels, a companion to Codex: Space Marines. Recounted within the pages of this tome are the hidden ways and deeply held secrets of the Dark Angels, the oldest Space Marine brotherhood in the Imperium. Every page is dedicated to helping you to collect, paint and play games with your Dark Angels Citadel miniatures.

The Dark Angels are a dour brotherhood, characterised by their deep commitment to millennia-old rituals, loyalty, discipline and self-sufficiency. They are a fighting force whose allegiance to the Emperor and his Imperium is nigh impossible to dispute, yet few call them friends, and none know much of them thanks to their determined reclusiveness.

As a Dark Angels collector there are few other hobbyists with as wide a variety of Citadel miniatures to choose from. In addition to the vast majority of the huge Space Marines range, you can deploy powerful heroes such as Chapter Master Azrael, or Ezekiel, Grand Master of the Librarius. Escort your Stormraven Gunships with Nephilim Jetfighters, teleport Deathwing Terminators into the heart of the enemy lines and unleash your Ravenwing Black Knights, watching them tear into the foe.

The Dark Angels' monastic and brooding manner is reflected in the mournful tones of their heraldry, the heavy robes they wear and the numerous reliquaries and talismans they carry. Such a combination creates a force that is an imposing sight indeed on the tabletop!

The Dark Angels in the 41st Millennium are defined by their blackest secret. Ten thousand years ago a great many of their brotherhood – then one of the Legiones Astartes – turned against the Imperium, led in their heresy by the Primarch Lion El'Jonson's once greatest ally, Luther. Though defeated, many of those traitors live to this day, known to the Dark Angels as the Fallen. Such is the damning nature of this secret that only a fraction of the Dark Angels Chapter know the truth, and for these battle-brothers, hunting the Fallen is their first priority. It is the same with the Chapter's many successors, all of whom hunt the Fallen in their own way. This book can be used by any player wishing to collect a Dark Angels' successor Chapter, and the background section includes a great many examples to serve as inspiration. These, combined with the bespoke Crusader rules found in this book, allow you to build a collection that is truly unique and reflects your favourite colours, background and play style.

Every piece of beautiful artwork and photography in this book gives a glimpse of insight into the Dark Angels' layers of secrecy, further fleshing out their troubled past. The rules, meanwhile – when used alongside Codex: Space Marines – provide everything you need to field an army of El'Jonson's sons, including unique datasheets, Warlord Traits, Relics, psychic powers, Stratagems and more. With all these resources, you will be able to forever purge the galaxy of the Fallen.
Undeniable is our loyalty. Undeniable is our zeal. Undeniable is our fury. Undeniable is our martial power. Undeniable is our devotion to the Emperor of Mankind and to the memory of our Primarch. Among the Adeptus Astartes it is we who have stood the longest, who have bled the most, who have wavered least. Our legacy has been over ten thousand years in the making, yet in a single instant, in a single moment of laxity, it might all be for naught.

There are those who once called themselves Dark Angels of the First Legion, those who betrayed everything. They declared war on their brothers and their gene-father. They were led by the man who should have been the most loyal, the most staunch in his love for the Primarch. To this day his weakness, his vanity, threatens to undo everything the Lion sought to build.

By his false loyalties was noble Caliban torn asunder. We mourn its devastation still. By his late realisation of his own frailty were his fell followers scattered. By his tainted hand was our gene-father struck down and lost. By our righteous hand will his followers be made to repent.
SONS OF THE LION

The Dark Angels’ deepest history is shrouded in mystery, not merely due to being thousands of years in the past. Successive Dark Angels’ Masters and Veterans have deliberately obscured it. The truth is hidden within Chapter mythology, concealed by circles of metaphor and allegory or sealed behind barred doors. Knowingly or otherwise, the events of the Chapter’s past have shaped the life of every son of the Lion, and will likely do so far into the future.

Only the most veteran warriors of the Dark Angels and their successor Chapters know what happened when Lion El’Jonson returned to Caliban after the Horus Heresy came to an end.

Luther was a knight of Caliban who had discovered the infant Primarch of the Dark Angels. A feral child living wild and unkempt, he appeared at first to Luther to be a savage creature. Rather than slay the young Lion, Luther brought him to civilisation. A deep bond of brotherhood and friendship formed as they hunted together from Caliban’s dark keeps, and Luther was granted guardianship of the planet during the Horus Heresy. In El’Jonson’s absence, however, something bitter entered Luther’s heart, and he fostered rebellion in those Dark Angels serving under him. When El’Jonson’s fleet reached Caliban after years abroad, Luther ordered his warriors to fire upon it. The battle that followed shook the Dark Angels Legion to its very core. Thousands were slain by those they once called brothers. Caliban cracked and heaved as super-nuclear ordnance and high-powered laser blasts struck it from orbit on the Lion’s orders, before the Primarch ordered his warriors make planetfall. The most pivotal battle of all was fought between El’Jonson and Luther, who was infused with the powers of the Dark Gods and more than a match for the Lion. Though the Primarch was victorious, he could not bring himself to slay his former friend.

In this moment of noble hesitation, Luther struck back. The Lion was left mortally wounded. As Luther looked upon the grievously injured form of the Primarch, a veil was lifted from his eyes: he realised the full magnitude of what he had done. His sanity was shattered.

It is told that Luther’s anguish echoed through the warp, churning and boiling so violently it brought psykers across the galaxy to their knees. Its power was so great that a warp storm emerged to engulf Caliban, though how this came about is beyond the speculation of even the most learned of the Chapter’s Librarians. The tempest destroyed almost all of the planet, weakened as it was by the fleet’s bombardments, and pulled those ‘Fallen’ Dark Angels who served under Luther into the warp, casting them throughout time and space.

When the surviving loyalist Dark Angels sought out their Primarch amidst the ruins, all they found was Luther, reduced to a gibbering wreck. He ranted that the Watchers in the Dark had taken the Lion away, and that one day the Primarch would return and forgive him. Luther
was captured, imprisoned and hidden from sight. The Dark Angels searched everywhere for their gene-father, to no avail.

THE AFTERMATH
With but a portion of their home world still intact, thousands of their number dead and their Primarch lost, the Dark Angels faced numerous challenges and obstacles as they looked to an uncertain future. The Lion had imbued in his gene-sons a stoicism and self-sufficiency, built over years of being the First Legion, that which paved the way for those that followed. Never before had the Dark Angels drawn upon their resolve as they did in this moment, for the Imperium was now a very different place to what it had been before Horus had turned on the Emperor.

In the aftermath of Horus’ failed rebellion, the Imperium seethed with mistrust and anarchy. Even with the eventual success of the Scouring, many Imperial worlds operated without oversight. Piracy was rampant. The authorities that attempted to fill the void left by the Emperor, by now ensconced on the Golden Throne, had a million and one tasks following up any leads of treachery that still tainted the Imperium. Suspicion hung over everyone and everything. Investigation after investigation yielded corruption in every strata of Imperial society on thousands of worlds. Pyres burnt for weeks on end as heretics were put to the torch. Blood flowed in rivers as executioners’ axes were blunted on the necks of traitors. The Imperium was steeped in paranoia, recriminations and vengeance. That innocents were slaughtered in these campaigns of retribution is certain, and the Dark Angels knew they were guilty. They believed that should any learn of what had occurred in Caliban’s last days, they too would be declared Excommunicate Traitors.

Already an insular brotherhood, the Dark Angels Legion turned inward further. The Masters enacted a plan to ensure the Legion survived what it had endured. They were determined it would. The Dark Angels were, in a manner of speaking, reborn, rededicated to serving the Imperium. None could be allowed to doubt their resolve or commitment in such trying times.

The Masters knew, however, that zeal alone could not be enough. All of the Legion was sworn to secrecy. No brother was to ever reveal the events that had transpired on Caliban. They knew no one outside the Legion could learn of what had happened. What the Dark Angels did with the tens of thousands of serfs, Astropaths, Tech-Priests and other non-Space Marine support staff that undoubtedly bore witness to Luther’s treachery and the destruction of Caliban has long since faded even from the Dark Angels’ records. In addition to the vows of secrecy, the senior elements of the Legion formed a secret conclave, known as the Inner Circle.

Though these were dangerous times indeed for the Dark Angels, they were not without their advantages. The Imperial authorities launched a multitude of inquiries into the Chapter. It was impossible to conceal the loss of Caliban, Lion El’Jonson and a considerable portion of the Legion’s strength and fleet. But the inquiries found nothing, thanks to the upheaval in the Imperium. Traitors remained in abundance. Xenos species kept in check for decades grew in confidence, striking again and again. The investigators lacked the time and resources to carry out the kind of thorough inquiry that might have revealed the cracks in the Dark Angels’ cover story. The Legion’s intensely reclusive manner was put down to the terrible losses they had sustained, and they were largely left to do what the Imperium needed them so desperately to do – fight Humanity’s enemies. The Dark Angels sought new recruiting worlds and readied their fleets for fresh campaigns. They fought with remorseless dedication, earning admiration and gratitude from all quarters. Countless were the battles fought in these times, the names and details of which are almost all lost to history, their accounts buried in vast datastacks or rotted away in forgotten corners. Nonetheless, the Dark Angels’ reputation as a Legion made up of truly steadfast warriors was reinforced during those years, and continues to be maintained.

The Dark Angels only learned later that many of the Fallen had survived the events on Caliban. This was a new vulnerability. Any one of the Fallen could reveal what happened. Yet it was also a boon, for if the Dark Angels slew the Fallen, abolution could be theirs. Thus, they made it their mission to hunt them all.
THE INNER CIRCLE

After Horus’ rebellion failed, the shattered Imperium was in a state of turmoil as Imperial authorities sought to regain control. It was in this time that the Inner Circle was formed, a closed network of the Dark Angels’ most senior warriors.

The Dark Angels swiftly agreed that what transpired on Caliban was to be kept secret at all costs. Every surviving battle-brother was sworn to silence. All recognised that the Imperium’s state of paranoia could easily result in the Legion being declared Excommunicate Traitors. Though the Dark Angels were subject to scrutiny – Caliban’s destruction was impossible to hide – the sheer scale of the challenges faced by almost every Imperial world and every branch of its organisational structure meant that the sons of the Lion never suffered the intense inquiry that might have revealed weaknesses in the Legion’s cover-up story.

The Inner Circle took shape over a period of decades and centuries, evolving from an ad hoc formation into a formal conclave. The Inner Circle ensured the Dark Angels’ ways grew more monastic and ritualistic. They emphasised the need for strictness, discipline and brotherhood, as did the Second Founding Chapters after the Dark Angels embraced the Codex Astartes – an act they undertook to avoid further suspicion. As time went by, the number of warriors who had witnessed what had befallen Caliban dwindled to none. The dark secrets of that grim time lived only in the memories of later generations of the Unforgiven Chapters’ Inner Circles. To this day, only the Deathwing, select Masters, the Interrogator-Chaplains and Librarians of the Chapter have any real knowledge of the Unforgiven’s past, and most of them are deeply ignorant of the full extent of the Dark Angels’ hidden knowledge.

EZEKIEL

Ezekiel is a stern and uncompromising character who rarely speaks outside of Chapter rituals or during interrogations of the Fallen. Even the purest of the Chapter feel unsettled by his gaze, as Ezekiel has the ability to read the intentions of any individual. One glance into his good eye – the other was replaced with a bionic at the Battle of the Sulurian Gate – reveals the look of one who has stared deeply into souls and found something wanting. It is this trait in particular that is so vital for assessing the worthiness of candidates for the Inner Circle. One in three politely decline promotion, knowing Ezekiel will probe their minds for as long as it takes to ensure their worth. Stories persist of those who have failed to meet Ezekiel’s exacting standards or whose minds were not strong enough to withstand his psychic interrogations. Some are said to have vanished, or been locked away in dark cells, though none will confirm or deny what is told of them. Regardless of the truth, these tales ensure only the most pure of heart consider themselves worthy for elevation.

Ezekiel was recruited on Delphyna III, discovered branded and scarred in a lightlessoubliette by Dark Angels forces purging the heretic population. Codicier Meroth, part of that Dark Angels force, could sense the young Ezekiel’s immense psychic potential from many miles away. Ezekiel progressed through the Librarius’ ranks incredibly quickly, outranking Meroth within ten years. Such was his awesome power that he gained the rank of Grand Master of the Librarius because the former Grand Master, Danatheum, stepped down from his position and awarded it to Ezekiel.

As Grand Master of the Librarius, Ezekiel is the Keeper of the Keys. With the privileges associated with this title he can open all portals on the Rock, save but a handful. He has never been told of these locations, but as he walks the Rock’s corridors and passageways he can sense the areas shielded from his psychic gaze by ancient, esoteric technologies. Another vital duty of his role is guardianship of the Book of Salvation. Within it, the name of every Fallen ever captured is written in the traitor’s own blood. Most Dark Angels have no idea of the tome’s true significance, but will die to protect it.

LAZARUS

As Keeper of the Unseen Ritual, Lazarus is responsible for collating ancient knowledge of Caliban’s ancient orders, much of which is held only by the Inner Circle. In recent years, he has more than earned this esteemed position. He has fought in many wars against the forces of Chaos – those combating Magnus the Red in particular. He earned the esteem of his superiors defending the Rock from tides of daemonic invaders as a sergeant of the 5th Company, but seeing his revered home tainted by such creatures affected him deeply. He wanted vengeance.

By the time of the Stygius Campaign, when Magnus the Red was attempting to draw an entire sector into his grasp, Lazarus had become Master of the
5th Company, and had been inducted into the Inner Circle. Though eager to fight the forces of the Arch-enemy, he maintained a cool head. Thanks to his careful leadership, the Disaster at Rimenok was prevented from developing into a full rout, though he was savagely wounded. Such were his injuries that the only way to preserve his life was for him to cross the Rubicon Primaris. He survived the ordeal, and included with his new wargear was the Spiritshield Helm, newly forged and gifted to him by the Dark Angels Techmarines. Incorporating a shard of one of old Caliban’s Stone Guardians, this masterwork projects a mystical warding field, protecting Master Lazarus and nearby warriors from all but the most devastating attacks.

Lazarus has seen too many battle-brothers slain by the evils of the warp, and the only time his trademark calm fades is when he wages war against psykers. He faced the forces of Magnus the Red in battle alongside the Grey Knights in a daring raid against the Planet of the Sorcerers, to disrupt a terrible ritual of the Crimson King. Though the strike was ultimately successful, a great many Dark Angels were slain or had to be abandoned in the withdrawal. Each day Lazarus carries his shame for these losses, and his hatred for the forces of Chaos and the Thousand Sons burns ever deeper.

**DARK ANGELS RITUALS**

On every tier of their Chapter’s organisation the Dark Angels have a bewildering array of ancient rites and traditions, from the Feast of Malediction and the Rite of Sins Renounced to the three-day Mindchant of the Iron Penance and the recital of the Liturgy of the Thrice-avenged. Most sacraments are led by the Dark Angels Chaplains, often accompanied by Company Masters. Many of these only involve small groups of robed and hooded figures, but others are delivered to whole companies or even – though very rarely – the entire Chapter. Some are instructional, some involve oath-taking, while others are mysterious, leaving neophytes in awe at the unusual proceedings.

All, however, are cold and solemn ceremonies, for the sons of the Lion are serious-minded and believe in a singularity of purpose – that of absolute devotion to defeating the Imperium’s foes. None of the Dark Angels’ ceremonies are without meaning: whether or not all of the participants understand it is another matter. The door is truly opened when a Dark Angel joins the Inner Circle and learns some of the Chapter’s secrets. The epiphany of the moment strikes like a silent thunderbolt as all the lessons, rituals and apocryphal tales coalesce into a single, terrible truth.

Through devotion to these traditions, the Masters strive to make their brethren stronger – in mind, body and spirit. Indeed, with the galaxy torn asunder and the power of the warp rife throughout it, never have these ceremonies and observances been of greater import to the Dark Angels.
HUNT FOR THE FALLEN

The Fallen's continued existence is anathema to the Dark Angels. It is a persistent stain on their honour that must be purged in its totality. That those who turned upon the Lion and caused his demise are still alive is an affront to those of El'Jonson's sons who fight for the Imperium still. For the Unforgiven to be redeemed, their traitorous brethren must be hunted down and made to repent.

Those loyalist Dark Angels that survived the destruction of Caliban believed their traitorous brothers were all slain in the warp storm that tore Caliban apart. During later attempts to discover their lost Primarch, the Dark Angels' Librarians came across the psychic signatures of the Fallen. They determined that their traitorous brethren yet lived.

The Dark Angels' Masters met this revelation with typical stoicism, despite the turmoil it caused. Many feared the Fallen would reveal the Legion's secret, for the traitors had no reason to conceal what they knew, and were in themselves evidence of the calamitous events on Caliban. On the other hand, the Fallen were an opportunity for absolution, should the Dark Angels successfully capture them and force them to repent. Thus began the Dark Angels' secret mission and the driving force behind their actions for millennia to come.

Each of the Fallen found their own way of surviving in the wider galaxy after being spat out by the warp, whether alone or in groups. Many embraced Chaos, becoming Heretic Astartes. Some of these even ascended to daemonhood. Others lived life as pirates and raiders; fighting was all they knew and all they believed they could do. A handful rose to become mighty tyrants, enslaving worlds or even star systems.

Not only were many of the Fallen scattered throughout space, many also found themselves spread through time. For these souls, thousands of years passed in the blink of an eye. The realisation of what had happened to them, and what was lost, drove many to madness. Thus, they wreak horrific violence and rave aloud the terrible knowledge they hold in memories unaffected by the passage of years.

Not all of the Fallen who dwell in the galaxy are the same warriors who fought for Luther at the end of the Scouring. Some who escaped Caliban had the skills and knowledge to produce Space Marines, and a handful somehow acquired the means to do so. A number of Fallen groups have even managed to build considerable strength and replace the losses they have sustained over the millennia. To the Unforgiven's Inner Circles, these are among the most dangerous of all, for each new Space Marine created by these traitors pushes the Dark Angels' absolution further away, and makes their secret harder to contain.

Some of the Fallen regret their past actions. They live a lonely existence, becoming mercenaries, or integrate themselves into hidden parts of Imperial society to work towards some kind of noble cause.

The hunt for the Fallen has never ceased and never will until all are captured, though the Unforgiven can fight for decades with no sign of them. El'Jonson's loyal sons are nonetheless eternally vigilant. Most of the wars they partake in have little or nothing to do with the Fallen, though they scour every battlefield for signs of sedition.

CYPHER

Of all the Fallen, none is as hated or feared by those of the Unforgiven who know of them as the enigmatic 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 supernatural ability to escape capture - the Dark Angels have had him surrounded many times, only to find he has, once again, eluded them. Some of the Inner Circle claim that Cypher is under the protection of some higher power, and that he represents the Fallen's only chance of redemption.

His features shrouded by a cowl, Cypher rarely speaks, and his real name is unknown. To observers - even to those outside of the Inner Circle - the occasional glimpse of ancient insignia beneath his long robes leaves little doubt over his connection to the Dark Angels.

Cypher's motivations are unclear. All attempts at analysing his behaviour and actions have proved fruitless, and his recent efforts to gain access to the Emperor's throne room on Terra in the midst of galaxy-altering events have only added to the renegade's sense of mystery. It has been suggested that the truth of Cypher's mission may lie in the weapon that he carries upon his back, believed by some to be the fabled Lion Sword of El'Jonson himself, thought lost since the Primarch's disappearance.

Whatever the truth about Cypher, it is certainly the case that wherever and whenever he appears he seems to attract other Fallen. Because of this, the members of the Inner Circle seek him out more than any other. They would perform almost any act, no matter how vile, in order to capture or kill him.
corruption and Human augmentation. Though most Dark Angels have little idea what it is they are searching for, those of the Inner Circle understand the subtle clues that might aid them in hunting the Fallen.

The Unforgiven have other means of finding their quarry. The Master of the Watchers is responsible for a network of tens of thousands of Human agents scattered throughout the galaxy, ever vigilant for the slightest clue. Almost all of these people are heavily psycho-indoctrinated, with no idea that they even serve the Dark Angels. Most live normal lives - in deep mines, at the top of hive spires, aboard void-crossing vessels and everywhere in between. Most will never encounter the kind of information that could spur them into action, but should they discover anything they follow pre-programmed protocols to ensure what they learn reaches the Chapter. They will use methods so subtle and signals so banal that, even if identified by others, their communications resemble nothing of significance at all.

On occasion, a member of the Fallen has been captured by other Imperial forces with no idea who they have in their midst. Often, none believe the tales these captives tell, the stories deemed as heretical lies to all but the most well-informed of Inquisitors and Space Marine Captains. More than one Inquisitorial safe house has fallen silent over the years, its captives going missing, after a mysterious and devastating raid by unknown assailants.

Those Fallen captured by the Dark Angels are taken to the Rock, where they are subject to hideous excruciation and forced to repent. Those that do die quickly. For others, their fate is agonising. Many die with curses on their lips. Some accept their fate, seeing it as the price they pay for their actions. Others expect a different kind of salvation for their souls in the warp after death.
The Dark Angels have had no fixed home world since Caliban was shattered in the wake of Luther’s rebellion. What is now known as the Rock is all that is left of that world, preserved by mighty force fields and honeycombed with labyrinthine tunnels and chambers. A vaulted hunk of solid rock fitted with enormous engines, it is larger than the heaviest class of Imperial warship, and is fitted with a vast range of formidable defensive weapons, cavernous docking bays and wide-reaching comm arrays.

Following the breaking of Caliban, the Dark Angels made the Rock their new base of operations. There are few gloomier places, for although the warp storm that devastated Caliban could not penetrate the Dark Angels’ fortress monastery’s ancient shields, the tempest left an indelible mark. The force field over the fortress monastery held, but was rent with cracks. To this day, there exists a disturbance within the field’s protective shell, as if part of that storm still rages within. Chaim lightning arcs across the artificial atmosphere that surrounds the Rock, briefly outlining the ruins that crown the vast craft.

The Dark Angels explored the halls and dungeons beneath the fortress monastery in the aftermath of the battle. There, they reclaimed the hoard of machinery that had sat untouched since the little-understood Age of Technology. Many of the devices from that apex of Human invention still worked, like the great shield generator itself, but their mechanisms were now unfathomable. Although the existent halls were large, a massive labour carved out deeper and deeper catacombs beneath the asteroid’s bedrock, excavating room for the entirety of what was left of the Legion. With the aid of the Tech-Priests of Mars, docks were later added, allowing for the entrance of spacecraft. Although it took centuries to complete, the Rock was also outfitted with warp engines, allowing the Dark Angels’ headquarters to travel across the galaxy. While artisans crafted halls full of clustered columns rising to arched vaults, and much-decorated ceremonial crypts to hold the Legion's precious heirlooms, the Rock is nonetheless a grim place, full of echoes and cold stone.

Given the Rock’s vast size, plethora of heavy weaponry and the large fleet of Dark Angels vessels that escort it, it is hard for those that have laid eyes upon it to not immediately consider it impregnable. To the horror of the Dark Angels, in recent years the Rock has felt the tainting presence of the followers of the Arch-enemy. In the wake of the Noctis Aeterna, the Fallen Daemon Prince Marbas and legions of his daemonic followers invaded the Rock. How he achieved this feat remains a pressing mystery to the Dark Angels, one that the Chapter’s Librarians, Interrogator-Chaplains and Techmarines labour to solve by order of Supreme Grand Master Azrael himself. The slaughter Marbas inflicted and the damage he caused was terrible, yet the Daemon Prince’s forces disappeared as swiftly as they arrived. Only Azrael has any understanding as to why the attack happened, and why it ended so suddenly, thanks to knowledge of secrets only he is privy to.

CHAPTER ORGANISATION

A Supreme Grand Master leads each Chapter of the Unforgiven. Rule over each Chapter falls to a council formed by the Supreme Grand Master and the most senior members of the Chapter’s Inner Circle, including the Grand Masters of the 1st Company, 2nd Company, Reclusiam and Librarium. It also includes a number of Company Masters, some of which carry titles from the Codex Astartes, such as Master of the Fleet or Master of the Arsenal. Others bear appellations that are unique to their Chapter, such as the Master of the Watchers, Keeper of the Unseen Ritual, the Silent Champion, Seneschal of the Five Hundred or Master of Condemnation. Not all titles are in use at any given time and many have a purely ceremonial role, the original purpose of which has long been forgotten or suppressed.

The Unforgiven Chapters largely follow the Codex Astartes. However, while the Codex’s mandates concerning organisation and size are followed in companies three through ten, the first two companies deviate in nature. In the case of the Dark Angels, these two companies are titled the Deathwing and Ravenwing, and rumours persist that they do not conform to the standard company complement of a hundred Space Marines.

The Dark Angels’ equivalent to the Master of the Forge is the Master of the Rock. Upon ascending to this rank, the Master of the Rock is permanently spliced into the control nape of machine banks deep within the Rock. It is his solemn duty to placate the Rock’s machine spirits and direct the maintenance of the engines that allow the enormous vessel to travel the galaxy. It is his mind alone that perceives the workings of the force field that shields the Rock, his augur senses monitoring every inch of the asteroid’s outer shell. The previous Masters of the Rock, whose flesh has withered, are left in place, their mechanical upgrades still working while their bones eventually fall in dusty heaps below. Because of their allegiance to both the Chapter and the Adepts Mechanicus, no Techmarines can join the Inner Circle, and this includes the Master of the Rock. He is, however, privy to many secrets relating to the fortress’ vast hoard of ancient technology that few Dark Angels know of, and are barred to other Techmarines. During the Salutation to the New Servants of the Machine God, new Techmarines are told that three areas of the Rock are off limits: the upper reaches of the old fortress monastery, the vault at the end of the Halls of Silence, and the Door of Secrets. They are also ordered to ignore the strange signals from the storms over the Rock’s ruins.

The Ultima Founding sent shock waves through the Chapters of the Unforgiven. Almost overnight, thousands of Space Marines who had not undergone the strenuous trials the Dark Angels and their successors put their recruits through were to join the Chapters’ ranks. Not only that, but there were numerous new Chapters made using Lion El’Fjonson’s gene-seed. Whilst some of the Unforgiven were welcoming of their Primaris brethren, others regarded the Greyshields and Ultima Founding Space Marines with a great deal of mistrust. Over a period of years these warriors proved themselves in battle, and Azrael eventually decided that they could be inducted into the Inner Circle if declared worthy. None bar him knew his full reasons for doing so, for none are completely privy to his theories on events rumoured to be taking place in the Somnium Stars.
WAR ZONE: VIGILUS

The Nachmund Gauntlet is one of the few known routes through the Great Rift stable enough to be navigable. For the Imperium, maintaining control over this strategically vital location is of paramount importance. Situated at the Gauntlet's mouth on the Imperium Nihilus side, Vigilus has become one of the most important worlds in the Imperium. When war consumed it, dozens of Space Marine Chapters responded, including several amongst the Unforgiven. Unbeknownst to all, their agenda was much more complicated than only preventing Vigilus' fall.

Before the Dark Angels went to Vigilus, a number of captured Fallen confessed in quick succession. Each gave information suggesting a great gathering of their traitorous number upon Vigilus. If this was true, the Dark Angels had to intervene. Supreme Grand Master Azrael despatched four full companies, along with elements of the Ravenwing and Deathwing. A number of successor Chapters also sent forces at Azrael's request. The Unforgiven immediately set themselves apart from the other Imperial forces on Vigilus. Though they always took care to treat Imperial command with honour and respect, they nonetheless operated independently as often as possible.

Though the primary reason for the Unforgiven's involvement was seeking out the Fallen, Vigilus had to be defended nonetheless. Thus they engaged Orks, Genestealer cultists and the forces of the Arch-enemy all over the planet. The 3rd and 4th Companies of the Dark Angels fought a harrowing campaign against the Night Lords in Hyperia Hivesprawl, suffering horrendous casualties and being forced to withdraw. The Ravenwing and Deathwing were rarely seen by Imperial forces until Vigilus' spires were struck by Heretic Astartes. Such was the ferocity of the Deathwing's strike that they recaptured several in a single hour.

Many of the Unforgiven forces fought around the Vhulan Swirl, a massive storm formation only endurable by those clad in power armour. Even they, however, could not reach its heart, forced out by hurricane winds driving abrasive clouds of sedimentary particulates.

The storm eventually cleared, however, by a means the Dark Angels later learned was the Voidclaw - a large-scale graviton doomsday device that threatened the stability of the Nachmund Gauntlet itself. The storm's dissipation by anomalous gravity fields revealed an ancient structure called the Citadel Vigilant, which the Dark Angels immediately attacked. They discovered scores of Fallen in garrison, led by the Librarian Osandus. The ensuing fight was full of bitter hatred. Deathwing and 1st Company elements from the successor Chapters led the assault, but by necessity more and more warriors were sent into the fray. The Unforgiven's casualties were enormous.

During the fighting the Dark Angels' Techmarines received an anonymous encrypted message. Highly dubious, they scoured it for signs of foul play. They found none, discovering that it contained pict-readouts of iconography with links to the original incarnation of the First Legion, and technical dataslates providing the information the Dark Angels needed to disarm or destroy the Voidclaw.

The Unforgiven captured the Citadel Vigilant and the Librarian Osandus. They slew dozens of Fallen and captured dozens more. Their orbital scans did not detect any Fallen escapees, though gravitational anomalies made the data collected unreliable. Using the information clandestinely provided to them, they succeeded in disabling the Voidclaw, preventing the weapon from causing catastrophic damage. The Unforgiven stripped the citadel of all evidence of the fighting, including the Voidclaw's most critical components. They withdrew after the battle's end, taking no credit for their efforts.

MARNEUS CALGAR
To Marneus Calgar, it was impossible not to notice the Unforgiven's distancing of themselves from other Imperial forces. It was also impossible to dismiss this as unintentional.

It was to the Dark Angels and their successors' advantage that Marneus Calgar was heavily occupied with coordinating the Imperial war effort on Vigilus. He could not help but observe the Dark Angels' deployment patterns. He saw their focus on the Vhulan Swirl. He saw that their delegate to the Vigilus Senate was a Lieutenant ignorant of his own Chapter's plans. But he took no direct action, even though elements of the Dark Angels' Ravenwing abandoned their White Scars allies during the fighting at Fort Dakka, forcing the sons of the Khan to withdraw. Calgar could not risk causing division amongst the Imperial forces present on Vigilus by questioning the efforts of the Dark Angels and their successors. The fact that they had almost entirely upheld their reputations as staunch defenders of the Imperium through fierce fighting and important victories made such an action fraught with even more political difficulty. Nonetheless, Calgar made a point to note his observations.
Brother Heduel of the Angels of Redemption's 3rd Company, 4th Squad. Last report claiming contact with Drukhari and Thousand Sons Heretic Astartes in the area designated Quarantine Cryofernus.


Corvus hammer recovered by the White Scars after wielder slain at Fort Dakka. Returned to Dark Angels upon request.

The purity seal on this chainfist has been carefully inscribed with over one hundred oaths of vengeance and sanctity.

Too many to count were the heads claimed with this blade by Company Champion Phanuel around the Vhulian Swirl.

Relic combi-plasma carried into battle by Lieutenant Israfel of the Consecrators, leader of a strike force in Oteck Hivesprawl. The Consecrators were noted on Vigilus for the wide use of plasma-based weaponry.

Brother Arkios of the Blades of Vengeance's 5th Company, 9th Squad. Brother Arkios' squad alone held back a tide of thousands of Gellerpox Infected. By their efforts, the area's quarantine was secured.
THE RAVENWING

Black-clad huntsmen and masters of the art of lightning warfare, the Ravenwing race before their Chapter like thunder before a storm. Prizing speed and mobility above all else, they are an integral part of the Dark Angels’ battlefield strategies, as well as a powerful asset in the Unforgiven’s secret quest.

The Ravenwing is the Dark Angels’ 2nd Company, and is a specialised formation that takes to the field in rapid assault vehicles manned by the Chapter’s most capable riders and pilots. The warriors of the Ravenwing are selected for their skills with the fastest assets, and are given more advanced training upon their induction to the company so that they can perform even more incredible manoeuvres, adopting new formations that only the Ravenwing know. A new inductee can expect to master the Beat of the Unfurled Wing, the Strike of the Piercing Beak and the Slash of the Bladed Claw within months of joining, pushing himself and his allocated vehicle beyond what he thought possible.

Detachments of the Ravenwing accompany most Dark Angels strike forces, where their skills are put to use in reconnaissance missions and voicing back what they have learned to the main force. On occasion, warriors of the Ravenwing form their own strike forces for missions of particular import to the Chapter. Regardless of their battlefield tasks, when the Ravenwing fight they strike at precise moments, gunning into action in a burst of thunderous acceleration. Their squadrons, formally made up of a mixture of bikes, Land Speeders, Storm Speeders, Invader ATVs and others, break up into their constituent parts. They sweep aside all resistance in a roaring tide of black armour, moving between numerous attack patterns seamlessly to encircle, entrap, flank, harass and break apart enemy formations. Such a relentlessly fluid way of making war ensures they are not bogged down even by the most numerous foes, and allows them to wear down much larger forces.

Some of the Ravenwing’s most important assets are the teleport homers many of them bring to battle. These are the devices by which Deathwing Terminators can manifest onto the battlefield with unerring accuracy, delivering the death blow to an enemy already ravaged by the Ravenwing. This also gives a clue as to the Ravenwing’s role in the Chapter. Though none in the 2nd Company bar the Grand Master and Black Knights are aware, it is their task to hunt down the Fallen. To carry out such a vital duty, each warrior of the Ravenwing must be exceptionally skilled, as well as having a dedication to the Chapter that is beyond any doubt. Few Dark Angels are as likely as they to be exposed to the malicious lies of the Fallen, and therefore they must be thoroughly unquestioning. The warriors of the Ravenwing are always monitored to ensure there is no weakness in their armour of indoctrination, and that no spiritual turmoil or corruption simmers in their minds.

TALONMASTERS
Talonmasters are the Ravenwing equivalent to the Lieutenant, and typically are elevated to this role from the Black Knights. They are selected for their commitment to the hunt as well as their aptitude for command. They also have to be independent of thought, for they are often given command of smaller detachments as part of devastating flanking attacks or secret missions.

BLACK KNIGHTS
Those who survive in the Ravenwing long enough learn to take mobile warfare to another level of proficiency. If they can pass the Seven Rites of the Raven – brutal ceremonies that test not only skill, but also the extremes of Chapter loyalty – they will be inducted into the Black Knights and initiated into the Inner Circle. There, after taking part in the long and solemn ritual that culminates in the Vow of the Beastslayer, they will learn the real reason behind the Ravenwing hunt.

Whether deployed on their own or forming a veteran core in the centre of a larger Ravenwing spearhead, the Black Knights, mounted upon Mk IV Raven-pattern bikes, are
the ultimate weapon of the Grand Master of the Ravenwing. Although Dark Angels rarely recount battle deeds or heroic tales unless doing so addresses some special need, the Black Knights' Ravenwing brethren often cannot hold their tongues as they speak in wonder about the fighting prowess of their company's elite battle-brothers.

DARKSHROUDS
The STC for the large chassis of what was later named the Land Speeder Vengeance was discovered in M36. It was around this engine that the Darkshroud was developed. Of all the archaic relics deployed on the field of battle by the Unforgiven, the Darkshroud is perhaps the most unusual. Those who have witnessed it at close range and felt its caliginous pall are disturbed for evermore.

How such a device came to be is a tale that began when much of the planet of Caliban was engulfed and ripped apart by a warp storm. Only that which was protected by an ancient force field of prodigious strength survived. The collision of that storm with the indestructible force field, however, had many repercussions. Some contaminant leaked past the shield's perimeter.

Amidst the debris of the ruined fortress monastery that survived the warp storm there stood statues—carved figures from a past age. Their stone eyes had seen the tragedy that had befallen the Emperor's First Legion, and they now glowed with mysterious power, imbued with the energies released on that fateful day.

The Stone Guardians—or Ten Brothers of the Order, as they were known—were taken into the Rock and locked in stasis in the Reclusium for years. It wasn't until the desperation of the Vendetta Campaign that the Dark Angels at last felt compelled to unleash the statues' arcane power upon the battlefield. Each statue was mounted upon the chassis of a Land Speeder Vengeance, with great cables siphoning off their esoteric energy and amplifying it. A power field of indeterminable origin rippled outwards from this ominous relic, obscuring Ravenwing brothers from enemy fire.

COMBAT AIRCRAFT
The Ravenwing's oversized 2nd and 3rd Squads have traditionally provided the pilots for the Dark Angels' arsenal of sleek aerial fighters, of which the Dark Talons and Nephilim Jettighters are unique to the Chapters of the Unforgiven.

Though lightning fast and equipped with ancient and esoteric weaponry, the most terrifying feature of the Dark Talon is not a weapon at all. Concealed within the craft's hull is a small chamber—little more than a metal tomb that echoes with sinister, whispering voices—into which a captured Fallen can be loaded for transport back to the Rock. This holding cell has the capacity to engage a stasis field to prevent escape if deemed necessary—for the captive such an act would be a mercy. Otherwise, they spend days or longer trapped in a void-dark casket with the voices of the lost gnawing at their mind, knowing that, at the end of this torture, another awaits them on the Rock.

The STC for the Nephilim Jettighter was discovered on the hunt for the suspected Fallen Baelor the Imposter. The technology—designated the Lionheart engine—was used to modify older designs, though, to placate machine spirits, many elements were left untouched. The result was a highly agile fighter capable of achieving aerial dominance. On the suggestion of Ravenwing battle-brothers since then, the Nephilim has been improved on a number of occasions, producing an aircraft that can rival almost any other in the galaxy.
The Deathwing prize only combat skill, monastic asceticism and selflessness, and care little, if at all, for the strong reputation they have earned throughout the galaxy or the esteem in which they are held by their allies. They detest arrogance and false platitudes, seeing these as weaknesses that were possessed by Luther and those who followed him. They view their abilities as the minimum standard required to accomplish their goals, and feel no compassion, remorse or fear. Devotion to the Chapter is all that matters to them.

DEATHWING KNIGHTS

The Deathwing Knights are the most proven warriors of the Dark Angels 1st Company. Robed and cowled, Deathwing Knights are an imposing sight, for in them lives on some semblance of the Lion himself; they too embody silent strength and a veiled yet palpable nobility. In the stratified circles of the Dark Angels, few are higher than they, and there are few who do not aspire to one day join them.

Displaying might in battle is not enough to join the Deathwing Knights. A Deathwing warrior must be wholly dedicated to the Chapter and obsessed with the secret hunt for the Fallen. When a member of the Deathwing is deemed potentially worthy, he is brought into the Chamber of Judgements to face a series of individualised challenges to test his strength, resolve and loyalty to the Chapter, past any breaking point he may have. Should he prevail, he is granted the title of Knight.
The appearance of Deathwing Knights upon a battlefield is portentous, for they are rarely deployed without either great need or because there is a strong prospect of the Fallen's presence. Often their only appearance in a campaign will be at its final battle, where they will teleport in to annihilate the greatest of threats. So have towering war machines, mighty xenos creatures, despotic rulers and monstrous daemons been destroyed.

**STRIKEMASTERS**

Strikemasters serve as the Deathwing's Lieutenants, but have additional, vital functions. Ranked more senior even than the Deathwing Knights, to Strikemasters falls the onerous duty of managing the gaols deep within the Rock, where the most treacherous prisoners are held and the most dangerous relics secured. To some Chapters, managing their cells is a menial task, best left to lower-ranking Space Marines or even trusted serfs. For the Dark Angels, the danger posed by those they keep prisoner is so great that none less than some of the Chapter's greatest heroes are sufficient for the task.

It is the Deathwing Strikemasters who thrice-write the name of each gaoled prisoner upon the stiff pages of the Volumatis Illicitatum with the Black Quill upon the captive's internment, and scratch out the name upon the detainee's death.

It is the Strikemasters who cleanse the cells of since-executed prisoners, reciting the One Hundred and Twenty-One Canticles of the Argent Crows as they do so to purify the space. They arrange the guards as they see fit, depending on the nature of the prisoners at a given moment, choosing the Rotation of the Black Shrouds, the Rotation of the Bloody Claws or one of many dozen others devised by the Deathwing over the millennia. It is they who allocate and prepare the correct cell to those prisoners being brought to the Rock. Not all of the Dark Angels' captives are of the Fallen, or are even Space Marines. Some are conniving xenos who require cells constructed with ancient technology that snuffs out all sound to ensure the occupant's lies cannot corrupt those nearby. Others are enormously powerful rogue Human psykers whose cells are lined with silver plating and psychic nullifiers. A fraction are former agents of the Dark Angels' sleeper cells, brought to the Rock for interrogation and execution after their worth has been exhausted.

All of these detainees share two things in common, however. The first is that, even in the slightest ways, they have knowledge of the Fallen. The second is that they will never leave alive. The Rock's cells are secured by more than lock and key. Some only respond to specific invocations spoken in languages known to but a handful of individuals. Some will only open once in a given cycle of time, when an extremely rare incense is burned in their presence. Others are secured by rune sequences thousands of characters long that must be committed to memory and change every handful of days. Many more require specific biomarkers, psychic signatures and esoteric coding mechanisms, the workings of which even the Deathwing barely understand.

**ARMOURED MIGHT**

The most revered Land Raiders, Repulsors and, on occasion, other battle tanks – those that have served the Dark Angels Chapter the longest or with notable accomplishments – are granted a great honour: induction into the Deathwing. The hulls of these vehicles are painted bone-white, and the signs and markings of the Deathwing are wrought upon them so that for evermore they are reserved for use by the 1st Company.

Some Venerable Dreadnoughts bear the bone-white armour of the Deathwing, their occupants Veterans who served with distinction in the 1st Company before being laid low. Many of these interred warriors have borne witness to the Chapter's secret hunt for millennia, and it is not uncommon for current members of the Inner Circle to enter the lower bays of the Armoury in order to seek out their sage advice.
Grand Master of the Ravenwing and Captain of the 2nd Company, Sammael is the 348th Dark Angel to hold this role. He has served in this capacity for over a century, an unusually long period of time – the Ravenwing have suffered the loss of a Master more than any other company in the Dark Angels Chapter. He was also the youngest Dark Angel to ever be accepted into the Ravenwing, when then Grand Master Gideon elevated him to the brotherhood from the 8th Company.

After numerous early successes fighting Orks, Tarellians and traitors, Sammael was later inducted into the Inner Circle and the Black Knights by Grand Master Gideon after fighting against Aeldari pirates on Kaphon Betis. With the world subject to relentless harassment from the xenos raiders, the Fallen were given ample opportunity to stoke the fires of rebellion among the population. Once the Aeldari attacks were defeated, Sammael interrogated a number of captured rebels, learning that an individual called Cypher was responsible for the uprising. It was this discovery that saw Sammael elevated to the Inner Circle.

Sammael was made Grand Master during the Kapua Uprising, in which the Ravenwing engaged in brutal clashes with Heretic Astartes of the Black Legion and Word Bearers. In later fighting, the Ravenwing engaged the Chaos Reaver Titan Troublesome Ire, and Grand Master Gideon was mortally wounded. Through blood-flecked lips, the old Master declared Sammael his successor and handed him the Raven Sword. This is the blade welded by all Grand Masters of the Ravenwing and forged from the same meteorite as the Sword of Secrets – the weapon carried by the Dark Angels' Supreme Grand Master.

Sammael is noted for his boldness, which often verges on recklessness. He prefers to take the fight to the enemy, drawing the Raven Sword to slash his foes down. Such traits are vital in the warrior commanding a company with a role dedicated to high speed and hard-hitting surprise. Nonetheless, he is a master at orchestrating feints, distracting manoeuvres and employing traps and plays in his relentless pursuit of the foe.

Sammael can master his own desire to fight the enemy up close when he recognises that victory is best achieved through calling in aid. The Ravenwing are the only Dark Angels outside the 1st Company trusted with the teleport homers that enable Deathwing Terminators to accurately deploy into a battle zone, and none have more daring than Sammael when it comes to placing these devices. The Grand Master of the Ravenwing never sacrifices his duty for the sake of his personal pride, as is fitting for a warrior of the Dark Angels.

So many are Sammael's victories that none can recount them all. He uprooted the Hrud infestation that plagued the Qolivarr System and turned its once proud merchant-cities to decaying rubble. He purged the world of Lintus Arbetium of the Enslavers that had taken over the minds of the planet's ruling body and governor, ceasing the world's vital tithes of granea-paste that fed much of the sub-sector. It was Sammael who deposed the Onyx Tyrant of Santaluza, who had turned the once glorious paradise enclave into a hellish pit of brutal sadism. Though few of his Ravenwing brothers knew, the Onyx Tyrant was a member of the Fallen who had been hunted to no avail for two thousand years.

Since the Great Rift's emergence it has become harder and harder for Sammael to conceal the Fallen's existence from those of his warriors not inducted into the Inner Circle, as Fallen activity has dramatically increased since turmoil in the galaxy surged. Whilst he has had great success hunting his Chapter's quarry, Sammael broods on those Fallen who have escaped from him, and his determination to see all be brought to justice has never been greater.
BELIAL

GRAND MASTER OF THE DEATHWING

Countless are the great deeds Belial has carried out to earn the title of Grand Master of the Deathwing. Combined, they mark him as one of the Chapter's most loyal paladins, and to know of his history is to read the account of a warrior destined for greatness.

The annals in which Belial's life are recorded are locked away, preserved only for the eyes of future Grand Masters who might learn from his many victories. They tell that he hails from the semi-feudal world of Bregundia, born into a knightly order known as the Society of the Ebon Star. Imbued with a deep sense of honour and duty from birth, the records tell that when a Dark Angels Chaplain arrived on the world seeking fresh aspirants, Belial challenged him to single combat. Though the young, unaugmented Belial was inevitably defeated, he impressed the Chaplain so much he was swiftly recruited. He brought to the Rock with him the same determination and courage, and soon excelled in all areas of training.

His ascension to Master of the 3rd Company came after he slayed the Chaos Lord Furion of the Skull-scythes warband in single combat. Furion, a follower of Khorne, had already razed seventeen star systems by the time he reached the cardinal world of Durga Principe. The 3rd Company began constructing defences in the vast Temple Saturnis. Such was the Chaos Lord's bloodlust that he force-marched his army through the night, catching the Dark Angels unaware. Brutal fighting spread into latticeworks of corridors, cloisters and chambers. Master Nadael fell early in the fighting, with Belial acting in his stead. Ordering the withdrawal of his company, he led a rearguard into the maze. In the ensuing conflict he struck down Furion in combat. It was Azrael himself who then made Belial Master of the 3rd Company, at the same time awarding him with the Sword of Silence – a blade forged from the same meteorite as the Sword of Secrets and traditionally granted to the Chapter's greatest fighter.

Belial earned yet more renown at the Battle of Piscina IV, defending the world's capital, Kadillus Harbour. He led the 3rd Company in a weeks-long delaying battle against a greenskin horde – at their head, none other than Ghazghkull Thraka – that outnumbered his warriors thousands to one. Belial was wounded facing the gigantic Ork warlord, but continued to lead his warriors for weeks longer, time enough for the rest of the Dark Angels Chapter to arrive and save Piscina IV. Belial's heroics there were noticed by the upper echelons of the Chapter, and he was promoted to the rank of Grand Master of the Deathwing following the death of Gabriel, the previous holder of the title.

Though Belial's tally of victories is long and great indeed, he celebrates none of them, instead dwelling on his defeats and perceived failures. No doubt bred into him by his severe upbringing as well as the Dark Angels' stern ways, he leads his warriors in the same way. Even after winning glorious victories he gives each combatant their own specific penance, whether it be battle drills, hymnals or arduous rites of atonement. Those beneath him welcome this, each seeing it as a way to improve themselves. Belial's methods have led to unparalleled success in battle, converting the most sceptical in the Chapter to his ways. These achievements include the purging of the labyrinthine seabed fortress of Akhloth, the destruction of the hundred orbital cities of Lykhear and the clearing of the scorching deserts of Azpor.

As a warrior, Belial's combat technique has no great style, flourish or artifice. Instead it is driven by ruthless killing efficiency and well-honed strength. Each of his parries and thrusts is a decisive and precise act, and Belial's strategies and tactics on the battlefield are no different, leading him to victory in ruined, bomb-churned cityscapes, in fierce boarding actions, in gruelling space hulk clearances and every other environment of war.

"Weakness characterises those we bring to justice. Their failures are as numerous as the stars in the galaxy. But what we cannot forget is that they are us. We, like they, descend from the Lion. They are our gene-brothers, though we reject and damn them utterly. If they could fall, so can we. Thus must we be eternally vigilant for our own laws, and persecute them as we would the Fallen. Only then might we shield ourselves from failure, and reach the standard the Primarch would expect of us. Only then can we be true."

- Belial, Grand Master of the Deathwing
Menacing figures, the Dark Angels' Interrogator-Chaplains unsettle even their own battle-brothers with their silent scrutiny. Sworn to the Inner Circle during a convoluted ceremony in the Hall of Secrets, every Interrogator-Chaplain has passed the Test of Faith, taken the solemn vow of the Deathwing and learned the dark secrets of his Chapter's history.

Interrogator-Chaplains are changed warriors. The battle-brothers they were, before they took their oaths, no longer truly exist. And as the years go by, the difference grows all the starker. Once close battle-brothers no longer look them in the eye, and greet them only with the most formal words and gestures. A warrior who might have been relatively jovial amongst the Dark Angels develops a deep, intense silence upon becoming an Interrogator-Chaplain. They have no time for the concerns of their previous life. Now, their every waking moment is spent identifying hints of heresy or weakness, within the Chapter and without.

What the Interrogator-Chaplains learn of their Chapter's deep and disturbing history contributes greatly to the shift in their manner, as learning of the true fallibility of their brothers is a reality-shaking experience. But it is their unique duties that affect them most. It is their responsibility to extract confessions from the captured Fallen that are brought back to the Rock, and they must do so by any means necessary. Even for a mind as attuned to the dispensation and witnessing of incredible violence as a Space Marine's, the horrific acts an Interrogator-Chaplain must inflict on their captives are a tremendous burden to bear indeed. Their will must truly be unshakeable, not only to carry out deeds over a period of weeks that would cause even other Space Marines to blanch, but also because of what they might hear during that time. The Fallen they excurciate unleash endless heretical rantings, lie profusely and speak of events and individuals no Dark Angel has ever heard of. The Interrogator-Chaplains must listen to all of this and extract rare truth from volumes of fiction whilst keeping their souls intact. It is a process that sours them, but one that must be borne if salvation is to be attained for the Unforgiven.

**ASMODAI**

Asmodai is the Dark Angels' Master Interrogator-Chaplain and Master of Repentance. His talents for torture and interrogation first made themselves known during the Macharian Heresy, when he set to work questioning the leaders of a rebel group. He displayed his ruthlessness and determination when hunting the instigator of the rebellion and fighting his way free of the traitor's deadly ambush that followed. Such an act saw him elevated to the Inner Circle, and he chose the path of the Interrogator-Chaplain. Since then he has earned a formidable reputation amongst the Unforgiven, as well as the Fallen themselves. A great many of the traitors have heard the tales of Asmodai, and there are few things they fear more than remorseless interrogation at his hands.

Asmodai does not suffer fools or weakness of any kind. His interests lie only in the Chapter's goals and in battle. Such is Asmodai's motivation, many of his
actions border on the indefensible. He ordered the orbital bombardment of the city of Hostengard, stating without regret or hesitation that the death of fifty thousand innocents was preferable to one traitor escaping. Though over time Azrael has covered up Asmodai's actions, or move swiftly to protect the Dark Angels' reputation, this was a statement too far. He revoked Asmodai's command status and placed the Interrogator-Chaplain within the Chapter's 10th Company structure, where he oversaw the induction of aspirants. His methods were not softened by this censure. He went on to order the slaughter of all new recruits from the planet Narcium because their lacklustre answers to his inquiries raised the question of gene-stock contamination. Later, upon hearing laughter in the halls of the Rock, he placed the Penance of Silence upon the entire 7th Company. For a standard Terran year, the formation was unable to utter a sound save for hymnals and in-battle communications. Asmodai has made enemies in the Inquisition and even risked conflict with other Space Marine Chapters, but no Dark Angel can contest his dedication to the Chapter – to him the ends justify the means.

In combat, Asmodai's zeal reaches new levels, inciting the fighting spirits of his battle-brothers to a fever pitch. He led the frontal assault against the traitorous Heelstarian 89th, smashing through the heretics. As the Dark Angels held the walls of the Fortress of Eternal Devotion, Asmodai's oratory filled the ravine the mighty bastion was built into, steeling the Dark Angels to hold for weeks against relentless daemon assaults. Asmodai single-handedly stormed the barricade of Helicant's Citadel when the Meta-heretics of Alicanthus Nocturnis unleashed the power of their moon-singers, opening the gates to allow the Ravenwing to pierce the heart of the enemy fortress.

In addition to his croziers arcanum, Asmodai bears the Blades of Reason. Normally kept in a sacred reliquary made from stone hewn from old Caliban's bedrock, the Blades of Reason are an ancient, arcane and horrific device that resembles a knife with many honed and polished blades. It is etched with scriptures of repentance, and criss-crossing the weapon are cables and fine neural-wires – mysterious technology that amplifies pain beyond endurance. None who feel its touch live to tell of it. It is said that the Fallen fear the Blades of Reason above even death itself, for none can suffer beneath it and resist the urge to beg for forgiveness or death. Whilst not primarily designed for combat, numerous Master Interrogator-Chaplains have used the Blades of Reason throughout the ages, incapacitating the most dangerous foes.

CIRCLES WITHIN CIRCLES
When the loyalist Space Marine Legions were divided into Chapters, a number of successors were formed out of the Dark Angels Legion. The warriors of the successors took with them knowledge of Caliban's fall and created their own Inner Circles. The Dark Angels, or another of the Unforgiven Chapters, have initiated an Inner Circle in every successor Chapter created since. Though it took months of careful deliberation on Azrael's part, he ordered that the Ultima Founding successor Chapters were also to have their own Inner Circles. There is a shared unity of purpose between Unforgiven Chapters because of this, and they comb the stars for clues of the Fallen, their influence reaching unseen across the galaxy.

BLACK PEARLS
An Interrogator-Chaplain is permitted to add a single black pearl to his rosarius for each one of the Fallen that he convinces to repent. Confessions are as hard-won as they are rare, and most Interrogator-Chaplains meet their end with only a handful of black pearls to their name, if they have any at all. Master Molochia – an exemplar of his grim profession – died after over three hundred years of service with only ten black pearls, and to this day none have matched his achievement. Still, every Interrogator-Chaplain strives to do just that, not for personal glory but because every pearl acquired represents a shred of their Chapter's honour stitched back into that once proud tapestry.
AZRAEL
SUPREME GRAND MASTER OF THE DARK ANGELS

Azrael is arguably the greatest to ever hold the title of Supreme Grand Master. His martial skill and strategic nous are well regarded throughout the Imperium. Deeply committed to his Chapter’s secret agenda, the hunt for the Fallen is never far from his mind, and in recent years his thoughts on their threat have only grown more grave.

Though doubtless recorded in the Dark Angels’ archives, Azrael’s origins are largely a mystery to most of the Chapter and outsiders. Rumours persist, however, that he was recruited from the savage head-hunting tribes of the feral world of Kimmeria, one of multiple Dark Angels recruiting worlds.

Azrael climbed through the ranks rapidly. He consistently demonstrated his warrior and leadership skills during his time in the Deathwing, as Captain of the 3rd Company and Grand Master of the Deathwing, before he was chosen to succeed Supreme Grand Master Naberius.

Though an individual of few words, as befits a warrior of the Dark Angels, when Azrael does speak it is with an unbreakable conviction and absolute righteousness. He has the fullest confidence of his battle-brothers, repeatedly earned on countless bloody battlefields where he not only leads from the front, cutting down the Unforgiven’s enemies, but demonstrates near peerless mastery of the arts of war. He is as capable of employing multi-system campaign strategies as he is the fine craft of squad-based tactics. Orchestrating warriors from no fewer than eight Unforgiven Chapters, he brought about the ruin of the stellar empire of Asarul – a Word Bearers’ warlord who had subjected a dozen worlds to his twisted and blasphemous tyranny. In contrast, Azrael led the insertion into Allegus Hive on the hive world of Kallen in person, at the head of a handful of Deathwing squads. Together, they slaughtered the rebel leadership who had stubbornly held there for years against Astra Militarum sieges, ending their revolution in a matter of hours.

INITIATION

Ascension to the rank of Supreme Grand Master requires the candidate to go through a series of sinister rituals and trials. The individual travels into the Rock’s lower levels, accompanied by senior members of the Inner Circle, with the Keeper of the Keys unlocking every door until the Chamber of Passageways is reached. At this point the warrior is presented the Sword of Secrets and the Lion Helm by the Watchers in the Dark. The candidate later enters the Arch of Truth alone, to face unspeakable trials to determine his worthiness for the role. Some fail. Those who succeed are presented to the Chapter and declared Keeper of the Truth amidst the saying of many vows and hymnals, as battle-brothers swear oaths of allegiance to their new Supreme Grand Master.
The cell was empty. Broken chain links were scattered over the rough stone floor. This cell had always been cold, but since Marbas’ invasion, it felt even colder. A feeling of deep dread hung over the small chamber. The Watchers in the Dark rarely returned here now, though once they had always made the prisoner their company.

Standing in the cell, Azrael looked back at the doors. They were warped, mangled and blackened, as if they had been subject to explosive force and intense heat. The entranceway had once been adorned by a hundred protective runes, but all had been scoured away by one foul method or another.

Even after many weeks and months of sanctification, the foul odour of malign sorcery was present here, intermingled with the old stench of soiled robes, spilled blood and acrid sweat.

‘How did this happen?’ Azrael thought aloud. The question was about more than one mystery. Even now he had little idea whether the Prisoner had escaped his cell, or had been broken free by Marbas or one of the Daemon Prince’s vile minions.

‘Where are you now, Luther?’ Azrael wondered, as he had done every time he returned to the cell that had once housed his Chapter’s gravest enemy. Azrael looked over a number of wrecked instruments. Each was an esoteric life-giving and torture-inducing device. They had preserved the Lion’s betrayer for thousands of years, yet kept him trapped in agony.

‘For all these years I thought I knew you could not live without these,’ Azrael said. ‘Yet I know in my soul you somehow live still, plotting and scheming the final betrayal.’

Azrael frowned.

‘How did you conceal this from us? From me and all my predecessors who questioned you in this cell? How did we not see that the madness might be a charade? Were the truths you told, of artefacts, of old Caliban, of the Fallen, of the Spire of Angels, merely deliberate truths to buy a sliver of trust you should never have been awarded? Or are you now in the clutches of another gaoler, screaming that the Lion will forgive you yet?’

Azrael’s hearts pounded. He gritted his teeth. He clenched his fists. The desire to punch the cell wall filled his mind, but he resisted; it would achieve little.

Azrael felt the weight of the Sword of Secrets at his hip and the Lion Helm he carried carefully in the crook of his arm. Such power was his, yet the burden of his responsibility was a great one.

‘Do I deserve these?’ he wondered. The Rock had been invaded twice in recent years, and both had occurred under Azrael’s leadership. Many had deemed the vast fortress-ship impregnable. How wrong they were. Thousands were dead, battle-brothers, aspirants and serfs. Dread and precious artefacts were taken; the Bringer of Sorrows, Jerahmiel’s Bane, the Ender of Harut and the Breaker of Silence were all gone.

The invaders had raided the other cells in their attacks, too, though as with the attack on the Rock’s Reclusiam, such efforts appeared random, haphazard and unplanned. Most of those prisoners who had escaped their cells were already captured or killed by the Dark Angels after Marbas suddenly withdrew. But even now a handful were being hunted in the bowels of the Rock. Serfs were still going missing, their corpses discovered days later with horrific wounds and terrible pain etched on their dead faces.

‘In the name of the Lion, we will find you all,’ spat Azrael.

He played recent events through his mind over and over. There were few places besides this one where he could find a degree of solitude in these dark times, and at the same time be so starkly reminded of what he fought for. One thought returned to his mind again and again.

‘The Somnium Stars.’

The Somnium Stars was the name given to a colossal warp-scar that slashed reality to the far galactic east. It was there, Azrael’s sources suggested, that the Fallen were amassing in significant, unprecedented number. These were woe tidings indeed for the Dark Angels.

Azrael looked upon the dozens of broken chain-links scattered over the floor, those that had once held Luther. Each was adorned with shattered protective runes of their own, and were fashioned from absomite and indomite alloys. He knew there could be no coincidence between the escape and the subsequent rumour.

‘No matter where you are, I’m coming for you.’
SUCCESSOR CHAPTERS

The Dark Angels swiftly agreed to Guilliman's decree to break up the Space Marine Legions. To do otherwise was to invite unwelcome scrutiny at a time of immense turmoil.

The Dark Angels have a strong bond with the vast majority of their successor Chapters, borne out of their shared guilt and mission. Even after the dissolution of the Legion, the successors met regularly in clandestine fashion, sharing battlefield intelligence and maintaining ancient traditions. This has extended to all their successor Chapters founded since.

Angels of Redemption
None are more dedicated to the Hunt for the Fallen than the Angels of Redemption. No Chapter has forsaken their assigned task to pursue the Unforgiven's hidden agenda more often than they. Calls for Inquisitorial censure have been forestalled by the opening of the Great Rift, with disrupted communication keeping reports of further misdeeds from reaching Terra, allowing the Chapter's secret quest to continue.

Angels of Vengeance
There is no Chapter more grim or single-minded than the Angels of Vengeance. Their willingness to accept high casualties and stubborn refusal to retreat is well documented, and severe losses have jeopardised the Chapter's future on several occasions. Even for Adeptus Astartes, they are unrelenting in their persecution of the Emperor's foes, reserving a particular loathing for those who serve the Chaos Gods.

Consecrators
The Consecrators Chapter is a mystery, arriving in a war zone without warning and, upon defeating their foe, disappearing without a word. The cryptic Chapter wields all manner of ancient relics and holy patterns of armour, weapons and vehicles. It is as though the Consecrators have inherited the most revered heirlooms of the First Legion, preserving them through the ages to bear them against the foes of the Lion.

Angels of Absolution
The warriors in this Chapter differ from the Dark Angels in that they fear no spiritual damnation. The Angels of Absolution consider their own sins expunged by the actions of their loyalist forefathers upon Caliban, however they still consider themselves responsible for meting out punishment upon the traitors. This means that they possess all the drive of the other Unforgiven Chapters, while not being weighed down by their guilt.

Blades of Vengeance
The Blades of Vengeance were the first of the Primaris Space Marines created from the gene-seed of Lion El'Jonson. They have thrown their full strength into the Indomitus Crusade, liberating dozens of worlds and putting dozens more they deemed beyond salvation to the sword. They do this in eagerness to root out the Fallen, seeing the Crusade as the means by which many of the traitors will be forced out into the open.

Disciples of Caliban
The Disciples of Caliban are a fleet-based Chapter that strikes with blistering speed. They were founded in M37 under circumstances that have never been disclosed. Rumours abound over their creation, and Unforgiven Chapters theorise that they were created for the pursuit of the renegade known as Cypher. They bear reliquaries to war, although it is unknown if the relics are merely symbolic or have some sinister purpose.

Most of the Dark Angels' successors follow their parent Chapter's distinctive organisation, including equivalents to the Deathwing and Ravenwing. The Angels of Vengeance call theirs the Dreadwing and Raptorwing respectively. The Angels of Redemption's 1st and 2nd Companies are known as the Redwings. The Inner Circle of the Guardians of the Covenant is called the Secret Order; for the Angels of Absolution, it is the Hidden Brotherhood.
Angels of Defiance
He who endures, conquers. So spoke Lion El'Jonson at the height of the Great Crusade. The Primarch's legendary tenacity and his Legion's ability to bear great suffering to achieve victory is embodied in the new Primaris Chapter, the Angels of Defiance. Founded in the Imperium's darkest hour, they have become a beacon of hope beneath the pall of despair, earning many commendations during the Indomitus Crusade.

Guardians of the Covenant
It is not known from what founding the warrior-monks of the Guardians of the Covenant came, only that they too are Unforgiven. Their adopted home world, Mortikah VII, lies near to the western rim of the Imperium, and they are known for their monastic character. Their banners, armour and the flanks of their vehicles are covered in spiderly, hand-written text extracted from the pages of tomes held sacred by the Space Marines.

Bringers of Judgement
The Bringers of Judgment are possessed of a fanatical zeal that gives the other Unforgiven Chapters pause. When they encounter rebellion, they deem the entire world guilty. In their view, weakness in even one citizen indicates weakness in the entire population, and the punishment for weakness is death. The many atrocities they have committed have drawn the ire of the Inquisition, though this has not dissuaded them.

Cowled Wardens
The Cowled Wardens' base of operations lies within the Sirikoid Belt, a part of the region known as the Tears of Piruz. Rather than a single fortress monastery, the Chapter operates out of several hollowed-out asteroids. Nominally tasked with the purging of the savage Jehangir that terrorise the region, the Chapter's secret purpose is the investigation of what the Unforgiven believe to be a large Fallen network in the area.

Knights of Abhorrence
In the first eight centuries after their founding, the Knights of Abhorrence fought solely in the Ghoul Stars, bleeding their swords with the viscera of some of the most dangerous xenos the Imperium has ever encountered. In the years since, they have patrolled the outer reaches of the Imperium, slaughtering alien horrors whilst acquiring information on the Fallen. It was they who first alerted Azrael to the events in the Somnium Stars.

Penitent Blades
The Penitent Blades hail from a world with a landmass made up of thousands of small landmasses suspended kilometres in the air above acidic oceans. How this phenomenon occurs is a mystery, but it has ensured the Penitent Blades are aerial combat experts. Their 2nd Company has four oversized squads providing gunship pilots, rather than the two in most other Unforgiven Chapters.

Prime Absolvers
Chapter Master Dagiel Harn of the Prime Absolvers, an Ultima Founding Chapter, first learned of the Fallen from Azrael himself. A headstrong warrior, he saw no reason for his Chapter brethren to feel the responsibility borne by many of the Unforgiven. To Harn the Fallen are no different to other traitors. Though he established an Inner Circle and specialised companies, he sees his Chapter's mission as hunting all the Emperor's foes equally.

The Unnamed
When the senior elements of the Unnamed learned from Azrael of the Dark Angels' secrets, they felt the weight of their genetic ancestors' guilt heavily on their shoulders. They refused to take a name for their Chapter, deeming themselves unworthy, and refused to take a home world, determined that they would never cease to ply the stars until the blight of the Fallen were eradicated from the galaxy forever.
**INSIGNIUM CALIBANUS**

The Dark Angels and their successors, like any Chapter of the Adeptus Astartes, have great suites of different heraldry that they depict on their armour, weapons, banners and the flanks of their armoured vehicles and starships.

The Dark Angels' organisation largely follows that of the Codex Astartes, with its third through tenth companies organised alongside Codex lines. The Deathwing, though unusual in its access to a considerable number of suits of Terminator armour, at least appears to follow a structure similar to that mandated for a Chapter's 1st Company.

The Chapters of the Unforgiven have a range of heraldic insignia and symbols, which to any Imperial observer have proven impossible to interpret and catalogue. Any who has thought themselves successful has been proven wrong at the Dark Angels' next observed engagement. The symbols used are rooted in deep Imperial history, to the time of the Great Crusade and even before. They are a blend of ancient Calibanite knightly symbology as well as the various orders of the 1st Legion from before its reunion with the Lion. Their meaning and use has slowly evolved and changed over time as old meanings have been lost or forgotten, or as battlefield expediency has dictated. There is also variety in their use across the Unforgiven Chapters, who for reasons known only to them may place particular significance on different symbols and sigils.

**Battlefield Role and Squad Number**

The battlefield role is shown by the icon on the right pauldron. The squad number is borne upon the right shoulder, over the icon for battlefield role.

**Company Markings**

In the Dark Angels, the brothers of the Battle and Reserve Companies wear their company markings upon their left knee.

**Battlel ine**
- 3rd
- 4th
- 5th
- 6th
- 7th
- 8th
- 9th

**Inceptor with assault bolters**
**Hellblaster with assault plasma incinerator**

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FILE: 9375yo - DARK ANGELS SQUAD MARKINGS
There are few Fallen with as grim a reputation within the Dark Angels Inner Circle as Cypher. He has eluded the Dark Angels’ grasp on countless occasions, no matter how outnumbered his Fallen followers seem to be, or how tight the Dark Angels’ trap appears to be.

For all the secrecy and mystery that surrounds them, few can assert that the Dark Angels are not staunch defenders of Mankind. On the mighty bastion world of Kurgaard, they further enhanced this reputation against the tyranids of Hive Fleet Leviathan.
Deathwing Iconography

The Deathwing symbol is a broken sword between a pair of angelic wings. Deathwing warriors and squads also wear symbols on their left knee. These use colour combinations and stylised symbols with deep significance in the Chapter's Calibanite and Legion history.

Deathwing Knight Master with a flail of the Unforgiven
Deathwing Terminator Sergeant with power sword and storm boltter
Deathwing Ancient with company banner

No one knows the true strength of the Deathwing. Wearing a bewildering array of different sigils, symbols and markings, it is impossible for allies and even other elements of the Dark Angels to assess which of the company’s squads they are fighting alongside.
On the Planet of the Sorcerers, the warriors of the Deathwing fought wave after wave of Tzeentchian daemons, heretical followers of the Changers of the Ways as well as the Heretic Astartes Legion of the Daemon Primarch, Magnus the Red.
Like the Deathwing, the Ravenwing will obfuscate which squad they belong to, how many warriors are in their squads or how many squads are in their company, when necessary. Their numbers are truly impossible to account for, not least because so many are always at war.

Ravenwing Markings
The Ravenwing bear the company icon on their left shoulder, and adorn their raven pattern combat bikes with the iconography of their company and Chapter. They depict their squad number on their right shoulder.

Company Symbol  Squad Number  Squad Number  Squad Number

Black Knight Iconography

Ravenwing Ancient with company banner  Ravenwing Black Night
The daring and audacious pilots of the Ravenwing flew countless sorties over many weeks to put down the awakening Necrons on Cyillian. They duelled Necrons fighter craft as often as they strafed phalanxes of marching Necron Warriors.
The ambition of the Tau Empire knows few bounds, and they will gladly attempt to seize any Imperial world they encounter. When they dared to annex the Dark Angels' recruiting world of Allenor, Master Lazarus and his 5th Company responded.
Campaign Badges

Campaign badges are symbols adopted during especially large, drawn-out wars that typically involve a range of different forces of the Imperium.

Guardians of the Covenant Infiltrator with marksman bolt carbine

Angels of Redemption Reiver with special issue bolt pistol and combat knife

Blades of Vengeance Assault Intercessor with bolt pistol and chainsword

The Dark Angels are led by some of the mightiest warriors in the Imperium. When any take to the field, it is a sure sign of the Unforgiven's commitment to victory. When they stand together; those around them know that the coming battle will be one for the ages.
Another Custodes Libris share. Buy the stuff if you like it!
Another Custodes Libris share. Buy the stuff if you like it!
Welcome to the rules section of Codex Supplement: Dark Angels. On the following pages you will find all the content you need to bring every aspect of the warriors of the First Legion to life on your tabletop battlefields. Maybe you’re inspired to dive straight into some open play games; maybe you want to forge your own tales of glory and infamy with narrative play; perhaps you can’t wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you— even if it’s a bit of all three— this section of your Codex supplement provides a modular toolbox that allows you to get the most out of your collection.

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

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

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

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

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

**CRUSADE RULES**

**CRUSADE (PG 52-60)**

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

**DATASHEETS**

**DATASHEETS (PG 61-77)**

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

**WEAPON PROFILES (PG 78)**

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

**POINTS**

**POINTS VALUES (PG 79)**

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

**Glossary (PG 80)**

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

**REFERENCE (PG 80)**

Here you will find a handy bullet-pointed rules reference that summarises some common Dark Angels rules.
A Dark Angels successor Chapter is one for which the Dark Angels are their first founding Chapter. You can find out more information on successor Chapters, and how to determine if your Chapter is a successor of the Dark Angels, in Codex: Space Marines. If your Chapter is a successor of the Dark Angels, the following rules apply:

**DETACHMENT ABILITIES**

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

**RITES OF INITIATION**

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

**STRATAGEMS**

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

**WARLORD TRAITS**

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

**CHAPTER RELICS**

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

**PSYCHIC POWERS**

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

**CHAPTER APPROVED RULES**

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

**DATASHEETS**

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

**CRUSADE RULES**

If you have a Dark Angels Successor Chapter, then for the purposes of using any Dark Angels Crusade Rules, you can replace the *Dark Angels* keyword in all instances with the name of your Successor Chapter. Legendary Crusade Relics can never be given to a *Character* from a Dark Angels successor chapter.
This Combat Patrol sized force is the perfect way to start a Dark Angels army, regardless of whether you want to play an open play game, forge an epic narrative with a Crusade army, or assemble a force to compete in a matched play mission.

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

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

Providing heavy supporting fire, the Inceptors are a fast and flexible unit, able to be armed with horde-clearing assault bolters or armour-piercing plasma exterminators. The latter combines well with some of the Stratagems available to Battle-forged Dark Angels armies, rendering these plasma weapons even more potent! Inceptors also have the ability to arrive on the battlefield wherever you wish, bringing their firepower to bear wherever and whenever it is needed.

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

A Dark Angels Detachment is one that only includes models with the Dark Angels keyword (excluding models with the Agent of the Imperium or Unaligned keywords). Note that such a Detachment is also an Adeptus Astartes Detachment, as described in Codex: Space Marines, and as such all the Adeptus Astartes Detachment abilities also apply to that Detachment.

- Ravenwing units in Dark Angels Detachments that do not already have the Jink ability gain the Jink ability (pg 61).
- Deathwing and Inner Circle units in Dark Angels Detachments that do not already have the Inner Circle ability gain the Inner Circle ability (pg 61).
- If every unit in your army (except Agent of the Imperium or Unaligned units) has the Dark Angels keyword, then every unit in a Dark Angels Detachment that has the Combat Doctrines ability gains the Sons of the Lion ability.
- If every unit in your army (except Unaligned units) has the Dark Angels keyword, then Dark Angels Vanguard Detachments that only contain models with the Deathwing and/or Inner Circle Keywords gain the 1st Company ability (see right).
- If every unit in your army (except Unaligned units) has the Dark Angels keyword, then Dark Angels Outrider Detachments that only contain models with the Ravenwing keyword gain the 2nd Company ability (see right).
- Your army can only include one Ravenwing Captain and one Deathwing Captain from the same Chapter.

SONS OF THE LION

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

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

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

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

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

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

1ST COMPANY

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

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

2ND COMPANY

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

- Bike Squad and Outrider Squad units in this Detachment gain the Objective Secured ability, as described in the Warhammer 40,000 Core Book.
- If your Warlord is part of this Detachment, this Detachment’s Command Benefits are changed to ‘+3 Command points’.
RITE S OF INITIATION
If your army is Battle-forged, when mustering your army, you can upgrade any of the following units (excluding named characters) in DARK ANGELS Detachments in your army to become members of the Deathwing:

- Captain
- Primaris Lieutenant equipped with storm shield
- Dreadnought
- Land Raider
- Repulsor
- Stormraven Gunship
- Transport unit that can transport Terminator models

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

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

<table>
<thead>
<tr>
<th>RITES OF INITIATION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>UNIT</strong></td>
</tr>
<tr>
<td>Captain</td>
</tr>
<tr>
<td>Primaris Lieutenant equipped with storm shield</td>
</tr>
<tr>
<td>Dreadnought</td>
</tr>
<tr>
<td>Land Raider</td>
</tr>
<tr>
<td>Repulsor</td>
</tr>
<tr>
<td>Stormraven Gunship</td>
</tr>
<tr>
<td>Transport unit that can transport Terminator models</td>
</tr>
</tbody>
</table>

Another Custodes Libris share. Buy the stuff if you like it!
STRATAGEMS

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

### WRATH OF THE LION

**Dark Angels – Battle Tactic Stratagem**

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

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

### INTRACTABLE

**Dark Angels – Battle Tactic Stratagem**

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

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

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

### DEATHWING ASSAULT

**Dark Angels – Battle Tactic Stratagem**

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

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

### FULL THROTTLE

**Dark Angels – Battle Tactic Stratagem**

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

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

### LINE UNBREAKABLE

**Dark Angels – Battle Tactic Stratagem**

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

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

### HIGH-SPEED FOCUS

**Dark Angels – Epic Deed Stratagem**

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

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

### NO FOE TOO GREAT TO SUBDUE

**Dark Angels – Epic Deed Stratagem**

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

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

### MARKED FOR COMMAND

**Dark Angels – Requisition Stratagem**

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

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

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

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

**HONORED BY THE ROCK**

Dark Angels – Requisition Stratagem

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

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

**TACTICAL APPRAISAL**

Dark Angels – Strategic Ploy Stratagem

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

Use this Stratagem in your Command phase. Select one Dark Angels unit from your army within 6” of your Warlord, then select one combat doctrine. Until the start of your next Command phase, for the purposes of that unit, treat that combat doctrine as being active for your army instead of the active combat doctrine. You can only use this Stratagem if every unit from your army has the Combat Doctrines ability (excluding Servitor, Agent of the Imperium and Unaligned units).

**THE HUNT**

Dark Angels – Strategic Ploy Stratagem

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

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

**TARGETING GUIDANCE**

Dark Angels – Strategic Ploy Stratagem

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

Use this Stratagem in your Shooting phase. Select one enemy unit within 18” of and visible to a Ravenwing Land Speeder or Ravenwing Storm Speeder unit from your army. Until the end of the phase, each time a model in a friendly Dark Angels unit makes a ranged attack against the selected enemy unit, add 1 to that attack’s hit roll.

**SWIFT STRIKE**

Dark Angels – Strategic Ploy Stratagem

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

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

**SECRET AGENDA**

Dark Angels – Strategic Ploy Stratagem

The Dark Angels’ goals are impossible to understand.

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

**STASIS SHELL**

Dark Angels – Wargear Stratagem

Upon detonation, a stasis shell momentarily freezes time.

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

**WEAPONS FROM THE DARK AGE**

Dark Angels – Wargear Stratagem

The Rock’s Armoury houses all manner of ancient wonders.

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

If a Dark Angels Character model is your warlord, you can use the table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a Ravenwing Character model or Deathwing Character model is your warlord, you can instead determine a Warlord Trait using the Ravenwing and Deathwing Warlord Traits tables respectively.

1. BRILLIANT STRATEGIST

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

In your Command phase, you can select one friendly Dark Angels unit within 6" of this Warlord. Until the start of your next Command phase:

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

2. FURY OF THE LION (Aura)

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

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

3. CALIBANITE KNIGHT

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

Each time this Warlord makes a melee attack against an Infantry or Biker unit, an unmodified wound roll of 2+ is always successful.

4. STUBBORN TENACITY

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

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

5. DECISIVE TACTICIAN (Aura)

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

While a friendly Dark Angels Core unit is within 6" of this Warlord, add 1 to Advance and charge rolls made for that unit.

6. HONOUR OF THE FIRST LEGION

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

- This Warlord is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of an enemy unit.
- Each time this Warlord makes a Heroic Intervention move, so long as it ends that move closer to the closest enemy model, it can move up to 6". All other rules for Heroic Interventions still apply.

RAVENWING WARLORD TRAITS

1-3. LIGHTNING-FAST REACTIONS

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

Each time an attack is made against this Warlord, subtract I from that attack's hit roll.

4-6. MASTER OF MANOEUVRE

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

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

DEATHWING WARLORD TRAITS

1-3. WATCHED

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

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

4-6. INEXORABLE

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

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

NAMED CHARACTERS AND WARLORD TRAITS

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

<table>
<thead>
<tr>
<th>Named Character</th>
<th>Warlord Trait</th>
</tr>
</thead>
<tbody>
<tr>
<td>Asmodai</td>
<td>Fury of the Lion</td>
</tr>
<tr>
<td>Azrael</td>
<td>Brilliant Strategist</td>
</tr>
<tr>
<td>Belial</td>
<td>Inexorable</td>
</tr>
<tr>
<td>Ezekiel</td>
<td>Stubborn Tenacity</td>
</tr>
<tr>
<td>Lazarus</td>
<td>Brilliant Strategist</td>
</tr>
<tr>
<td>Sammael</td>
<td>Master of Manoeuvre</td>
</tr>
</tbody>
</table>
INTERROMANCY DISCIPLINE

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

1. MIND WORM

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

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

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

2. AVERSION

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

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

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

3. RIGHTEOUS REPUGNANCE

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

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

4. TREPHINATION

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

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

5. ENGULFING FEAR

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

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

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

6. MIND WIPE

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

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

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

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

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

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mace of Redemption</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

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

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

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

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

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

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

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

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

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foe-smiter</td>
<td>24&quot;</td>
<td>Assault 4</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

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

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

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

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

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

Feast of Malédiction: While a friendly DARK ANGELS CORE unit is within 6" of this PRIEST, add 1 to the Attacks characteristic of models in that unit.
### SPECIAL-ISSUE WARGEAR

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

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

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

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

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

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

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

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

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

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

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

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavenfall Blade</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
</tr>
</tbody>
</table>

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

A **Ravenwing Talonmaster** is eligible to be given this Relic, even though it is a **Vehicle**.

#### ARBITER'S GAZE
This bionic eye is powered by the smallest fragment of the Stone Guardians, arcane relics of fallen Caliban steeped in mystery and eldrich power.

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

A **Ravenwing Talonmaster** is eligible to be given this Relic, even though it is a **Vehicle**.

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

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atonement</td>
<td>18&quot;</td>
<td>Pistol 1</td>
<td>9</td>
<td>-4</td>
<td>3</td>
</tr>
</tbody>
</table>

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

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

If every model in your army (excluding Agent of the Imperium and Unaligned units) has the Dark Angels keyword, and your Warlord has the Dark Angels keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Dark Angels secondary objectives listed below.

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

PURGE THE ENEMY

MARTIAL INTERDICTION

End Game Objective

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

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

- Score 6 victory points if the selected enemy model was destroyed by a melee attack made by a Dark Angels model from your army.
- Score 3 additional victory points if the selected enemy model was destroyed by a melee attack made by an Inner Circle or Deathwing model from your army.
- Score 6 additional victory points if the Dark Angels model's unit that destroyed the selected enemy model has not itself been destroyed.

NO MERCY, NO RESPITE

DEATH ON THE WIND

Progressive Objective

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

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

BATTLEFIELD SUPREMACY

STUBBORN DEFiance

Progressive Objective

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

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

<table>
<thead>
<tr>
<th>Consecutive Number of Your Command Phases</th>
<th>Victory Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

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

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

- Brother-Chaplain Valeforr
CRUSADE RULES

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

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

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

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

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

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

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

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

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

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

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

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

CAPTURE MISSION

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

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

The Fallen

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

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

ASSIST THE STRANGER

Fallen Agenda

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

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

### INTERROGATION

**ORP**

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

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

#### INTERROGATOR-CHAPLAIN ONLY

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

<table>
<thead>
<tr>
<th>D3</th>
<th>BATTLE TRAIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Add 3&quot; to the range of this model’s aura abilities (to a maximum of 12&quot;)</td>
</tr>
<tr>
<td>2</td>
<td>This model knows one additional litany from the Litanies of Battle.</td>
</tr>
<tr>
<td>3</td>
<td>In your Command phase, if this model is on the battlefield and the Litany of Hate has not already been recited by a friendly model that battle round, it can recite the Litany of Hate in addition to any other litanies it can recite.</td>
</tr>
</tbody>
</table>

#### DEATHWING LIBRARIAN ONLY

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

<table>
<thead>
<tr>
<th>D3</th>
<th>BATTLE TRAIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Add 1 to Psychic tests taken for this model when attempting to manifest a power from the Interromancy discipline (pg 47).</td>
</tr>
<tr>
<td>2</td>
<td>Each time this model manifests a Witchfire psychic power from the Interromancy discipline (pg 47), add 1 to the number of mortal wounds inflicted.</td>
</tr>
<tr>
<td>3</td>
<td>You can re-roll Deny the Witch tests taken for this model.</td>
</tr>
</tbody>
</table>

### INAUGURATION

1RP

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

Purchase this Requisition after a battle in which a **Dark Angels** unit from your army (excluding **Vehicle**, **Character** and **Scout** units) destroyed a **Fallen** unit. That **Dark Angels** unit gains the **INNER CIRCLE** keyword, or you can remove that unit from your Order of Battle and replace it with one of the units specified below:

<table>
<thead>
<tr>
<th>UNIT</th>
<th>REPLACEMENT UNIT</th>
</tr>
</thead>
</table>
| Primaris unit | • Outrider Squad  
| | • Bladeguard Veteran Squad  |
| Non-Primaris unit | • Attack Bike Squad  
| | • Bike Squad  
| | • Deathwing Terminator Squad  
| | • Terminator Squad  
| | • Terminator Assault Squad  
| | • Relic Terminator Squad  |

This unit must be from the same Chapter. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The new unit starts with the same number of experience points as the unit it replaced and gains the appropriate number of Battle Honours for its rank.
Induction of a Dark Angel to their Inner Circle is never done lightly, for only the strongest minds and purest hearts can withstand the terrible knowledge a member of the Inner Circle is expected to hold.

Purchase this Requisition when a **Dark Angels Character** unit gains a rank (other than the Blooded rank). That unit gains the **Inner Circle** keyword and its Power Level is increased by 1. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force’s Supply Limit.

**THE LION AND THE WOLF**

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

Purchase this Requisition at any time. Select one **Dark Angels Infantry** or **Dark Angels Biker** model from your army that is not a Character. Each model can only be selected for this Requisition once. Add 1 to that model’s Attacks characteristic, and that model gains the following ability:

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

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

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

CAPTURE THE FALLEN

**Dark Angels Agenda**

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

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

NONE MUST KNOW

**Dark Angels Agenda**

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

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

MENTAL INTERROGATION

**Dark Angels Agenda**

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

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

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

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

DARK RUMOUR

**Dark Angels Agenda**

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

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

ENCIRCLE THE FOE

**Dark Angels Agenda**

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

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

THE DEATHWING COMETH

**Dark Angels Agenda**

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

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

DARK ANGELS CAPTAINS cannot be given any of the following Honorifics found in Codex: Space Marines:
- Master of the Keep
- Master of the Watch
- Master of the Marches
- Chief Victualler

Instead you can choose from among the following Honorifics. These follow all the same rules as those presented in Codex: Space Marines.

MASTER OF THE DEATHWING

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

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

MASTER OF THE RAVENWING

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

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

KEEPER OF THE UNSEEN RITUAL

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

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

MASTER OF WATCHERS

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

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

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

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

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

MASTER

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

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

Ezekiah heard their feet splash in the spilled fluids.

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

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

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

"Lord," she said, still panting. "Word from our contact on World XV4p."

She said no more because she was permitted to know nothing else. But Ezekiah heard all he had to. He stood and left the arena quickly without acknowledging her. There was work to do.

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

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

ARTIFICER RELICS

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

Lion's Roar

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

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lion's Roar</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>0 1</td>
</tr>
<tr>
<td>- Boltgun</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>0 1</td>
</tr>
<tr>
<td>- Plasma</td>
<td>18&quot;</td>
<td>Assault</td>
<td>8</td>
<td>-3 2</td>
</tr>
</tbody>
</table>

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

The Raven's Eyes

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

RAVENWING model only.

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

ANTIOQUITY RELICS

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

Monster Slayer of Caliban

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

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monster Slayer of Caliban</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3 2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon against a VEHICLE OR MONSTER unit, add 1 to that attack's wound roll.
The symbols that adorn the Lion's Roar are carefully repainted after every battle. None know their original, true meanings.

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

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

Shields

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

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

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

LEGENDARY RELICS

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

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

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

SACRED STANDARDS

A DARK ANGELS ANCIENT model of Heroic rank or higher can be given one of the following Sacred Standards. A model cannot have more than one Sacred Standard.

Sacred Standards are treated as Antiquity Relics for all purposes. Add 1 to a unit's total Crusade points for each Sacred Standard it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

The Standard of Retribution

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

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

The Standard of Fortitude

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

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

The Standard of Devastation

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

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

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

### Inner Circle Character Units Only

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
</table>
| 1-3 | Knightly Paragon | This mighty warrior inspires all around him with feats of expert swordsmanship. At the start of each Fight phase, select one enemy **Infantry, Biker or Cavalry** model that is within Engagement Range of this model and roll one D3. Until the end of the phase:  
  - Subtract the result from that enemy model’s Attacks characteristic (to a minimum of 1)  
  - If the result is greater than that enemy model’s Attacks characteristic, add 1 this model’s Attacks characteristic. |
| 4-6 | Expert Hunter | This warrior excels at understanding the mindset of the Fallen, appearing able to know their movements even before the foe does. At the end of each battle, roll one D6; adding 2 to the result if your opponent’s army contained any **Fallen** units: on a 4+, this model gains 1 experience point and you gain 1 Unforgiven point. |

### Ravenwing Aircraft Units Only

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Silver Talon</td>
<td>This pilot has been awarded the Silver Talon for his incredible feats of daring flying. Only a handful of Ravenwing pilots have ever been awarded this honour, but the prestige it imparts ensures their name goes down in legend. Each time this model is selected to shoot, you can re-roll one hit roll or one wound roll when making that model’s attacks.</td>
</tr>
<tr>
<td>4-6</td>
<td>Lightning Reflexes</td>
<td>This pilot effortlessly jinks his craft to avoid incoming fire. Each time you use the High-speed Focus Stratagem, it costs 0CP if it is this model gaining the invulnerable save.</td>
</tr>
</tbody>
</table>

### Deathwing Infantry (Excluding Characters) Units Only

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Staunch Hunters</td>
<td>These Deathwing have fought together for decades, always surviving against the odds. At the start of each turn, one model in this unit regains up to 1 lost wound.</td>
</tr>
<tr>
<td>4-6</td>
<td>Watched Over</td>
<td>This unit always seems to have the eyes of the Watchers upon them, guiding them towards their goal. If this unit is equipped with a Watcher in the Dark, it can be used twice per battle instead of only once. We recommend removing this unit’s Watcher in the Dark model after this ability has been used for the second time.</td>
</tr>
</tbody>
</table>

### Ravenwing Biker or Land Speeder Units Only

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Swift Reactions</td>
<td>These swift scouts are able to read enemy fire patterns and accurately predict where the enemy fire will fall next, deftly avoiding harm. This unit is always treated as having Advanced for the purposes of the Jink ability [pg 61].</td>
</tr>
<tr>
<td>4-6</td>
<td>Champions of the Ravenwing</td>
<td>These relentless watchers are the eyes and ears of Sammael. Wherever they go, nothing escapes their gaze, or their wrath, even at high speed. Each time a model in this unit makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers.</td>
</tr>
</tbody>
</table>

### Non-Deathwing Infantry Units Only

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Impassive Sentinels</td>
<td>When these warriors stand guard, it seems as though even the greatest force in the galaxy could not move them. While this unit is within range of an objective marker, roll one D6 each time a model in this unit would lose a wound: on a 5+, that wound is not lost.</td>
</tr>
<tr>
<td>4-6</td>
<td>Angels of Calliban</td>
<td>The Dark Angels will ever come to the aid of those who need it, intervening to protect those who cannot protect themselves. This unit is eligible to perform Heroic Interventions as if it were a Character.</td>
</tr>
</tbody>
</table>

---

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

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

ABILITIES

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

INNER CIRCLE

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

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

- Each time a Morale test is taken for this unit, it is automatically passed.
- While this unit is within Engagement Range of any enemy Fallen units, unless this unit has the Vehicle keyword, this unit cannot be selected to Fall Back.
- Each time you select this unit to Fall Back, unless it has the Vehicle, Ravenwing or Chapter Master keywords, roll 2D6: if the result is less than or equal to the unit's Leadership characteristic it can Fall Back, otherwise it cannot Fall Back and must Remain Stationary instead.
- Each time the unit Advances, until the start of your next turn, models in this unit have a 4+ invulnerable save against ranged attacks.

JINK

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

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

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

WARGEAR & WEAPON LISTS

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

THE FINAL SECRET

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

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

No. Name M WS BS S T W A LD SV
1 Azrael 6' 2+ 2+ 4 4 6 5 9 2+

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

WEAPON RANGE TYPE S AP D ABILITIES
Lion’s Wrath Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.
- Master-crafted boltgun 24” Rapid Fire 1 4 -1 2
- Master-crafted plasma gun 24” Rapid Fire 1 8 -4 2

Sword of Secrets Melee Melee +2 -4 2 Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to the normal damage.

ABILITIES
Angels of Death [see Codex: Space Marines], Inner Circle [pg 61]
Iron Halo: This model has a 4+ invulnerable save.
Chapter Master: In your Command phase, select one friendly DARK ANGELS CORE or DARK ANGELS CHARACTER unit within 6” of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.
Watcher in the Dark: Once per battle, this model can attempt to Deny the Witch as if it were a PSYKER. If the model attempting to manifest the psychic power is a CHAOS PSYKER, you can re-roll that Deny the Witch test.

Supreme Tactician: If your army is Battle-forged and this model is your Warlord, you receive an additional 2 Command points.
Rites of Battle (Aura): While a friendly DARK ANGELS CORE unit is within 6” of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.
Lion Helm (Aura): While a friendly DARK ANGELS INFANTRY or DARK ANGELS BIKER unit is within 6” of this model, models in that unit have a 4+ invulnerable save against ranged attacks.

BELIAL

No. Name M WS BS S T W A LD SV
1 Belial 5’ 2+ 2+ 4 4 6 4 9 2+

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

WEAPON RANGE TYPE S AP D ABILITIES
Master-crafted storm bolter 24” Rapid Fire 2 4 -1 2

Sword of Silence Melee Melee +2 -4 3 Each time an attack is made with this weapon against a unit that is not a VEHICLE, an unmodified wound roll of 2+ is always successful.

ABILITIES
Angels of Death, Teleport Strike [see Codex: Space Marines], Inner Circle [pg 61]
Iron Halo: This model has a 4+ invulnerable save.
Rites of Battle (Aura): While a friendly DARK ANGELS CORE unit is within 6” of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Grand Master of the Deathwing: In your Command phase, select one friendly DEATHWING CORE or DEATHWING CHARACTER unit within 6” of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.
Parrying Blade: Each time a melee attack is made against this model, subtract 1 from that attack’s hit roll.

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sammael</td>
<td>15</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Master-crafted plasma cannon</td>
<td>36&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-4</td>
<td>2</td>
<td>Blast</td>
</tr>
<tr>
<td>Twin storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Raven Sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Each time an attack is made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of x2.

<table>
<thead>
<tr>
<th>ABILITIES</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Angels of Death</td>
<td>(see Codex: Space Marines), Inner Circle, Jink (pg 61)</td>
</tr>
<tr>
<td>Iron Halo: This model has a 4+ invulnerable save.</td>
<td></td>
</tr>
<tr>
<td>Grand Master of the Ravenwing:</td>
<td>In your Command phase, select one friendly Ravenwing Core or Ravenwing Character unit within 6&quot; of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.</td>
</tr>
<tr>
<td>Rites of Battle (Aura):</td>
<td>While a friendly Dark Angels Core unit is within 6&quot; of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.</td>
</tr>
<tr>
<td>Turbo-boost: Each time this model Advances, do not make an Advance roll. Instead, until the end of thephase, add 6&quot; to the Move characteristic of this model.</td>
<td></td>
</tr>
</tbody>
</table>

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: CHARACTER, FLY, BIKER, RAVENWING, INNER CIRCLE, CAPTAIN, SAMMAEL

CORVEX

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

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

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ezekiel</td>
<td>6&quot;</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

### WEAPON

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack made with this weapon is allocated to a FALLEN or HERETIC ASTARTES unit, that attack has a Damage characteristic of 3.</td>
</tr>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

### ABILITIES

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

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

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

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

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

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

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

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### ASMODAI

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Asmodai</td>
<td>6&quot;</td>
<td>2+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

### WEAPON

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.</td>
</tr>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

### ABILITIES

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

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

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

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

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

**PRIEST**

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

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

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Interrogator-Chaplain</td>
<td>6+</td>
<td>2+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

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

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>-2</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

- Jump pack: The bearer has a Move characteristic of 12", the Death From Above ability (see Codex: Space Marines) and the FLY and JUMP PACK keywords.

**WARGEAR OPTIONS**

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

**ABILITIES**

- **Angels of Death** (see Codex: Space Marines), Inner Circle (pg 61)
- **Aura of Dread** (Aura): While an enemy unit is within 6" of this model, it counts as being below Half Strength.

**PRIEST**

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

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

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

---

The Interrogator-Chaplains’ hatred for the Fallen runs deeper than that of any other Dark Angel. Dour individuals, their minds are set to a single purpose: right the terrible wrongs of their Chapter’s past. Their incomparable battle fury and dedication to their Chapter make them a dread inspiration to their battle-brothers.

---

**WATCHERS IN THE DARK**

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ravenwing Talonmaster</td>
<td>18&quot;</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>6</td>
<td>3</td>
<td>8</td>
<td>3+</td>
<td>---</td>
</tr>
</tbody>
</table>

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

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin assault cannon</td>
<td>24&quot;</td>
<td>Heavy 12</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Twin heavy bolter</td>
<td>36&quot;</td>
<td>Heavy 6</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Angels of Death** [see Codex: Space Marines], Jink, Inner Circle (pg 61)
- **Tactical Precision** [Aura]: While a friendly Dark Angels Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.
- **Company Heroes**: If your army is Battle-forged, then for each LIEUTENANT unit included in a Detachment, a second LIEUTENANT unit can be included in that Detachment without taking up an additional Battlefield Role slot

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

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

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

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

LAZARUS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Lazarus</td>
<td>6&quot;</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>6</td>
<td>5</td>
<td>9</td>
<td>3+</td>
<td>---</td>
</tr>
</tbody>
</table>

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

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Enmity’s Edge</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Angels of Death** [see Codex: Space Marines], Inner Circle (pg 61)
- **Intractable Will**: When this model is destroyed, if it is within Engagement Range of any enemy units, do not remove it from play. If it can, after the attacking model’s unit has finished making its attacks, be selected to fight, even if it has already fought this phase. After resolving these attacks, this model is removed. This ability is not cumulative with the Astartes Banner ability or the Only in Death Does Duty End Stratagem — this ability takes precedence.

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

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

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

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

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

*Another Custodes Libris share. Buy the stuff if you like it!*

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

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

**ABILITIES**

- **Angels of Death, Teleport Strike** [see Codex: Space Marines, Inner Circle (pg 61)]
  - Tactical Precision [Aura]: While a friendly Dark Angels Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

**WARGEAR OPTIONS**

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

**WEAPON RANGE TYPE S AP D ABILITIES**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**STORM SHIELD**
The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

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

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

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

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

INTERROGATOR-CHAPLAIN

**WEAPON RANGE TYPE S AP D ABILITIES**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Crozius arcanum</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

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

**ABILITIES**

- **Angels of Death, Teleport Strike** [see Codex: Space Marines, Inner Circle (pg 61)]
  - Aura of Dread [Aura]: While an enemy unit is within 6" of this model, it counts as being below Half Strength.

**PRIEST**

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

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

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

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

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

A Deathwing Apothecary is equipped with: storm bolter.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

ABILITIES

- **Angels of Death, Teleport Strike** [see Codex: Space Marines, Inner Circle (pg 61)]
- **Crux Terminatus**: This model has a 5+ invulnerable save.
- **Combat Restoratives**: At the end of your Movement phase, this model can heal one friendly DARK ANGELS INFANTRY or DARK ANGELS BIKER model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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

DEATHWING CHAMPION

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

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

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

ABILITIES

- **Angels of Death, Teleport Strike** [see Codex: Space Marines, Inner Circle (pg 61)]
- **Crux Terminatus**: This model has a 5+ invulnerable save.
- **Honour or Death**: This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy CHARACTER unit, it can move up to 6". All other rules for Heroic Interventions still apply.
- **Martial Superiority**: At the start of the Fight phase, if this model is within Engagement Range of any enemy CHARACTER units, it can fight first that phase.
- **Command Squad**: For each DEATHWING COMMAND SQUAD unit included in a Detachment, one DEATHWING APOTHECARY unit can be included in that Detachment without taking up a Battlefield Role slot.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: CHARACTER, INFANTRY, TERMINATOR, DEATHWING, INNER CIRCLE, COMPANY CHAMPION, DEATHWING CHAMPION
# DEATHWING TERMINATOR SQUAD

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Deathwing Terminator</td>
<td>5+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>8</td>
<td>2+</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Deathwing Sergeant</td>
<td>5+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>9</td>
<td>2+</td>
<td></td>
</tr>
</tbody>
</table>

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

### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault cannon</td>
<td>24&quot;</td>
<td>Heavy</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Cyclone missile launcher</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Frag missile</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>- Krak missile</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>8</td>
<td>-2</td>
<td>D6</td>
<td></td>
</tr>
<tr>
<td>Heavy flamers</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Plasma cannon</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Standard</td>
<td>36&quot;</td>
<td>Heavy D3</td>
<td>?</td>
<td>-3</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>- Supercharge</td>
<td>36&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.</td>
</tr>
<tr>
<td>Chainfist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-4</td>
<td>D3</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
<tr>
<td>Lightning claw</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Thunder hammer</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
</tbody>
</table>

### OTHER WARGEAR

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

### WARGEAR OPTIONS

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

### ABILITIES

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

#### Codex

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

### FACTION KEYWORDS

* **IMPERIUM, ADEPTUS ASTARTE, DARK ANGELS**

### KEYWORDS

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

---

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Deathwings</td>
<td>5</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>8</td>
<td>2+</td>
</tr>
<tr>
<td>1</td>
<td>Knight Master</td>
<td>5</td>
<td>2+</td>
<td>2+</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

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

### WEAPON RANGE TYPE S AP D ABILITIES

<table>
<thead>
<tr>
<th>Flail of the Unforgiven</th>
<th>Melee</th>
<th>Melee</th>
<th>+2</th>
<th>-3</th>
<th>2</th>
<th>Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mace of absolution</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

### OTHER WARGEAR ABILITIES

**Storm shield**
The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

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

*We recommend placing a Watcher in the Dark model next to the unit as a reminder, removing it once this ability has been used (a Watcher in the Dark does not count as a model for any rules purposes).*

### WARGEAR OPTIONS

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

### ABILITIES

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

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

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

---

**THE WARDENS IN WHITE**

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

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

4 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Deathwing Terminator</td>
<td>5+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>8</td>
<td>2+</td>
</tr>
<tr>
<td>1</td>
<td>Deathwing Sergeant</td>
<td>5+</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

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

**WEAPON**

- **RANGE**
  - Assault cannon
  - Cyclone missile launcher
  - Heavy flamer
  - Plasma cannon
  - Storm bolter

- **TYPE**
  - Heavy
  - Rapid Fire

- **S AP D ABILITIES**
  - Before selecting targets, select one of the profiles below to make attacks with.
  - Each time an attack is made with this weapon, that attack automatically hits the target.

- **ABILITIES**
  - Power: Storm

**OPTION**

- Any number of models can each have their power fist or power sword replaced with one of the following: 2 lightning claws; 1 thunder hammer and 1 storm shield.

**OTHER WARGEAR ABILITIES**

- Storm shield: The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

- Chainfist: Melee Melee x2 -4 0 0

- Lightning claw: Melee Melee User -2 1

- Power fist: Melee Melee x2 -3 2

- Power sword: Melee Melee +1 -3 1

- Thunder hammer: Melee Melee x2 -2 3

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

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

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

5 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ravenwing Apothecary</td>
<td>14&quot;</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

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

**WARGEAR OPTIONS**

* This model’s Astartes grenade launcher can be replaced with 1 plasma talon.

**ABILITIES**

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

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

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

FACTOR KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: BIKER, CHARACTER, INNER CIRCLE, RAVENWING, APOTHECARY, RAVENWING APOTHECARY

RAVENWING CHAMPION

4 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ravenwing Champion</td>
<td>14&quot;</td>
<td>2+</td>
<td>3+</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

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

**WARGEAR OPTIONS**

* This model’s Astartes grenade launcher can be replaced with 1 plasma talon.

**ABILITIES**

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

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

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

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

FACTOR KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: BIKER, CHARACTER, INNER CIRCLE, RAVENWING, COMPANY CHAMPION, RAVENWING CHAMPION

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

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ravenwing Ancient</td>
<td>14</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

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

**Weapon Chart**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes grenade launcher</td>
<td>30'</td>
<td>Assault</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>- Frag grenade</td>
<td>30'</td>
<td>Assault</td>
<td>6</td>
<td>-1</td>
<td>03</td>
<td></td>
</tr>
<tr>
<td>- Krak grenade</td>
<td>12'</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Plasma talon</td>
<td>18'</td>
<td>Assault</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>- Standard</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Supercharge</td>
<td>18'</td>
<td>Assault</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.</td>
</tr>
</tbody>
</table>

**Wargear Options**

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

**Abilities**

- **Angels of Death** [see Codex: Space Marines], Inner Circle, Jink [pg 61]
- **Turbo-boost**: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.
- **Command Squad**: For each Ravenwing Black Knights unit included in a Detachment, one Ravenwing Ancient unit can be included in that Detachment without taking up a Battlefield Role slot.

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

**Faction Keywords**: Imperium, Adeptus Astartes, Dark Angels

**Keywords**: Biker, Character, Ancient, Inner Circle, Ravenwing, Company Ancient, Ravenwing Ancient

Another Custodes Libris share. Buy the stuff if you like it!
RAVENWING BLACK KNIGHTS

6 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-9</td>
<td>Ravenwing Black Knight</td>
<td>14</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Ravenwing Huntmaster</td>
<td>14</td>
<td>3+</td>
<td>3+</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

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

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

<table>
<thead>
<tr>
<th>WARGEAR OPTIONS</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Any Ravenwing Black Knight can be equipped with 1 corvus hammer.</td>
<td></td>
</tr>
<tr>
<td>• The Ravenwing Huntmaster can be equipped with one of the following: 1 corvus hammer; 1 power sword; 1 power maul.</td>
<td></td>
</tr>
<tr>
<td>• For every 3 models in the unit, 1 Ravenwing Black Knight can be equipped with 1 Astartes grenade launcher instead of 1 plasma talon.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ABILITIES</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Angels of Death, Combat Squads [see Codex: Space Marines], Inner Circle, Jink [pg 61].</td>
<td>Turbo-boost: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6&quot; to the Move characteristic of models in this unit.</td>
</tr>
</tbody>
</table>

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: BIKER, CORE, MELTA BOMBS, INNER CIRCLE, RAVENWING, RAVENWING BLACK KNIGHTS

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

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

A Ravenwing Darkshroud is equipped with: heavy bolter.

**WEAPON**

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

**WARGEAR OPTIONS**

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

**ABILITIES**

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

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

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

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
**KEYWORDS:** VEHICLE, LAND SPEEDER, FLY, RAVENWING, RAVENWING DARKSHROUD

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RAVENWING LAND SPEEDER VENGEANCE

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

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

**WEAPON**

| RANGE | TYPE | S | AP | D | ABILITIES |
---|---|---|---|---|---|
Assault cannon | 24' | Heavy 6 | 6 | -1 | 1 | - |
Heavy bolter | 36' | Heavy 3 | 5 | -1 | 2 | - |
Plasma storm battery | Before selecting targets, select one of the profiles below to make attacks with. |
- Standard | 36' | Heavy 203 | 8 | -3 | 2 | Blast |
- Supercharge | 36' | Heavy 203 | 9 | -3 | 3 |

**WARGEAR OPTIONS**

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

**ABILITIES**

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

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

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
**KEYWORDS:** VEHICLE, LAND SPEEDER, FLY, RAVENWING, RAVENWING LAND SPEEDER VENGEANCE

---

Bone upon each Darkshroud is a mysterious statue that survived Caliban's destruction and became imbued with the energies released by that fateful event. Through the artifice of the Dark Angels, these energies are amplified and used to obscure battle-brothers close to the Darkshroud from enemy sight.

With a larger chassis and superior anti-gravity engines, the Land Speeder Vengeance can mount heavier weaponry than other Land Speeders, and is thus fitted with a plasma storm battery. In battle, it uses this to deliver devastating firepower while keeping pace with even the fastest Ravenwing ground vehicles.
RAVENWING DARK TALON

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ravenwing Dark Talon (6+ wounds remaining)</td>
<td>20-50''</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>6</td>
<td>11</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Ravenwing Dark Talon (3-5 wounds remaining)</td>
<td>20-40''</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>0 D3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Ravenwing Dark Talon (1-2 wounds remaining)</td>
<td>20-30''</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

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

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hurricane bolter</td>
<td>24``</td>
<td>Rapid Fire 6</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Blast: Each time an attack made with this weapon successfully wounds, do not make a saving throw; the target suffers 3 mortal wounds and the attack sequence ends.</td>
</tr>
<tr>
<td>Rift cannon</td>
<td>18``</td>
<td>Heavy D3</td>
<td>12</td>
<td>*</td>
<td>*</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Angels of Death** (see Codex: Space Marines), Jink (pg 61)
- **Stasis Bomb**: Once per game, in your Movement phase, after this model makes a Normal Move or Advances, you can select one enemy unit this model moved across as part of that move. If you do, the selected unit suffers D3 mortal wounds and is caught in stasis until the start of your next turn. While a unit (excluding VEHICLE and MONSTER units) is caught in stasis, it cannot Fall Back.
- **Hover Jet**: In your Command phase, you can declare this unit will hover. If it does, then until the start of your next Command phase its Move characteristic becomes 20'', and it loses the Airborne, Hard to Hit and Supersonic abilities.
- **Hard to Hit**: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.
- **Supersonic**: Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° [this does not contribute to how far the model moves], then move the model straight forwards. It cannot pivot again after the initial pivot.
- **Explodes**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6'' suffers D3 mortal wounds.
- **Airborne**: You cannot declare a charge with this unit, and it can only be chosen as a target of a charge if the unit making the charge can Fly. You can only fight with this model if it is within Engagement Range of any enemy units that can Fly, and this model can only make melee attacks against units that can Fly. Enemy units can only make melee attacks against this model if they can Fly.

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

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

---

THE SILVER TALON

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

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

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

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Nephilim Jetfighter [6+ wounds remaining]</td>
<td>20-50&quot;</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>6</td>
<td>11</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Nephilim Jetfighter [3-5 wounds remaining]</td>
<td>20-40&quot;</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>D3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Nephilim Jetfighter [1-2 wounds remaining]</td>
<td>20-30&quot;</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

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

### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Avenger mega bolter</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>Blackword missile launcher</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>7</td>
<td>-3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Twin heavy bolter</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Twin lascannon</td>
<td>48&quot;</td>
<td>Heavy</td>
<td>9</td>
<td>-3</td>
<td>06</td>
<td></td>
</tr>
</tbody>
</table>

### WARGEAR OPTIONS

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

### ABILITIES

- **Angels of Death** [see Codex: Space Marines, Jink (pg 61)]
- **Supersonic**: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° [this does not contribute to how far the model moves], then move the model straight forwards. It cannot pivot again after the initial pivot.
- **Hard to Hit**: Each time a ranged attack is made against this unit, subtract 1 from that attack’s hit roll.
- **Air Superiority**: Each time this model makes a ranged attack against an AIRCRAFT unit, add 1 to that attack’s hit roll.
- **Explodes**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

### Faction Keywords: Imperium, Adeptus Astartes, Dark Angels

### Keywords: Vehicle, Fly, Aircraft, Ravenwing, Nephilim Jetfighter

---

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

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

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

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

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

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

- Magos Dominus Alarix Thrassi
WEAPON PROFILES

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

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Avenger mega bolter</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>5</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>Blacksword missile launcher</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>7</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack made with this weapon is allocated to an ARMORED model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>The Deliverer</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack made with this weapon is allocated to an ARMORED model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>Lion’s Wrath</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack made with this weapon is allocated to an ARMORED model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>- Master-crafted boltgun</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>-1</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>- Master-crafted plasma gun</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>8</td>
<td>-4</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Master-crafted plasma cannon</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>8</td>
<td>-4</td>
<td>2</td>
<td>Blasts. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the target suffers 3 mortal wounds after shooting with this weapon.</td>
</tr>
<tr>
<td>Master-crafted storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>-1</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Plasma storm battery</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack made with this weapon is allocated to an ARMORED model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>- Standard</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>Blasts. Each time an attack made with this weapon is allocated to an ARMORED model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>- Supercharge</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>9</td>
<td>-3</td>
<td>3</td>
<td>Blasts. Each time an attack made with this weapon is allocated to an ARMORED model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>Plasma talon</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack made with this weapon is allocated to an ARMORED model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>- Standard</td>
<td>18&quot;</td>
<td>Assault</td>
<td>7</td>
<td>-3</td>
<td>1</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>- Supercharge</td>
<td>18&quot;</td>
<td>Assault</td>
<td>8</td>
<td>-3</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Rift cannon</td>
<td>18&quot;</td>
<td>Heavy</td>
<td>12</td>
<td></td>
<td></td>
<td>Blasts. Each time an attack made with this weapon successfully wounds, do not make a saving throw; the target suffers 3 mortal wounds and the attack sequence ends.</td>
</tr>
<tr>
<td>Twin storm bolter</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack made with this weapon is allocated to an ARMORED model, that attack has a Damage characteristic of 4.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blades of Reason</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>0</td>
<td>203</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.</td>
</tr>
<tr>
<td>Corvus hammer</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack made with this weapon is allocated to a PSYKER model, that attack has a Damage characteristic of 4.</td>
</tr>
<tr>
<td>Enmity’s Edge</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
<td>Each time an attack made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.</td>
</tr>
<tr>
<td>Flail of the Unforgiven</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>2</td>
<td>Each time the bearer fights, if it is within Engagement Range of an enemy unit that contains 10 or more models, it can make 3 additional attacks with this weapon that must target a unit that contains 10 or more models.</td>
</tr>
<tr>
<td>Halberd of Caliban</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td>Each time the bearer fights, if it is within Engagement Range of an enemy unit that contains 10 or more models, it can make 3 additional attacks with this weapon that must target a unit that contains 10 or more models.</td>
</tr>
<tr>
<td>Mace of absoluition</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of x2.</td>
</tr>
<tr>
<td>Raven Sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
<td>Each time an attack made with this weapon, if the bearer made a charge move this turn, that attack has a Strength characteristic of x2.</td>
</tr>
<tr>
<td>Sword of Secrets</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>2</td>
<td>Each time an attack made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to the normal damage.</td>
</tr>
<tr>
<td>Sword of Silence</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-4</td>
<td>3</td>
<td>Each time an attack made with this weapon against a unit that is not a VEHICLE, an unmodified wound roll of 2+ is always successful.</td>
</tr>
<tr>
<td>Traitor’s Bane</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>03</td>
<td>Each time an attack made with this weapon is allocated to a FALLEN or HERETIC ASTARTES unit, that attack has a Damage characteristic of 3.</td>
</tr>
</tbody>
</table>
## POINTS VALUES

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

### H0

<table>
<thead>
<tr>
<th>Unit</th>
<th>Page</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Asmodai</strong> (pg 64)</td>
<td>Unit size: 1 model</td>
<td>130 pts</td>
<td></td>
</tr>
<tr>
<td><strong>Azrael</strong> (pg 62)</td>
<td>Unit size: 1 model</td>
<td>170 pts</td>
<td></td>
</tr>
<tr>
<td><strong>Bellal</strong> (pg 62)</td>
<td>Unit size: 1 model</td>
<td>140 pts</td>
<td></td>
</tr>
<tr>
<td><strong>Ezekiel</strong> (pg 64)</td>
<td>Unit size: 1 model</td>
<td>125 pts</td>
<td></td>
</tr>
</tbody>
</table>

### ELITES

<table>
<thead>
<tr>
<th>Unit</th>
<th>Page</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Deathwing Strikemaster</strong> (pg 67)</td>
<td>Unit size: 1 model</td>
<td>95 pts</td>
<td></td>
</tr>
<tr>
<td><strong>Deathwing Champion</strong> (pg 68)</td>
<td>Unit size: 1 model</td>
<td>100 pts</td>
<td></td>
</tr>
<tr>
<td><strong>Deathwing Command Squad</strong> (pg 71)</td>
<td>Unit size: 2-5 models</td>
<td>35 pts/model</td>
<td></td>
</tr>
<tr>
<td><strong>Deathwing Knights</strong> (pg 70)</td>
<td>Unit size: 5-10 models</td>
<td>47 pts/model</td>
<td></td>
</tr>
<tr>
<td><strong>Deathwing Terminator Squad</strong> (pg 69)</td>
<td>Unit size: 5-10 models</td>
<td>33 pts/model</td>
<td></td>
</tr>
<tr>
<td><strong>Ravenwing Black Knights</strong> (pg 74)</td>
<td>Unit size: 3-10 models</td>
<td>40 pts/model</td>
<td></td>
</tr>
</tbody>
</table>

### FAST ATTACK

<table>
<thead>
<tr>
<th>Unit</th>
<th>Page</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ravenwing Darkshroud</strong> (pg 25)</td>
<td>Unit size: 1 model</td>
<td>130 pts</td>
<td></td>
</tr>
<tr>
<td><strong>Ravenwing Land Speeder</strong> (pg 75)</td>
<td>Unit size: 1 model</td>
<td>120 pts</td>
<td></td>
</tr>
</tbody>
</table>

### FLYERS

<table>
<thead>
<tr>
<th>Unit</th>
<th>Page</th>
<th>Size</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Nephilim Jetfighter</strong> (pg 77)</td>
<td>Unit size: 1 model</td>
<td>190 pts</td>
<td></td>
</tr>
<tr>
<td><strong>Ravenwing Dark Talon</strong> (pg 76)</td>
<td>Unit size: 1 model</td>
<td>210 pts</td>
<td></td>
</tr>
</tbody>
</table>

### Rites of Initiation (pg 43)

<table>
<thead>
<tr>
<th>Role</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAPTAIN</td>
<td>+20 pts</td>
</tr>
<tr>
<td>PRIMARIS LIEUTENANT equipped with storm shield</td>
<td>+15 pts</td>
</tr>
<tr>
<td>DREADNOUGHT</td>
<td>+15 pts</td>
</tr>
<tr>
<td>LAND RAIDER</td>
<td>+10 pts</td>
</tr>
<tr>
<td>REPULSOR</td>
<td>+10 pts</td>
</tr>
<tr>
<td>STORMRAVEN GUNSHIP</td>
<td>+10 pts</td>
</tr>
<tr>
<td>TRANSPORT that can transport TERMINATORS</td>
<td>+10 pts</td>
</tr>
</tbody>
</table>
GLOSSARY

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

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

Dark Angels secondary objectives (pg 50): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a Dark Angels Detachment.

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

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

REFERENCE

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

1ST COMPANY (PG 42)
- If army Battle-forged, provides bonuses to specified units in Ravenwing Detachments.
- Units gain Objective Secured ability.
- Command Benefits of Ravenwing Vanguard Detachments changed to +3 Command points if your Warlord is part of that Detachment.

2ND COMPANY (PG 42)
- If army Battle-forged, provides bonuses to specified units in Ravenwing Detachments.
- Affected units gain Objective Secured ability.
- Command Benefits of Ravenwing Outrider Detachments changed to +3 Command points if your Warlord is part of that Detachment.

Detachments Abilities (cont'd)
- If army Battle-forged and every unit in your army is Dark Angels or Unaligned, Dark Angels Vanguard Detachments that only include Ravenwing and/or Inner Circle units gain the 1st Company ability (see left).
- If army Battle-forged and every unit in your army is Dark Angels or Unaligned, Dark Angels Outrider Detachments that only include Ravenwing units gain the 2nd Company ability (see left).

Hunting the Fallen (Pg 53)
- When playing Crusade battles, you can gain Unforgiven points.
- Before a Crusade battle, with your opponents agreement, you can spend 20 or more Unforgiven points to attempt a Capture mission.
- During a Capture mission, your opponent adds a Fallen model to their army, and additional Agendas are available.
- If the Fallen model is destroyed, after the battle, you can use the Interrogation Requisition (pg 54).

Inner Circle (PG 61)
- Unit automatically passes Morale tests and if it is Infantry, cannot be wounded on rolls of less than 4.
- Cannot Fall Back if a 20 S roll is higher than unit's Leadership characteristic, or if within Engagement Range of Fallen unit.

Jink (PG 61)
- Ravenwing units that did not Remain Stationary have a 5-invulnerable save against ranged attacks, which improves to 4+ if that unit Advanced.

Rites of Initiation (PG 43)
- If army Battle-forged, you can upgrade Captain, Primaris Lieutenant with storm shield, Dreadnought, Land Raider, Repulsor, Stormraven Gunship or Vehicle units that can transport Terminators.
- Upgraded unit gains Deathwing keyword.
- If unit is part of Crusade force, it can only be upgraded when it is also added to your Order of Battle.

Sons of the Lion (PG 42)
- While the Devastator Doctrine is active, Ravenwing models add 3' to Move characteristic and are eligible to shoot after Advancing, suffering the hit roll penalty as if firing an Assault weapon.
- While the Tactical Doctrine is active, Infantry (excluding Deathwing) models can fire Rapid Fire and Assault weapons while within Engagement Range of enemy units, but must target closest enemy unit, and are treated as having a Ballistic Skill characteristic of 5+.
- While the Assault Doctrine is active, you can re-roll wound rolls for attacks made by Deathwing Infantry or Deathwing Dreadnought units when they target a Character or a unit with a Wounds characteristic of 8 or more.
NEVER FORGET, NEVER FORGIVE!

No matter the foe or the odds, the proud warriors of the Dark Angels and their successor Chapters stubbornly refuse to accept defeat. Descendants of the First Legion, they stand foremost amongst the Space Marine Chapters.

None fight with more grim determination than the battle-brothers of the Dark Angels, and their renowned specialised companies – the Deathwing and Ravenwing – are held in awe by their allies and enemies alike. Working in concert, the formations of the Dark Angels are devastating in battle.

Yet behind their devotion to the Imperium lies a shadowy obsession. Haunted by their past, the Dark Angels and their successors – known collectively as the Unforgiven – wage a secret war for redemption, a millennia-long crusade of vengeance that will either lead to their final atonement... or eternal damnation.

INSIDE YOU WILL FIND:

The history of the Dark Angels, their terrible secret and details of their quest to keep it hidden.

A range of colour schemes used by the Dark Angels and their successors, including a showcase of expertly painted examples from the ‘Eavy Metal team.

A comprehensive range of datasheets providing tabletop rules for every unique unit and special character available to the Dark Angels.

Army-wide rules content that allows you to take your collection of Dark Angels Citadel Miniatures and transform them into a tabletop army that seeks redemption through victory – including Warlord Traits, Relics, psychic powers and much more.