

INDEX ASTARTES:

DARK ANGELS

This document contains supplementary rules for *Codex: Space Marines*, including datasheets, weapon profile and points values that enable you to use your Dark Angels miniatures alongside your other Space Marines. It also includes some rules that were previously published in *Psychic Awakening: Ritual of the Damned*.

Codex: Dark Angels will soon be replaced with *Codex Supplement: Dark Angels*, and will fully integrate with the latest edition of *Codex: Space Marines*. In the meantime, this document will allow you to wage war using your Dark Angels-specific units alongside those units presented in *Codex: Space Marines*, as well as use a selection of Dark Angels rules that were published in *Psychic Awakening: Ritual of the Damned*. The rules presented in the 8th edition (printed 2018) version of *Codex: Dark Angels* are no longer supported, and cannot be used. Similarly, if a Dark Angels rule from *Psychic Awakening: Ritual of the Damned* does not feature within this document, it cannot be used. When *Codex Supplement: Dark Angels* is released, all of the rules within that will then replace and supersede this entire document, at which point none of the rules here can be used.

Some of the rules found in this section have previously been published in *Psychic Awakening: Ritual of the Damned*. With the exceptions noted below, these rules have not been revised or altered since they were originally published, and with the exception of clarifying which of them apply to Dark Angels successor Chapters, no new rules have been added. If the wording of a previously published rule has changed, it will be due to one of the following circumstances:

- The original rule contained an error, or else an ambiguity that caused us to publish an FAQ. In either case, the rule has been reworded to incorporate any previously published errata and clarify any raised ambiguities.

- The original rule required updating as the result of rules presented in either the 9th edition of Warhammer 40,000 or the 9th edition of *Codex: Space Marines*, in order to function as intended with the rules and terminology presented in one of these books (Engagement Range, use of the **CORE** keyword, etc.). Such rules have been reworded, but are functionally the same.
- If the original rule had two separate effects, those rules have been reformatted so each individual effect is presented with its own bullet point. In all such instances, the effect of the rules remains unchanged; it is simply a style and formatting change to match how such rules are presented in other 9th edition publications.
- Stratagems have had labels applied to them (Battle Tactic, Strategic Ploy, Epic Deed, Requisition etc.) and if a rule is an aura ability, then that rule has been reworded or labelled in such a way as to make it clear it is an aura ability. None of these changes have rules implications and the effect of the rule remains unchanged – it is simply to match the style of rules that appear in other 9th edition publications.

This document also contains fully updated datasheets, weapon profiles and points values for all the Dark Angels-specific units and weapons. These take into account all of the commensurate changes and updates made in *Codex: Space Marines*. The points values and Power Ratings presented in this document supersede any that have been previously published.

CONTENTS

Angels of Death	2	Interrogator-Chaplain in Terminator Armour	13
Successor Chapters	2	Deathwing Apothecary	14
Detachment Abilities	2	Deathwing Champion	14
Stratagems	3	Deathwing Terminator Squad	15
Deathwing and Ravenwing Warlord Traits	4	Deathwing Knights	16
Relics of Caliban	5	Deathwing Command Squad	17
Special-issue Wargear	6	Ravenwing Apothecary	18
Datasheets	7	Ravenwing Champion	18
Azrael	8	Ravenwing Ancient	19
Belial	8	Ravenwing Black Knights	20
Sammael	9	Ravenwing Darkshroud	21
Ezekiel	9	Ravenwing Land Speeder Vengeance	21
Asmodai	10	Ravenwing Dark Talon	22
Interrogator-Chaplain	11	Nephilim Jetfighter	23
Ravenwing Talonmaster	12	Weapon Profiles	24
Lazarus	12	Points Values	25

ANGELS OF DEATH

In this section you'll find additional army rules and Battle-forged rules for Dark Angels. These include Detachment abilities, Stratagems, Warlord Traits and Relics that help to reflect tactics used by the sons of the Lion on the battlefield.

SUCCESSOR CHAPTERS

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

DETACHMENT ABILITIES

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

WARLORD TRAITS

If your Warlord is a **DEATHWING** or **RAVENWING CHARACTER** model from a Dark Angels successor Chapter, you instead determine their Warlord Trait using the Deathwing or Ravenwing Warlord Traits (pg 4) respectively. Replace the **DARK ANGELS** keyword in all instances in that Warlord Trait (if any) with your **WARLORD'S <CHAPTER>** keyword.

RELICS OF CALIBAN

Dark Angels successor Chapters have access to the Special-issue Wargear Relics (pg 6); Relics of Caliban cannot be given to a **CHARACTER** model from a successor Chapter unless you use the Honoured by the Rock Stratagem (pg 3).

STRATAGEMS

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

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** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.'

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.

If every unit in your army (excluding **UNALIGNED** units) has the **DARK ANGELS** keyword, then every unit that has the Combat Doctrines ability and is in a **DARK ANGELS** Detachment gains the Relentless Hunt ability, below.

RELENTLESS HUNT

From the Great Beasts of Caliban to their nefarious Fallen brothers, the Dark Angels have always been relentless in the hunt for their quarry.

Whilst the Devastator doctrine is active, the Range characteristic of all Heavy and Rapid Fire weapons equipped on **DARK ANGELS** units with this ability is increased by 6", and the Range characteristic of all Assault and Pistol weapons equipped on **DARK ANGELS** units with this ability is increased by 3".

STRATAGEMS

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

EVASIVE ASSAULT 1CP

Dark Angels – Battle Tactics Stratagem

The Ravenwing evade incoming blows with incredible skill.

Use this Stratagem in the Fight phase, when a **RAVENWING BIKER** unit from your army that made a charge move or was charged this turn is chosen as the target for an attack. Until the end of that phase, models in that unit have a 5+ invulnerable save.

OUTNUMBERED BUT NEVER OUTMATCHED 1CP

Dark Angels – Battle Tactics Stratagem

When outnumbered, the Deathwing fight all the harder.

Use this Stratagem in the Fight phase, when a **DEATHWING** unit from your army is chosen to fight with. Until the end of that phase, add 1 to the Attacks characteristic of models in that unit if that unit targets any enemy units containing 10 or more models.

STAND FIRM 1CP

Dark Angels – Battle Tactics Stratagem

Against the battle plate and inner resolve of the First Company, even the mightiest weapons are not enough.

Use this Stratagem when a **DEATHWING TERMINATOR** unit from your army is chosen as a target of an attack. Until the end of the phase, increase the Toughness characteristic of models in that unit by 1.

FULL THROTTLE 1CP

Dark Angels – Battle Tactics Stratagem

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

Use this Stratagem in your Movement phase, after moving a **RAVENWING** unit from your army. That unit immediately makes a Normal Move, or if it has not already Advanced this phase, an Advance move. That unit cannot shoot or charge this turn.

HIGH-SPEED FOCUS 1CP

Dark Angels – Epic Deed Stratagem

The Chapter's greatest pilots and riders can deliver pinpoint accuracy whilst dodging incoming fire.

Use this Stratagem when a **RAVENWING** unit from your army is chosen as a target for an attack made with a ranged weapon. Until the start of your next Movement phase, models in that unit have a 4+ invulnerable save against ranged attacks.

HONOURED BY THE ROCK 1CP

Dark Angels – Requisition Stratagem

The Dark Angels have been known to bestow their artefacts upon worthy 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 Caliban (see page 5) 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 6). 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.

COMBINED ASSAULT 2CP

Dark Angels – Strategic Ploy Stratagem

When working in unison, the veterans of the Dark Angels are amongst the Imperium's finest fighting forces.

Use this Stratagem at the end of your Movement phase when you set up a **DEATHWING** unit from your army using the Teleport Strike ability. You can set up that unit wholly within 6" of a friendly **RAVENWING BIKER** unit that has not Advanced this turn, and more than 6" from any enemy models. Any models that cannot be set up in this way are destroyed.

DEATHWING AND RAVENWING WARLORD TRAITS

The leaders of the Dark Angels 1st and 2nd Companies are amongst the most revered warriors of the Chapter, trusted with its secrets and responsible for leading the most crucial missions. Their martial wisdom has carried the Chapter through conflicts spanning the stars, setting an example to all.

If a **DEATHWING CHARACTER** model is your **WARLORD**, you can use the Deathwing Warlord Traits table 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 is your **WARLORD**, you can instead use the Ravenwing Warlord Traits table to determine what Warlord Trait they have.

DEATHWING WARLORD TRAITS

1-3. LAY LOW THE MIGHTY (AURA)

This Warlord and his retinue make a point of engaging the mightiest of enemies, for in such actions the greatest glory can be found.

You can re-roll wound rolls for attacks made with melee weapons against **CHARACTER** units, or units with a Wounds characteristic of 8 or more, by models in friendly **DEATHWING** units whilst their unit is within 6" of this Warlord.

4-6. WATCHED

A strange hooded creature accompanies this Warlord and, at times, lends aid.

Once per battle, in your opponent's Psychic phase, this **WARLORD** can attempt to resist one psychic power in the same manner as a **PSYKER** by taking a Deny the Witch test, even if your **WARLORD** 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.

RAVENWING WARLORD TRAITS

1-2. IMPECCABLE MOBILITY (AURA)

Decades of training and combat experience have honed the mounted warfare skills of this Warlord and his warriors.

While they are within 6" of this **WARLORD**, models in **RAVENWING** units from your army that have Advanced this turn do not suffer the penalty for Advancing and firing Assault weapons.

3-4. TACTICALLY FLEXIBLE

Adaptability and perceptiveness have enabled this Warlord to turn the tide of many battles.

Once per battle, at the start of the battle round, you can select a combat doctrine that is not currently active. Until the end of that battle round, this **WARLORD** has the following ability: **"Tactically Flexible (Aura):** When resolving an attack made by a model in a friendly **RAVENWING** unit within 6" of this **WARLORD**, you can treat the chosen doctrine as being active instead of the currently active doctrine."

5-6. OUTRIDER

This Warlord values positioning above all, and will advance with all haste to claim vital ground before a shot is even fired.

At the start of the first battle round, before the first turn begins, this **WARLORD** and one other **RAVENWING** unit from your army can move up to 12" as if it were your Movement phase; they cannot Advance as part of this move. Those units must end those moves 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.

RELICS OF CALIBAN

Only the most accomplished and respected warriors of the Dark Angels are worthy of carrying the Chapter's ancient artefacts and heirlooms into battle. Solemnly entrusted to veterans of the 1st and 2nd Companies, each of these storied items has a portentous history.

If your army is led by a Dark Angels Warlord, you can, when mustering your army, give one of the following Relics of Caliban to a **DARK ANGELS CHARACTER** model in 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. 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 Chapter Relics your models have on your army roster.

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 bound and 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 as much as it interferes with their shielding systems.

RAVENWING BIKER model only. The bearer has the following ability: '**Reliquary of the Repentant (Aura)**: Worsen the invulnerable saves of enemy units by 1 (to a minimum of 6+) whilst they are within 3" of a model with this Relic (e.g. an invulnerable save of 3+ becomes 4+).'

CORVUS OCULUS

This sophisticated targeting equipment gives the bearer unprecedented data on the positions of their enemies, allowing them to strike at foes entrenched in cover or moving at high speeds.

RAVENWING TALONMASTER model only.

- Add 6" to the Range characteristic of ranged weapons the bearer is equipped with.
- When resolving an attack made with a ranged weapon by the bearer, add 1 to the hit roll.

STANDARD OF THE UNFORGIVING HUNT

The Standard of the Unforgiving Hunt must forever fly whilst Fallen remain in the galaxy. Only Ravenwing privy to the Inner Circle may carry this banner, for only they understand the weight of the pledge it symbolises.

RAVENWING ANCIENT model only. The bearer has the following ability: '**Standard of the Unforgiven Hunt (Aura)**: Add 1 to Advance rolls and charge rolls made for friendly **RAVENWING** units if they are within 6" of the bearer when the roll is made.'

BLADE OF BURDEN

The Blade of Burden was passed on to this Deathwing Master upon his promotion from the Deathwing Knights. The weapon serves as a powerful reminder of the responsibility its bearer carries as a leader of a company of his own.

DEATHWING CAPTAIN model with power sword or master-crafted power sword only. This Relic replaces a power sword or master-crafted power sword and has the following profile:

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

Abilities: When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.

PENNANT OF REMEMBRANCE

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

DEATHWING ANCIENT model only. The bearer has the following ability: '**Pennant of Remembrance (Aura)**: When a friendly **DEATHWING INFANTRY** model within 6" of the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.'

KEY OF ACHRABAEI

The Key of Achraael unlocks a hidden sanctum deep in the Rock. What lies within is a terrible secret known by only a handful, and those with such knowledge fight with zealous fury. Whether they do so seeking atonement, vengeance, or something else remains a mystery.

DEATHWING model only. Add 1 to the Strength and Attacks characteristics of the bearer.

SPECIAL-ISSUE WARGEAR

While many venerated artefacts adorn the armoury of the Rock, other treasures of the Dark Angels are in the keeping of their successor Chapters. Symbolic of the shared burden of the Unforgiven, these mighty relics remind their bearers to protect the secrets of the Inner Circle and continue the hunt for the Fallen.

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 in your army, or a **CHARACTER** model in 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 and **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 Chapter Relics your models have on your army roster.

ADAMANTINE MANTLE

These flowing cloaks are lined with molecular ceramite and laced with threads of braided adamantine. When combined with armour and energy fields, it has been proved time and again that such a mantle is proof against even the strongest attacks.

When a model with this Relic 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 suits of armour combine ornate detail with superior protective capabilities that rival even Terminator plate. All who set eyes on the wearer know that a mighty hero of the Imperium stands before them.

A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.

MASTER-CRAFTED WEAPON

Within the Dark Angels Armoury, the Chapter's finest artificers work to fashion weapons of ornate magnificence and utter lethality for the sons of the Lion to wield.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be 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 or the knuckles of a power-armoured gauntlet. Short-ranged and powerful, they are typically triggered in the midst of melee to blast the enemy point-blank when a weakness in their guard is spotted.

When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000 Core Book*). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

ARBITER'S GAZE

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

- When resolving a ranged attack made by the bearer, ignore negative hit roll modifiers and Ballistic Skill modifiers.
- When firing Overwatch, the bearer successfully hits using their Ballistic Skill, rather than on a 6.

ANGEL'S AMBIT

This winged helm incorporates sophisticated vox technology for relaying tactical orders, making the wearer a beacon around which the Unforgiven fight.

Add 3" to the range of the bearer's aura abilities (to a maximum of 9"). This does not increase the range of aura abilities that are psychic powers.

BOLTS OF JUDGEMENT

After obtaining a confession from an enemy, an Interrogator-Chaplain delivers a single revered round known as a bolt of judgement to the Master of the Rock.

When you give a model this Relic, select one bolt weapon (see *Codex: Space Marines*) that model is equipped with. When that model shoots with that weapon, you can choose for it to fire a bolt of judgement. If you do, that model can only make one attack with that weapon, but the weapon has an Armour Penetration characteristic of -2 and a Damage characteristic of 3 for that attack. When resolving that attack, a wound roll of 6+ is successful if the target is a **VEHICLE** unit or **MONSTER** unit; otherwise a wound roll of 2+ is successful.

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.

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 24. 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*.

NAMED CHARACTERS AND WARLORD TRAITS

If any of the named characters in this document gain a Warlord Trait, that Warlord Trait must be Brilliant Strategist (see *Codex: Space Marines*).

ABILITIES

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

INNER CIRCLE

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

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

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

JINK

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

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

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



AZRAEL

8 POWER

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

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

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Inner Circle** (pg 7)

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

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

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

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

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

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

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

KEYWORDS: **CHARACTER, INFANTRY, DEATHWING, INNER CIRCLE, CHAPTER MASTER, AZRAEL**



BELIAL

7 POWER

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

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

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

ABILITIES

Angels of Death, Teleport Strike (see *Codex: Space Marines*), **Inner Circle** (pg 7)

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

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

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

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

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

KEYWORDS: **CHARACTER, INFANTRY, TERMINATOR, DEATHWING, INNER CIRCLE, CAPTAIN, BELIAL**



SAMMAEL

8 POWER

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

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

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Inner Circle**, **Jink** (pg 7)

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

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

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

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

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



EZEKIEL

7 POWER

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

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

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Inner Circle** (pg 7)

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

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

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

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

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Librarian discipline (see *Codex: Space Marines*).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: CHARACTER, INFANTRY, DEATHWING, INNER CIRCLE, PSYKER, LIBRARIAN, CHIEF LIBRARIAN, EZEKIEL



ASMODAI

7 POWER

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

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

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Inner Circle** (pg 7)

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

Rosarius: This model has a 4+ invulnerable save.

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

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

PRIEST

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



INTERROGATOR-CHAPLAIN

5 POWER

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

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

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

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

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the *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 7)
- Aura of Dread (Aura)**: While an enemy unit is within 6" of this model, it counts as being below Half Strength.
- Rosarius**: This model has a 4+ invulnerable save.
- Spiritual Leaders (Aura)**: While a friendly **DARK ANGELS CORE** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

PRIEST

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: CHARACTER, INFANTRY, DEATHWING, INNER CIRCLE, PRIEST, CHAPLAIN, INTERROGATOR-CHAPLAIN



RAVENWING TALONMASTER

8 POWER

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

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

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Jink**, **Inner Circle** (pg 7)

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

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

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

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

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

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



LAZARUS

6 POWER

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

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

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Inner Circle** (pg 7)

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

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

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

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

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

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



INTERROGATOR-CHAPLAIN IN TERMINATOR ARMOUR **6** POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Angels of Death, Teleport Strike (see *Codex: Space Marines*), **Inner Circle** (pg 7)

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

Rosarius: This model has a 4+ invulnerable save.

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

PRIEST

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



DEATHWING APOTHECARY

5 POWER

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

A Deathwing Apothecary is equipped with: storm bolter.

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

ABILITIES

Angels of Death, Teleport Strike (see *Codex: Space Marines*), **Inner Circle** (pg 7)

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

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

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



DEATHWING CHAMPION

4 POWER

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

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

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

ABILITIES

Angels of Death, Teleport Strike (see *Codex: Space Marines*), **Inner Circle** (pg 7)

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

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

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



DEATHWING TERMINATOR SQUAD

9 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Angels of Death, Combat Squads, Teleport Strike (see *Codex: Space Marines*), **Inner Circle** (pg ?) **Crux Terminatus:** Models in this unit have a 5+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: INFANTRY, CORE, TERMINATOR, DEATHWING, INNER CIRCLE, DEATHWING TERMINATOR SQUAD



DEATHWING KNIGHTS

11 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.
Mace of absolution	Melee	Melee	x2	-2	3	-

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

WARGEAR OPTIONS

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

ABILITIES

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



DEATHWING COMMAND SQUAD

4 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

- Angels of Death, Teleport Strike** [see *Codex: Space Marines*], **Inner Circle** [pg 7]
- Bodyguard:** While a friendly **DARK ANGELS CHARACTER** unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that **CHARACTER** unit with ranged attacks.
- Crux Terminatus:** Models in this unit have a 5+ invulnerable save.
- Command Squad:** If a Detachment includes a **DEATHWING TERMINATOR CAPTAIN** unit, then one **DEATHWING COMMAND SQUAD** unit can be included in that Detachment without taking up a Battlefield Role slot.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: INFANTRY, CORE, TERMINATOR, DEATHWING, INNER CIRCLE, COMMAND SQUAD, DEATHWING COMMAND SQUAD



RAVENWING APOTHECARY

5 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Inner Circle**, **Jink** (pg 7)

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

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

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



RAVENWING CHAMPION

4 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Inner Circle**, **Jink** (pg 7)

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

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

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



RAVENWING ANCIENT

5 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (see *Codex: Space Marines*),
Inner Circle, Jink (pg 7)

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**



RAVENWING BLACK KNIGHTS

6 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



RAVENWING DARKSHROUD

7 POWER

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

A Ravenwing Darkshroud is equipped with: heavy bolter.

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

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Jink** (pg 7)

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



RAVENWING LAND SPEEDER VENGEANCE

6 POWER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Jink** (pg 7)

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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



RAVENWING DARK TALON

11 POWER

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

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

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

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Jink** (pg 7)

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**



NEPHILIM JETFIGHTER

10 POWER

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Jink** (pg 7)

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

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

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

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

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

WEAPON PROFILES

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

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

POINTS VALUES

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

HQ

Asmodai (pg 10)	
Unit size	1 model
Unit cost.....	130 pts

Azrael (pg 8)	
Unit size	1 model
Unit cost.....	170 pts

Belial (pg 8)	
Unit size	1 model
Unit cost.....	140 pts

Ezekiel (pg 9)	
Unit size	1 model
Unit cost.....	125 pts

Interrogator-Chaplain (pg 11)	
Unit size	1 model
Unit cost.....	85 pts
• Combi-flamer	+5 pts
• Combi-grav.....	+5 pts
• Combi-melta.....	+5 pts
• Combi-plasma.....	+5 pts
• Grav-pistol.....	+5 pts
• Jump pack.....	+25 pts
• Lightning claw	+5 pts
• Plasma pistol	+5 pts
• Power axe.....	+5 pts
• Power fist.....	+10 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts
• Storm bolter.....	+5 pts
• Thunder hammer.....	+20 pts

Interrogator-Chaplain in Terminator Armour (pg 13)	
Unit size	1 model
Unit cost.....	100 pts
• Combi-flamer	+5 pts
• Combi-grav.....	+5 pts
• Combi-melta.....	+5 pts
• Combi-plasma.....	+5 pts

Lazarus (pg 12)	
Unit size	1 model
Unit cost.....	110 pts

Ravenwing Talonmaster (pg 12)	
Unit size	1 model
Unit cost.....	160 pts

Sammael (pg 9)	
Unit size	1 model
Unit cost.....	150 pts

ELITES

Deathwing Apothecary (pg 14)	
Unit size	1 model
Unit cost.....	100 pts

Deathwing Champion (pg 14)	
Unit size	1 model
Unit cost.....	80 pts

Deathwing Command Squad (pg 17)	
Unit size	2-5 models
Unit cost.....	35 pts/model
• Assault cannon	+10 pts
• Chainfist.....	+5 pts
• Cyclone missile launcher.....	+25 pts
• Heavy flamer.....	+5 pts
• Plasma cannon.....	+10 pts
• Power fist.....	+5 pts
• Thunder hammer	+10 pts
• Watcher in the Dark	+5 pts

Deathwing Knights (pg 16)	
Unit size	5-10 models
Unit cost.....	47 pts/model
• Watcher in the Dark	+5 pts

Deathwing Terminator Squad (pg 15)	
Unit size	5-10 models
Unit cost.....	33 pts/model
• Assault cannon	+10 pts
• Chainfist.....	+5 pts
• Cyclone missile launcher.....	+25 pts
• Heavy flamer.....	+5 pts
• Plasma cannon.....	+10 pts
• Power fist.....	+5 pts
• Thunder hammer	+10 pts
• Watcher in the Dark	+5 pts

Ravenwing Ancient (pg 19)	
Unit size	1 model
Unit cost.....	100 pts

Ravenwing Apothecary (pg 18)	
Unit size	1 model
Unit cost.....	100 pts

Ravenwing Black Knights (pg 20)	
Unit size	3-10 models
Unit cost.....	40 pts/model
• Corvus hammer.....	+5 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts

Ravenwing Champion (pg 18)	
Unit size	1 model
Unit cost.....	70 pts

FAST ATTACK

Ravenwing Darkshroud (pg 21)	
Unit size	1 model
Unit cost.....	130 pts
• Assault cannon	+5 pts

Ravenwing Land Speeder Vengeance (pg 21)	
Unit size	1 model
Unit cost.....	120 pts
• Assault cannon	+5 pts

FLYERS

Nephilim Jetfighter (pg 23)	
Unit size.....	1 model
Unit cost.....	190 pts

Ravenwing Dark Talon (pg 22)	
Unit size.....	1 model
Unit cost.....	210 pts