

Dark Angels

“And we shall know no fear!”

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What are the Space Marines? The Space Marines are the Emperor’s Angels of Death. They are genetically, biologically, and mechanically augmented to be the most elite warriors capable of delivering the Emperor’s wrath to the enemies of mankind. They are few in number compared to the untold trillions that make up the Imperium, but their legends are known by all. Space Marines go to war with heavy power armour and a variety of weapons for to handle any foe.

Army Difficulty 1-5: 1. Space Marines are incredibly durable. They can specialize to focus on one aspect of warfare, or bring versatile units that can handle nearly any situation. The only difficulty is for a new player to decide which units to use out of the enormous quantity added to their roster throughout the many years of 40k!

Strengths: This army is incredibly durable and versatile. Your Firstborn Marines can swap weapons during deployment, allowing for maximum flexibility and most can score any objective, even when outnumbered and surrounded on all sides! The Primaris are more durable, resisting Ld debuffs, being overwhelmed in combat, and can shrug off the worse of injuries thanks to their Transhuman Physiology!

Weaknesses: The army does not have any sacrificial units or cannon fodder to draw the enemy into traps. Using the many specialty units and the overall flexibility of this army will allow you to hold the enemy in position until you are ready to strike, or to pull back and fight on your own terms.

Army Abilities: The Space Marines have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its current upgrade(s) for legal upgrade options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.

Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.

Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack then remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Transhuman Physiology – This model has a 5+ Feel No Pain.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augur Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade – Reroll Dangerous Terrain Tests and failed Moved through Cover.
- Extra Armour – You may treat all Crew Stun Results as Weapon Disabled.
- Iron Halo – This model has a 4+ Invulnerability Save.
- Recovery Gear – Roll a d6, on 5+ repair Immobilized or Crew Stun result.
- Refractor Field – This model has a 5+ Invulnerability Save.
- Rosarius – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
 - 6" Aura, this model and target unit may reroll failed Ld Tests.
 - 6" Aura, this model and target unit gain A+1.
- Stormshield – This model gains Sv-1 (Improves by 1) and a 4+ Invulnerability Save.
- Terminator Honours – This model gains a 5+ Invulnerability Save.

Chapters

Space Marines form Chapters, each with their own traditions and combat doctrines that dictate how they conduct war in the 40k universe. Each Chapter has specialty rules that make the army more immersive to their lore and specialize their abilities on the battlefield. Your entire army MUST be from the same Chapter. Unique models will have the key word for which Chapter they must belong to if any.

Dark Angels:

- Foreboding Knowledge: All Characters and Independent Characters suffer Ld-1.
- Watchers: Any Character or Independent Character may take a Watcher Token. Any unit the Independent Character is in (or themselves) may reroll any one die per Phase.

HQ Slots 1-2 Slots

Asmodai Asmodai	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 4 4 10 3+	Points: 244 Composition: 1 Asmodai
Wargear Asmodai: Crozius Arcanum Blades of Reason Bolt Pistol Frag Grenades Krak Grenades Rosarius	Options May take one B	Rules Asmodai: Independent Character Unique Dark Angels Infantry Know No Fear Night Vision Objective Secured Shock Assault Canticle of Hate – 6" Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge. Litany of Intimidation – 6" Aura, target unit takes Ld Tests on 3d6, discarding the lowest die. Master of Repentance – If this models slays its opponent in a Challenge, you automatically win Combat Resolution by at least 1. Zealot – This model may reroll all failed To Hit rolls on the

		Phase it Charged or was Charged.
Special Wargear:	Special Wargear Upgrades: B Rubicon Primaris +18 points	A+1. Gain Transhuman Physiology, Stubborn. Lose Objective Secured, Grenades.

Selection	Name	Range	S	AP	Rules
M	Croziurn Arcanum	Melee And Flame	+2 And 5	4+ And 4+	Concussion And Assault 1, One Use Only
M	Blades of Reason	Melee	User	2+	Poisoned (2+)
P	Bolt Pistol	12	4	5+	Pistol 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Azrael Azrael	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 7 4 5 10 3+	Points: 435 Composition: 1 Azrael
Wargear Azrael: Lion's Wrath Bolt Pistol Sword of Secrets Orbital Strike Frag Grenades Krak Grenades Iron Halo Lion's Helm	Options May take one B	Rules Azrael: Independent Character Unique Chapter Master Dark Angels Infantry Bolter Discipline Know No Fear Night Vision Objective Secured Shock Assault Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Master Tactician – After both sides Deploy, but before Infiltrators are placed, you may redeploy d3 of your units. Quiet Endurance – 5+ Feel No Pain. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like

		normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear: Lion's Helm – 6" Aura, target unit gain 5+ Invulnerability Save	Special Wargear Upgrades: B Rubicon Primaris +20 points	W+1, A+1, 4+ Feel No Pain, lose Objective Secured, Grenades.

Selection	Name	Range	S	AP	Rules
R	Lion's Wrath	24 And 24	7 And 4	2+ And 5+	Rapid Fire 1 And Rapid Fire 1, Bolter
P	Bolt Pistol	12	4	5+	Pistol 1
M	Sword of Secrets	Melee	+2	2+	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only, Turret

Belial Belial	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 6 4 4 10 3+	Points: 229 Composition: 1 Belial
Wargear Belial: Stormbolter Sword of Silence Thunderhammer Iron Halo	Options May take one B	Rules Belial: Independent Character Dark Angels Monstrous Infantry Bolter Discipline Know No Fear Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge. Marked for Retribution – This model may reroll all failed To Hit and To Wound rolls when in a Challenge. Tactical Precision – This model and the unit it is with do not Scatter when arriving from Deepstrike.
Special Wargear:	Special Wargear Upgrades: B Rubicon Primaris +25 points	A+1. Gain Transhuman Physiology, Stubborn.

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Sword of Silence	Melee	User	3+	Poisoned (3+)
M	Thunderhammer	Melee	10	1+	Slow, Monsterbane

Ezekiel Ezekiel	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 7 4 5 10 3+	Points: 295 Composition: 1 Ezekiel
Wargear Ezekiel: Mastercraft Bolt Pistol Traitor's Bane Frag Grenades Krak Grenades Iron Halo Psychic Hood	Options May take one S for each Psychic Mastery Level May take one B	Rules Ezekiel: Independent Character Unique Chief Librarian Dark Angels Infantry Adjusted Tactics Know No Fear Night Vision Objective Secured Psychic Mastery 3 Shock Assault Book of Salvation – 6" Aura, target unit gains Bodyguard. Chief Librarian – May Deny the Witch twice per Psychic Phase.
Special Wargear: Psychic Hood – Gain +1 to Deny the Witch	Special Wargear Upgrades: B Rubicon Primaris +16 points	A+1. Gain Transhuman Physiology, Bulky, Stubborn. Lose Objective Secured, Grenades.

Selection	Name	Range	S	AP	Rules
P	Mastercraft Bolt Pistol	12	5	4+	Pistol 1
M	Traitor's Bane	Melee	+1	2+	Psychic Bane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
S +10 points	Cause Misfortune Cast 7+	18	-	-	Target unit gains Rending on all Ranged and Melee Attacks until your next Psychic Phase
S +10 points	Forewarning Cast 6+	18	-	-	Target unit gains 4+ Cover Save until your next Psychic Phase
S +15 points	Bolster Cast 6+	18	-	-	Target unit counts as having not Moved for the purposes of Shooting until your next Psychic Phase
S +20 points	Enfeeble Cast 8+	18	-	-	Target unit suffers T-1 until your next Psychic Phase
S +20 points	Endurance Cast 7+	18	-	-	Target unit gains T+1 until your next Psychic Phase

S +22 points	Melting Beam Cast 7+	18	8	1+	Assault 1, Armourbane, Beam
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Master Lazarus Lazarus	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 4 4 10 3+	Points: 210 Composition: 1 Lazarus
Wargear Azrael: Bolt Pistol Enmity's Edge Iron Halo Spiritshield Helm	Options May take one B	Rules Azrael: Independent Character Unique Dark Angels Infantry Know No Fear Objective Secured Shock Assault Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Psychic Hunter – This model's attacks have Psychicbane.
Special Wargear: Spiritshield Helm – This model cannot be targeted by Psychic Powers.	Special Wargear Upgrades: B Rubicon Primaris +17 points	A+1. Transhuman Physiology, Bulky. Lose Objective Secured

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Enmity's Edge	Melee	+1	2+	Sniper (3+)

Lion El'Jonson Lion El'Jonson	M WS BS S T W I A Ld Sv 6 2+ 2+ 6 6 9 8 6 10 3+	Points: 538 Composition: 1 Lion El'Jonson
Wargear Lion El'Jonson: Arma Luminis Fealty Orbital Strike The Emperor's Shield	Options	Rules Lion El'Jonson: Independent Character Unique Chapter Master Dark Angels Monster Know No Fear Counterattack Deepstrike Night Vision Objective Secured Shock Assault Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Mysterious Ways – 6" Aura, this model and target unit gain Shroud and Infiltrate. Primarch of the First Legion – 6" Aura, this model and target unit may reroll 1s To Hit. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear: The Emperor's Shield – Sv-1 (improves Sv by 1), 4+ Invulnerability Save, 4+ Feel No Pain.	Special Wargear Upgrades:	W+1, A+1, 4+ Feel No Pain, lose Objective Secured

Selection	Name	Range	S	AP	Rules
P	Arma Luminis	12 And	8 And	2+ And	Pistol 1 And

		12	4	4+	Pistol 2
M	Fealty	Melee	+2	2+	Extra Attack 2
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only, Turret

Sammael Corvex Or Sableclaw	M WS BS S FA SA RA W I A Ld Sv 16 2+ 2+ 4 T5 7 4 4 10 3+ Or 16 2+ 2+ 5 12 12 10 8 4 4 10 3+	Points: 286 Or 273 Composition: 1 Corvex Or 1 Sableclaw
Wargear Corvex: 2 Linked Stormbolters Plasma Cannon Bolt Pistol Raven Sword Frag Grenades Krak Grenades Iron Halo Sableclaw: 2 Linked Assault Cannons 2 Linked Heavy Bolters Raven Sword Iron Halo	Options When selecting Sammael, you MUST choose Corvex for 286 points or Sableclaw for 273 points. Sammael may only take one mount option and your army cannot include both mounts. Sableclaw may take up to one of each E	Rules Corvex: Independent Character Unique Dark Angels Infantry Steed Bolter Discipline Know No Fear Deepstrike Fly Hit and Run Night Vision Objective Secured Scout Shock Assault Stubborn Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Sableclaw: Independent Character Unique Dark Angels Vehicle Tank Know No Fear Deepstrike Fly Hit and Run Night Vision Open Topped Scout Shock Assault Stubborn

		Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit.
Special Wargear:	Special Wargear Upgrades: E Extra Armour +5 points	

Selection	Name	Range	S	AP	Rules
BR	2 Linked Stormbolters	24	4	5+	Rapid Fire 2 x2, Bolter
BH	Plasma Cannon	36	7	2+	Heavy 1, 3” Blast, Gets Hot!
BP	Bolt Pistol	12	4	5+	Pistol 1
BM	Raven Sword	Melee	+1	2+	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
VH	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Hull, Primary
VS	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
VM	Raven Sword	Melee	User	2+	Extra Attack 1

Elite 0-3 Slots

Deathwing Terminators Sergeant Terminator	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 3 4 4 9 3+ 4 2+ 2+ 4 4 3 4 3 8 3+	Points: 643 Composition: 1 Sergeant 4-9 Terminators
Wargear Sergeant: Stormbolter Power Sword Terminator Honours Terminator: Stormbolter Power Sword Terminator Honours	Options May take up to 5 more Terminators for +127 points each Sergeant may swap Power Sword for DAM or M Any model may swap Stormbolter for S or E Any model may swap Power Sword for M	Rules Sergeant: Character Dark Angels Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Very Bulky Terminator: Dark Angels Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Very Bulky
Special Wargear:	Special Wargear Upgrades: E Stormshield +17 points	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
S +6 points	Heavy Flamer	Flame	5	4+	Assault 1
S +11 points	Plasma Cannon	36	7	2+	Heavy 1, 3" Blast, Gets Hot!
S +25 points	Cyclone Missile Launcher and Stormbolter	36 Or 36 And 24	8 Or 4 And 4	3+ Or 6+ And 5+	Heavy 2, Monsterbane Or Heavy 2, 3" Blast And Rapid Fire 2, Bolter
S +39 points	Assault Cannon	36	6	4+	Assault 6, Rending
M	Power Sword	Melee	+1	3+	None

M +0 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +5 points	Power Maul	Melee	+2	4+	Concussion
M +10 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
M +15 points	Chain Fist	Melee	X2	1+	Slow, Monsterbane, +1 on To Penetrate rolls (not Vehicle Damage Chart)
M +23 points	Thunderhammer	Melee	10	1+	Slow
DAM +11 points	Flail of the Unforgiven	Melee	+3	3+	Concussion, Extra Attack 1

Inner Circle Companions Inner Circle	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 3 4 3 9 3+	Points: 201 Composition: 3 Inner Circles
Wargear Inner Circle: Heavy Bolt Pistol Calibanite Greatsword	Options Any model may take up to one E	Rules Inner Circle: Character Dark Angels Infantry Know No Fear Transhuman Physiology Bodyguard Night Vision Shock Assault Stubborn Bulky
Special Wargear:	Special Wargear Upgrades: E Censer +10 points E Standard +40 points	6" Aura, target unit is treated as if being hit by a Psychic Disruption weapon.

Selection	Name	Range	S	AP	Rules
P	Heavy Bolt Pistol	18	4	4+	Pistol 1
M	Calibanite Greatsword	Melee	+2	2+	Extra Attack 1

Primaris Deathwing Terminators Sergeant Terminator	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 4 4 4 9 3+ 4 2+ 2+ 4 4 4 4 3 8 3+	Points: 753 Composition: 1 Sergeant 4-9 Terminators
Wargear Sergeant: Stormbolter Power Sword Terminator Honours Terminator: Stormbolter Power Sword Terminator Honours	Options May take up to 5 more Terminators for +149 points each Sergeant may swap Power Sword for DAM or M Any model may swap Stormbolter for S or E Any model may swap Power Sword for M	Rules Sergeant: Character Dark Angels Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky Terminator: Dark Angels Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky
Special Wargear:	Special Wargear Upgrades: E Stormshield +17 points	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
S +6 points	Heavy Flamer	Flame	5	4+	Assault 1
S +11 points	Plasma Cannon	36	7	2+	Heavy 1, 3" Blast, Gets Hot!
S +25 points	Cyclone Missile Launcher and Stormbolter	36 Or 36 And 24	8 Or 4 And 4	3+ Or 6+ And 5+	Heavy 2, Monsterbane Or Heavy 2, 3" Blast And Rapid Fire 2, Bolter
S +39 points	Assault Cannon	36	6	4+	Assault 6, Rending
M	Power Sword	Melee	+1	3+	None
M +0 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +5 points	Power Maul	Melee	+2	4+	Concussion

M +10 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
M +15 points	Chain Fist	Melee	X2	1+	Slow, Monsterbane, +1 on To Penetrate rolls (not Vehicle Damage Chart)
M +23 points	Thunderhammer	Melee	10	1+	Slow
DAM +11 points	Flail of the Unforgiven	Melee	+3	3+	Concussion, Extra Attack 1

Fast Attack 0-3 Slots

Ravenwing Black Knights Sergeant Veteran	M WS BS S T W I A Ld Sv 12 2+ 2+ 4 5 3 4 3 9 3+ 12 2+ 2+ 4 5 3 4 2 8 3+	Points: 373 Composition: 1 Sergeant 2-9 Veterans
Wargear Sergeant: Plasma Talon Bolt Pistol Corvus Hammer Frag Grenades Krak Grenades Veteran: Stormbolter Bolt Pistol Combat Knife Frag Grenades Krak Grenades	Options May take up to seven additional Veterans for +72 points each Sergeant may swap Corvus Hammer for M Sergeant may swap Krak Grenades for G Up to three Veterans may swap Stormbolter for S One Veteran may take one C One Veteran may take one E	Rules Sergeant: Character Dark Angels Infantry Steed Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Hit and Run Night Vision Objective Secured Scout Shock Assault Veteran: Dark Angels Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Hit and Run Night Vision Objective Secured Scout Shock Assault
Special Wargear:	Special Wargear Upgrades: C Apothecary +68 points E Standard +40 points	W+2, 6" Aura, This model and target unit gain a 5+ Feel No Pain.

		6" Aura, this model and target unit may reroll failed Ld Tests AND 6" Aura, this model and target unit gain A+1.
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Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
S +2 points	Ravenwing Grenade Launcher	24 Or 24	6 Or 3	4+ Or -	Rapid Fire 1 Or Rapid Fire 1, 3" Blast, Poisoned (3+)
S +6 points	Plasma Talon	24	7	2+	Rapid Fire 1 x2, Gets Hot!
P	Bolt Pistol	12	4	5+	Pistol 1
M	Combat Knife	Melee	User	-	Extra Attack 1
OM	Corvus Hammer	Melee	+1	-	Rending
M +3 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
M +10 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
M +18 points	Thunderhammer	Melee	10	1+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Ravenwing Land Speeder Land Speeder	M WS BS S FA SA RA W I A Ld Sv 16 5+ 3+ 5 12 12 10 9 1 2 9 3+	Points: 126 Composition: 1 Land Speeders
Wargear Land Speeder: Icon of Old Caliban Heavy Bolter	Options May swap Icon of Old Caliban for T Any model may swap Heavy Flamer H for H Any model may take up to one of each E	Rules Land Speeder: Dark Angels Vehicle Tank Adjusted Tactics Know No Fear Deepstrike Fly Night Vision Open Topped Shock Assault
Special Wargear: Icon of Old Caliban – 6" Aura, this model and target unit inflict	Special Wargear Upgrades: E Extra Armour +5 points	

a -1 To Hit when been targeted by Shooting		
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Selection	Name	Range	S	AP	Rules
T +106 points	2 Linked Heavy Plasma Cannons	48	8	2+	Heavy 1 x2, 5" Blast, Monsterbane, Turret
S	Heavy Bolter	36	5	4+	Heavy 3, Sponson, Primary
S +27 points	Assault Cannon	36	6	4+	Assault 6, Rending, Sponson

Heavy Support 0-3 Slots

Land Raider Ares Land Raider Ares	M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 14 14 14 16 1 6 9 3+	Points: 305 Composition: 1 Land Raider Ares
Wargear Land Raider Ares: Demolisher Cannon 2 Sets of 2 Heavy Flamers	Options May take one M May take one P May take up to one of each E	Rules Land Raider Ares: Dark Angels Vehicle Tank Bolter Discipline Know No Fear Night Vision Shock Assault
Special Wargear:	Special Wargear Upgrades: Siege Shield E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	Reroll Dangerous Terrain Tests and failed Move through Cover

Selection	Name	Range	S	AP	Rules
T	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull, Primary
S	2 sets of 2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2 (x2), Sponson
D	Siege Shield	Melee	+3	4+	Accurate, Siege Shield
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret

Flyer 0-2 Slots

Dark Talon Dark Talon	M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 12 11 11 8 1 3 9 3+	Points: 223 Composition: 1 Dark Talon
Wargear Dark Talon: Rift Cannon 2 Linked Hurricane Bolters Stasis Bomb	Options May take up to one of each E	Rules Dark Talon: Dark Angels Vehicle Adjusted Tactics Bolter Discipline Know No Fear Deepstrike High Altitude Hover Night Vision Shock Assault
Special Wargear:	Special Wargear Upgrades: E Flare Launchers +9 points	

Selection	Name	Range	S	AP	Rules
T	Rift Cannon	18	D	2+	Heavy 1. 3" Blast, Destroyer, Monsterbane, Hull, Primary
W	2 Linked Hurricane Bolters	24	4	5+	Rapid Fire 6 x2, Bolter, Hull
B	Stasis Bomb	Bomb	D	2+	Heavy 1, 5" Blast, Destroyer, Monsterbane, One Use Only, Hull

Nephilim Jetfighter Nephilim Jetfighter	M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 12 11 11 8 1 3 9 3+	Points: 206 Composition: 1 Nephilim Jetfighter
Wargear Nephilim Jetfighter: Avenger Bolt Cannon 2 Linked Heavy Bolters 2 Linked Blacksword Missile Racks	Options May swap Avenger Bolt Cannon for T May take up to one of each E	Rules Nephilim Jetfighter: Dark Angels Vehicle Adjusted Tactics Know No Fear Deepstrike High Altitude Night Vision Shock Assault
Special Wargear:	Special Wargear Upgrades: E Flare Launchers +9 points	

Selection	Name	Range	S	AP	Rules
T	Avenger Bolt Cannon	36	6	3+	Heavy 12, Hull, Primary
T +2 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
W	2 Linked Blackword Missile Racks	36	9	2+	Heavy 1 x2, Ordnance, Monsterbane, AA, Hull