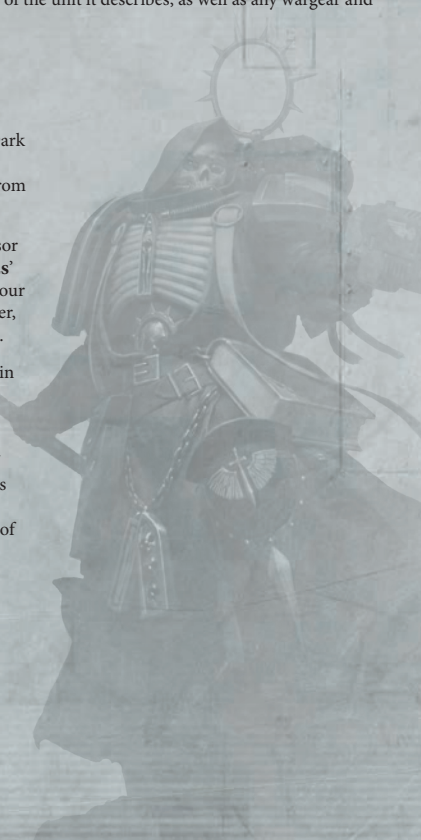# SONS OF THE LION

These datasheets allow you to fight Apocalypse battles with your Dark Angels miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

## KEYWORDS

Throughout these datasheets you will come across the **DARK ANGELS** keyword. This indicates that the units are drawn from the Dark Angels Chapter, but the keyword can also be changed to represent that the unit is drawn from a successor Chapter of your choosing.

If a unit is drawn from a Dark Angels successor Chapter, simply substitute the '**DARK ANGELS**' keyword on the datasheet with the name of your Dark Angels successor Chapter. Note, however, that you cannot do this for named characters.

For example, if you were to include a Master in your army, and you decided he was from the Angels of Absolution successor Chapter, his **DARK ANGELS** Faction keyword is changed to **ANGELS OF ABSOLUTION** and his Rites of Battle ability would then read 'Re-roll hit rolls of 1 for attacks made by friendly **ANGELS OF ABSOLUTION** units whilst they are within 6" of this unit.'

# AZRAEL

Azrael is a unit that contains 1 model. It is equipped with: The Sword of Secrets. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Azrael | 6" | 2+ | 2+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| The Sword of Secrets | Melee | Melee | User | 7+ | 8+ | - |

## ABILITIES

**The Lion Helm:** Improve the Save characteristic (to a maximum of 4+) of friendly **Light Dark Angels** units by 1 whilst they are within 6" of this unit.

**Chapter Master:** You can re-roll hit rolls for attacks made by friendly **Dark Angels** units whilst they are within 6" of this unit.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**Supreme Tactician:** Roll one D6 if this unit is on the battlefield at the start of the Orders phase, or is embarked aboard a **Transport** that is on the battlefield at the start of the Orders phase. On a 4+ you can generate one extra Command Asset.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Deathwing
**KEYWORDS:** Light, Infantry, Character, Chapter Master, Azrael

# BELIAL

Belial is a unit that contains 1 model. It is equipped with: The Sword of Silence. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Belial | 5" | 2+ | 2+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| The Sword of Silence | Melee | Melee | User | 7+ | 8+ | - |

## ABILITIES

**Deep Strike**

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **Dark Angels** units whilst they are within 6" of this unit.

**Grand Master of the Deathwing:** You can re-roll hit rolls for attacks made by friendly **Deathwing** units whilst they are within 6" of this unit.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Deathwing
**KEYWORDS:** Light, Infantry, Character, Grand Master, Terminator, Belial

# SAMMAEL ON CORVEX

☠ | 8 | ✠

Sammael on Corvex is a unit that contains 1 model. It is equipped with: Plasma Cannon; The Raven Sword. You can only include one **Sammael** in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Sammael on Corvex | 14" | 2+ | 2+ | 1 | 2 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| The Raven Sword | Melee | Melee | User | 7+ | 8+ | - |

## ABILITIES

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **Dark Angels** units whilst they are within 6" of this unit.

**Grand Master of the Ravenwing:** You can re-roll hit rolls for attacks made by friendly **Ravenwing** units whilst they are within 6" of this unit.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels, Ravenwing**
**KEYWORDS: Light, Biker, Character, Grand Master, Fly, Sammael**

# SAMMAEL IN SABLECLAW

Sammael in Sableclaw is a unit that contains 1 model. It is equipped with: Twin Assault Cannon; Twin Heavy Bolter; The Raven Sword. You can only include one **Sammael** in your army.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Sammael in Sableclaw | 16" | 2+ | 2+ | 1 | 2 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| The Raven Sword | Melee | Melee | User | 7+ | 8+ | - |

## ABILITIES

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **Dark Angels** units whilst they are within 6" of this unit.

**Grand Master of the Ravenwing:** You can re-roll hit rolls for attacks made by friendly **Ravenwing** units whilst they are within 6" of this unit.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Ravenwing
**KEYWORDS:** Heavy, Vehicle, Character, Grand Master, Land Speeder, Fly, Sammael

# INTERROGATOR-CHAPLAIN

An Interrogator-Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Interrogator-Chaplain | 6" | 2+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Crozius Arcanum | Melee | Melee | User | 8+ | 8+ | - |
| Power Fist | Melee | Melee | User | 7+ | 7+ | - |

## WARGEAR OPTIONS

- Instead of 1 Crozius Arcanum, this unit can be equipped with 1 Power Fist.
- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Jump Pack**, **Fly**.
  - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
    - Has a Move characteristic of 5".
    - Has a Save characteristic of 4+.
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Terminator**.

## ABILITIES

**Terror Troops**

**Litanies of Hate:** You can re-roll hit rolls for attacks made with melee weapons by friendly **Dark Angels** units whilst they are within 6" of this unit.

**Spiritual Leader:** Friendly **Dark Angels** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

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**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels, Deathwing**

**KEYWORDS: Light, Infantry, Character, Priest, Chaplain, Interrogator-Chaplain**

# RAVENWING TALONMASTER

A Ravenwing Talonmaster is a unit that contains 1 model. It is equipped with: Twin Assault Cannon; Twin Heavy Bolter; Power Sword.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Ravenwing Talonmaster | 16" | 2+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Power Sword | Melee | Melee | User | 9+ | 9+ | - |

## ABILITIES

**Tactical Precision:** Re-roll wound rolls of 1 for attacks made by friendly **Dark Angels** units whilst they are within 6" of this unit.

**No Escape:** **Ravenwing** units within 6" of this unit do not suffer the penalty for attacks made with ranged weapons that target obscured units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Ravenwing
**KEYWORDS:** Heavy, Vehicle, Character, Land Speeder, Fly, Talonmaster

# ASMODAI

Asmodai is a unit that contains 1 model. It is equipped with: Crozius Arcanum; The Blades of Reason. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Asmodai | 6" | 2+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| The Blades of Reason | Melee | Melee | User | 6+ | 11+ | - |
| Crozius arcanum | Melee | Melee | User | 8+ | 8+ | - |

## ABILITIES
**Terror Troops**

**Exemplar of Hate:** You can re-roll hit rolls for attacks made with melee weapons by friendly **Dark Angels** units whilst they are within 6" of this unit. In addition, improve the Attacks characteristic of friendly **Light Dark Angels** units by 1 whilst they are within 6" of this unit.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**Spiritual Leader:** Friendly **Dark Angels** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Deathwing
**KEYWORDS:** Light, Infantry, Character, Priest, Chaplain, Interrogator-Chaplain, Asmodai

# CHAPLAIN

⊙ 5 ✠

A Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Chaplain | 6" | 2+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Crozius Arcanum | Melee | Melee | User | 8+ | 8+ | - |

## WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Jump Pack**, **Fly**.
  - Bike (**Power Rating +1**). If this unit has a Bike, it:
    - Has a Move characteristic of 14".
    - Has the following additional keywords: **Biker**.
    - Loses the following keywords: **Infantry**.

## ABILITIES

**Litanies of Hate:** You can re-roll hit rolls for attacks made with melee weapons by friendly **Dark Angels** units whilst they are within 6" of this unit.

**Spiritual Leader:** Friendly **Dark Angels** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

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**FACTION KEYWORDS:** **Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS:** **Light, Infantry, Character, Priest, Chaplain**

# PRIMARIS CHAPLAIN

A Primaris Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Primaris Chaplain | 6" | 2+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Crozius Arcanum | Melee | Melee | User | 7+ | 8+ | - |

## ABILITIES

**Litanies of Hate:** You can re-roll hit rolls for attacks made with melee weapons by friendly **Dark Angels** units whilst they are within 6" of this unit.

**Spiritual Leader:** Friendly **Dark Angels** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** **Imperium, Adeptus Astartes, Dark Angels**

**KEYWORDS:** **Light, Infantry, Character, Primaris, Priest, Chaplain**

# EZEKIEL

Ezekiel is a unit that contains 1 model. It is equipped with: Traitor's Bane. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Ezekiel | 6" | 2+ | 2+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Traitor's Bane | Melee | Melee | User | 8+ | 8+ | - |

## ABILITIES

**Book of Salvation:** Add 1 to hit rolls for attacks made with melee weapons by friendly **Light Dark Angels** units whilst they are within 6" of this unit.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Deathwing

**KEYWORDS:** Light, Psyker, Character, Infantry, Librarian, Chief Librarian, Ezekiel

# LIBRARIAN

☠ 3 ✠

A Librarian is a unit that contains 1 model. It is equipped with: Force Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Librarian | 6" | 3+ | 3+ | 1 | 1 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Force Weapon | Melee | Melee | User | 8+ | 8+ | - |

## WARGEAR OPTIONS
- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
   - Has a Move characteristic of 12".
   - Has the following additional abilities: **Deep Strike**.
   - Has the following additional keywords: **Jump Pack**, **Fly**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
   - Has a Move characteristic of 5".
   - Has a Save characteristic of 4+.
   - Has the following additional abilities: **Deep Strike**.
   - Has the following additional keywords: **Terminator**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
   - Has a Move characteristic of 14".
   - Has the following additional keywords: **Biker**.
   - Loses the following keywords: **Infantry**.

## ABILITIES
**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels, Deathwing**
**KEYWORDS: Light, Infantry, Psyker, Character, Librarian**

# PRIMARIS LIBRARIAN

**3**

A Primaris Librarian is a unit that contains 1 model. It is equipped with: Force Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Primaris Librarian | 6" | 3+ | 3+ | 1 | 1 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Force Weapon | Melee | Melee | User | 8+ | 8+ | - |

## WARGEAR OPTIONS

• This unit can have Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
  - Has the following new abilities: **Infiltrators**, **Stealth.**
  - Has the following additional keywords: **Phobos**.

## ABILITIES

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels, Deathwing**
**KEYWORDS: Light, Infantry, Psyker, Character, Primaris, Librarian**

# MASTER

⬤ 5

A Master is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Master | 6" | 2+ | 2+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Master-crafted Weapons | Melee | Melee | User | 8+ | 8+ | - |

## WARGEAR OPTIONS

- This unit can have one of the following:
- Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
  - Has a Move characteristic of 12".
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **Jump Pack**, **Fly**.
- Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
  - Has a Move characteristic of 5".
  - Has a Save characteristic of 4+.
  - Has the following additional abilities: **Deep Strike**, **Inner Circle**.
  - Has the following additional keywords: **Deathwing**, **Terminator**.

## ABILITIES

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **Dark Angels** units whilst they are within 6" of this unit.

**Inner Circle:** If this unit has Terminator Armour, then you can re-roll failed hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** **Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS:** **Light, Infantry, Character, Master**

# PRIMARIS MASTER

 5

A Primaris Master is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Primaris Master | 6" | 2+ | 2+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Master-crafted Weapons | Melee | Melee | User | 7+ | 8+ | - |

## WARGEAR OPTIONS
- This unit can have one of the following:
  - Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
    - Has the following new abilities: **Infiltrators**, **Stealth.**
    - Has the following additional keywords: **Phobos**.
  - Gravis Armour (**Power Rating +1**). If this unit has Gravis Armour, it:
    - Has a Move characteristic of 5" and Save characteristic of 4+.
    - Has the following additional keywords: **Mk X Gravis**.

## ABILITIES
**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **Dark Angels** units whilst they are within 6" of this unit.

**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS: Light, Infantry, Character, Primaris, Master**

# LIEUTENANT

A Lieutenant is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Lieutenant | 6" | 2+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

## WARGEAR OPTIONS

- This unit can have a Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
  - Has a Move characteristic of 12".
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **Jump Pack**, **Fly**.

## ABILITIES

**Company Heroes:** Each HQ slot in a Detachment allows you to take up to two of this unit in your army, instead of one. Each unit taken for a single HQ slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**Tactical Precision:** Re-roll wound rolls of 1 for attacks made by friendly **Dark Ang**els units whilst they are within 6" of this unit.

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**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS: Light, Infantry, Character, Lieutenant**

# PRIMARIS LIEUTENANT

A Primaris Lieutenant is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Primaris Lieutenant | 6" | 2+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Close Combat Weapons | Melee | Melee | User | 8+ | 8+ | - |

## WARGEAR OPTIONS

- This unit can have Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
  - Has the following new abilities: **Infiltrators**, **Stealth.**
  - Has the following additional keywords: **Phobos**.

## ABILITIES

**Company Heroes:** Each HQ slot in a Detachment allows you to take up to two of this unit in your army, instead of one. Each unit taken for a single HQ slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**Tactical Precision:** Re-roll wound rolls of 1 for attacks made by friendly **Dark Angel**s units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Character, Primaris, Lieutenant

# TECHMARINE

5

A Techmarine is a unit that contains 1 model. It is equipped with: Servo-arm & Power Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Techmarine | 6" | 3+ | 2+ | 1 | 1 | 6 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Flamer & Plasma Cutter | Heavy | 12" | 1 | 8+ | 9+ | Inferno |
| Servo-arm & Power Weapon | Melee | Melee | User | 9+ | 9+ | - |

## WARGEAR OPTIONS
- This unit can have a Bike (**Power Rating +1**). If this unit has a Bike, it:
  - Has a Move characteristic of 14".
  - Has the following additional keywords: **Biker**.
  - Loses the following keywords: **Infantry**.
- This unit can have a Servo-harness (**Power Rating +1**). If this unit has a Servo-harness, it:
  - Has an Attacks characteristic of 2.
  - Is also equipped with 1 Flamer & Plasma Cutter.

## ABILITIES
**Blessing of the Omnissiah:** At the end of the Action phase, this unit can attempt to repair one friendly **Dark Angels Vehicle** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Vehicle** unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** **Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS:** **Light, Infantry, Character, Techmarine**

# LAND RAIDER EXCELSIOR

A Land Raider Excelsior is a unit that contains 1 model. It is equipped with: 2 Twin Lascannons; Grav-cannon; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Land Raider Excelsior | 10" | 5+ | 3+ | 2 | 3 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Grav-cannon | Heavy | 24" | 1 | 8+ | 6+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

## WARGEAR OPTIONS
• This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## ABILITIES
**Data Augurs:** Change this unit's Ballistic Skill characteristic to 2+ whilst it is within 6" of any friendly **Dark Angels Rhino Primaris** units.

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **Dark Angels** units whilst they are within 6" of this unit.

## TRANSPORT
This unit can transport up to 10 friendly **Dark Angels Infantry** models. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models. It cannot transport **Primaris** units.

**FACTION KEYWORDS:** **Imperium, Adeptus Astartes, Dark Angels**

**KEYWORDS:** **Heavy, Vehicle, Transport, Character, Land Raider, Land Raider Excelsior**

# RHINO PRIMARIS

 **8**

A Rhino Primaris is a unit that contains 1 model. It is equipped with: Orbital Array; Twin Plasma Gun; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Rhino Primaris | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Orbital Array | Heavy | 72" | 2 | 6+ | 6+ | One Use Only, Barrage, Destroyer |
| Twin Plasma Gun | Small Arms | 24" | User | 8+ | 8+ | Rapid Fire, Supercharge |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

## ABILITIES

**Servo-skull Hub:** At the start of the Damage phase, you can remove one small blast marker from one friendly **Dark Angels Vehicle** unit within 6" of this unit.

## TRANSPORT

This unit can transport up to 6 friendly **Dark Angels Infantry** models. It cannot transport **Primaris**, **Terminator** or **Jump Pack** units.

**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS: Heavy, Vehicle, Transport, Rhino Primaris**

# TACTICAL SQUAD

A Tactical Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 9**). It is equipped with: Boltguns; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Tactical Squad (5 models)** | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| **Tactical Squad (10 models)** | 6" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Grav-cannon | Heavy | 24" | 1 | 8+ | 6+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Lascannon | Heavy | 48" | 1 | 10+ | 5+ | - |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Boltguns | Small Arms | 24" | User | 7+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

## WARGEAR OPTIONS

- If this unit contains 10 models, it can also be equipped with one of the following (**Power Rating +1**): 1 Grav-cannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.

**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS: Light, Infantry, Tactical Squad**

# SCOUT SQUAD

A Scout Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 7**). It is equipped with: Scout Weapons; Combat Knives.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Scout Squad (5 models)** | 6" | 3+ | 3+ | 1 | 1 | 6 | 8+ |
| **Scout Squad (10 models)** | 6" | 3+ | 3+ | 2 | 2 | 6 | 8+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Scout Weapons | Small Arms | 24" | User | 7+ | 9+ | - |
| Sniper Rifles | Small Arms | 36" | User | 7+ | 9+ | Sniper |
| Combat Knives | Melee | Melee | User | 6+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

## WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Missile Launcher.
- Instead of Scout Weapons and Combat Knives, this unit can be equipped with Sniper Rifles and Close Combat Weapons (**Power Rating +1**). If it is, it has the following additional abilities: **Stealth**.

## ABILITIES

**Infiltrators**

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Scout, Scout Squad

# INTERCESSOR SQUAD

An Intercessor Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 12**). It is equipped with: Bolt Rifles; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Intercessor Squad (5 models)** | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| **Intercessor Squad (10 models)** | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Bolt Rifles | Small Arms | 30" | User | 5+ | 8+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Primaris, Intercessor Squad

# INFILTRATOR SQUAD

An Infiltrator Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 14**). It is equipped with: Marksman Bolt Carbines; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Infiltrator Squad (5 models)** | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| **Infiltrator Squad (10 models)** | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Marksman Bolt Carbines | Small Arms | 24" | User | 6+ | 8+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

## ABILITIES
**Infiltrators**

**Omni-scramblers:** Enemy units cannot be set up within 12" of this unit during the Set Up Reinforcements step.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Primaris, Phobos, Infiltrator Squad

# APOTHECARY

An Apothecary is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Apothecary | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

## WARGEAR OPTIONS

• This unit can have a Bike (**Power Rating +1**). If this unit has a Bike, it:
- Has a Move characteristic of 14".
- Has the following additional keywords: **Biker**.
- Loses the following keywords: **Infantry**.

## ABILITIES

**Narthecium:** At the end of the Action phase, this unit can attempt to heal one friendly **Dark Angels Light** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Light** unit. Only one attempt to heal each unit can be made each turn.

---

**FACTION KEYWORDS:** **Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS:** **Light, Infantry, Character, Apothecary**

# PRIMARIS APOTHECARY

**4**

A Primaris Apothecary is a unit that contains 1 model. It is equipped with: Apothecary Pistols.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Primaris Apothecary | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Apothecary Pistols | Melee | Melee | User | 8+ | 8+ | - |

## ABILITIES

**Narthecium:** At the end of the Action phase, this unit can attempt to heal one friendly **Dark Angels Light** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Light** unit. Only one attempt to heal each unit can be made each turn.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Character, Primaris, Apothecary

# COMPANY ANCIENT

4

A Company Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Company Ancient | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

## ABILITIES

**Astartes Banner:** Morale tests taken for friendly **Dark Angels** units are automatically passed whilst they are within 6" of this unit.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Character, Ancient, Company Ancient

# PRIMARIS ANCIENT

A Primaris Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Primaris Ancient | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Close Combat Weapons | Melee | Melee | User | 8+ | 9+ | - |

## ABILITIES

**Astartes Banner:** Morale tests taken for friendly **Dark Angels** units are automatically passed whilst they are within 6" of this unit.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Character, Primaris, Ancient

# IMPERIAL SPACE MARINE

**3**

An Imperial Space Marine is a unit that contains 1 model. It is equipped with: Disintegration Combi-gun; Close Combat Weapons. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Imperial Space Marine | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Disintegration Combi-gun | Small Arms | 24" | User | 8+ | 8+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 10+ | 10+ | - |

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Character, Imperial Space Marine

# COMPANY CHAMPION

**5**

A Company Champion is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Company Champion | 6" | 2+ | 3+ | 1 | 1 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Master-crafted Weapons | Melee | Melee | User | 8+ | 9+ | - |

## ABILITIES

**Honour or Death:** You can re-roll wound rolls for attacks made with melee weapons by this unit that target **Character** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels

**KEYWORDS:** Light, Infantry, Character, Company Champion

# COMPANY VETERANS



**5**

Company Veterans are a unit that contains 5 models. It is equipped with: Special Weapons; Veteran Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Company Veterans (5 models)** | 6" | 3+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Special Weapons | Small Arms | 24" | User | 6+ | 8+ | - |
| Veteran Weapons | Melee | Melee | x3 | 7+ | 9+ | - |

## ABILITIES

**Command Squad Bodyguard:** At the start of the Damage phase, you can select one friendly **Dark Angels Light Character** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **Character** unit and place them next to this unit.

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**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Company Veterans

# CHAPTER ANCIENT

A Chapter Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Chapter Ancient | 6" | 3+ | 3+ | 1 | 1 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

## ABILITIES

**Chapter Banner:** Morale tests taken for friendly **Dark Angels** units are automatically passed whilst they are within 9" of this unit.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Character, Ancient, Chapter Ancient

# DEATHWING ANCIENT



**5**

A Deathwing Ancient is a unit that contains 1 model. It is equipped with: Terminator Power Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Deathwing Ancient** | 5" | 3+ | 3+ | 1 | 1 | 6 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Terminator Power Weapon | Melee | Melee | User | 8+ | 8+ | - |

## ABILITIES

**Deep Strike**

**Deathwing Company Banner:** Add 1 to the Attacks characteristic of **Deathwing** units when making Fight actions whilst they are within 6" of any friendly units with this ability.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Deathwing
**KEYWORDS:** Light, Infantry, Character, Ancient, Terminator

# DEATHWING APOTHECARY

A Deathwing Apothecary is a unit that contains 1 model. It is equipped with: Reductor.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Deathwing Apothecary | 5" | 3+ | 3+ | 1 | 1 | 6 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Reductor | Melee | Melee | User | 9+ | 11+ | - |

## ABILITIES

**Deep Strike**

**Narthecium:** At the end of the Action phase, this unit can attempt to heal one friendly **Dark Angels Light** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Light** unit. Only one attempt to heal each unit can be made each turn.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Deathwing
**KEYWORDS:** Light, Infantry, Character, Terminator, Apothecary

# DEATHWING CHAMPION

A Deathwing Champion is a unit that contains 1 model. It is equipped with: Halberd of Caliban.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Deathwing Champion | 5" | 2+ | 3+ | 1 | 1 | 6 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Halberd of Caliban | Melee | Melee | User | 7+ | 8+ | - |

## ABILITIES
**Deep Strike**

**Honour or Death:** You can re-roll wound rolls for attacks made with melee weapons by this unit that target **Character** units.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Deathwing
**KEYWORDS:** Light, Infantry, Character, Terminator, Deathwing Champion

# DEATHWING TERMINATOR SQUAD

A Deathwing Terminator Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 21**). It is equipped with: Storm Bolters; Deathwing Power Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Deathwing Terminator Squad (5 models)** | 5" | 3+ | 3+ | 1 | 2 | 7 | 4+ |
| **Deathwing Terminator Squad (10 models)** | 5" | 3+ | 3+ | 2 | 4 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Cyclone Missile Launcher | Heavy | 36" | 2 | 7+ | 7+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Reaper Autocannon | Heavy | 36" | 2 | 8+ | 8+ | - |
| Storm Bolters | Small Arms | 24" | x2 | 7+ | 9+ | Rapid Fire |
| Deathwing Power Weapons | Melee | Melee | x2 | 5+ | 6+ | - |

## WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Assault Cannon; 1 Cyclone Missile Launcher; 1 Heavy Flamer; 1 Plasma Cannon; 1 Reaper Autocannon.

## ABILITIES

**Deep Strike**

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels, Deathwing**
**KEYWORDS: Light, Infantry, Terminator, Terminator Squad**

# DEATHWING KNIGHTS

 12

Deathwing Knights are a unit that contains 5 models. It can contain 10 models (**Power Rating 24**). It is equipped with: Deathwing Knight Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Deathwing Knights (5 models)** | 5" | 3+ | 3+ | 1 | 2 | 7 | 3+ |
| **Deathwing Knights (10 models)** | 5" | 3+ | 3+ | 2 | 4 | 7 | 3+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Deathwing Knight Weapons | Melee | Melee | x3 | 5+ | 6+ | - |

## ABILITIES
**Deep Strike**

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Deathwing
**KEYWORDS:** Light, Infantry, Terminator, Deathwing Knights

# DREADNOUGHT

A Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Dreadnought | 6" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Heavy Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Autocannon | Heavy | 48" | 2 | 8+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Heavy Flamer | Heavy | 8" | 2 | 6+ | 9+ | Inferno |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Armoured Feet | Melee | Melee | User | 9+ | 10+ | - |
| Dreadnought Combat Weapon | Melee | Melee | User | 6+ | 6+ | - |

## WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Dreadnought

# VENERABLE DREADNOUGHT

8

A Venerable Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Venerable Dreadnought | 6" | 2+ | 2+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Heavy Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Autocannon | Heavy | 48" | 2 | 8+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Heavy Flamer | Heavy | 8" | 2 | 6+ | 9+ | Inferno |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Armoured Feet | Melee | Melee | User | 9+ | 10+ | - |
| Dreadnought Combat Weapon | Melee | Melee | User | 6+ | 6+ | - |

## WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

## ABILITIES

**Ignore Damage (6+)**

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Dreadnought, Venerable Dreadnought

# CONTEMPTOR DREADNOUGHT

**8**

A Contemptor Dreadnought is a unit that contains 1 model. It is equipped with: Kheres-pattern Assault Cannon; Combi-bolter; Dreadnought Combat Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Contemptor Dreadnought | 9" | 2+ | 2+ | 2 | 2 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Kheres-pattern Assault Cannon | Heavy | 24" | 2 | 5+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Combi-Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Dreadnought Combat Weapon | Melee | Melee | User | 6+ | 6+ | - |

## WARGEAR OPTIONS

- Instead of 1 Kheres-pattern Assault Cannon, this unit can be equipped with 1 Multi-melta.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Dreadnought, Contemptor Dreadnought

# REDEMPTOR DREADNOUGHT

**10**

A Redemptor Dreadnought is a unit that contains 1 model. It is equipped with: Heavy Flamer; Heavy Onslaught Gatling Cannon; Defensive Weapons System; Redemptor Fist.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Redemptor Dreadnought | 8" | 3+ | 3+ | 2 | 3 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Heavy Onslaught Gatling Cannon | Heavy | 30" | 4 | 7+ | 9+ | - |
| Icarus Rocket Pod | Heavy | 24" | 1 | 9+ | 8+ | Anti-air |
| Macro Plasma Incinerator | Heavy | 36" | 2 | 5+ | 6+ | Supercharge |
| Onslaught Gatling Cannon | Heavy | 24" | 2 | 7+ | 9+ | - |
| Defensive Weapons System | Small Arms | 24" | 2 | 7+ | 9+ | - |
| Redemptor Fist | Melee | Melee | User | 5+ | 5+ | - |

## WARGEAR OPTIONS

- Instead of 1 Heavy Flamer, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- Instead of 1 Heavy Onslaught Gatling Cannon, this unit can be equipped with 1 Macro Plasma Incinerator.
- This unit can also be equipped with 1 Icarus Rocket Pod (**Power Rating +1**).

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
**KEYWORDS:** HEAVY, VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

# RAVENWING ANCIENT

A Ravenwing Ancient is a unit that contains 1 model. It is equipped with: Plasma Talon; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Ravenwing Ancient | 14" | 3+ | 3+ | 1 | 1 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Plasma Talon | Small Arms | 18" | User | 8+ | 8+ | Supercharge |
| Ravenwing Grenade Launcher | Small Arms | 24" | User | 7+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

## WARGEAR OPTIONS
- Instead of 1 Plasma Talon, this unit can be equipped with 1 Ravenwing Grenade Launcher.

## ABILITIES
**Ravenwing Banner:** Add 1 to the Attacks characteristic of **Ravenwing** units when making Fight actions whilst they are within 6" of any friendly units with this ability.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Ravenwing
**KEYWORDS:** Light, Biker, Character, Ancient

# RAVENWING APOTHECARY

**6**

A Ravenwing Apothecary is a unit that contains 1 model. It is equipped with: Plasma Talon; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Ravenwing Apothecary | 14" | 3+ | 3+ | 1 | 1 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Plasma Talon | Small Arms | 18" | User | 8+ | 8+ | Supercharge |
| Ravenwing Grenade Launcher | Small Arms | 24" | User | 7+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

## WARGEAR OPTIONS
• Instead of 1 Plasma Talon, this unit can be equipped with 1 Ravenwing Grenade Launcher.

## ABILITIES
**Narthecium:** At the end of the Action phase, this unit can attempt to heal one friendly Dark Angels Light unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that Light unit. Only one attempt to heal each unit can be made each turn.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target Fallen units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Ravenwing
**KEYWORDS:** Light, Biker, Character, Apothecary

# RAVENWING CHAMPION

A Ravenwing Champion is a unit that contains 1 model. It is equipped with: Plasma Talon; Relic Blade.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Ravenwing Champion | 14" | 2+ | 3+ | 1 | 1 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Ravenwing Grenade Launcher | Small Arms | 24" | User | 7+ | 9+ | - |
| Plasma Talon | Small Arms | 18" | User | 8+ | 8+ | Supercharge |
| Relic Blade | Melee | Melee | User | 7+ | 8+ | - |

## WARGEAR OPTIONS
• Instead of 1 Plasma Talon, this unit can be equipped with 1 Ravenwing Grenade Launcher.

## ABILITIES
**Honour or Death:** You can re-roll wound rolls for attacks with melee weapons made by this unit that target **Character** units.

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target **Fallen** units.

**FACTION KEYWORDS:** **Imperium, Adeptus Astartes, Dark Angels, Ravenwing**
**KEYWORDS:** **Light, Biker, Character, Ravenwing Champion**

# AGGRESSOR SQUAD

An Aggressor Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 16**). It is equipped with: Auto Boltstorm Gauntlets; Fragstorm Grenade Launchers; Aggressor Gauntlets.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Aggressor Squad (3 models)** | 5" | 3+ | 3+ | 1 | 2 | 6 | 5+ |
| **Aggressor Squad (6 models)** | 5" | 3+ | 3+ | 2 | 4 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Auto Boltstorm Gauntlets | Small Arms | 18" | x3 | 7+ | 9+ | - |
| Flamestorm Gauntlets | Small Arms | 8" | x3 | 7+ | 9+ | Inferno |
| Fragstorm Grenade Launchers | Small Arms | 18" | x2 | 7+ | 9+ | - |
| Aggressor Gauntlets | Melee | Melee | x2 | 6+ | 7+ | - |

## WARGEAR OPTIONS

- Instead of Auto Boltstorm Gauntlets and Fragstorm Grenade Launchers, this unit can be equipped with Flamestorm Gauntlets.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Primaris, Mk X Gravis, Aggressor Squad

# SERVITORS

Servitors are a unit that contains 4 models. It is equipped with: Servo-arms.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Servitors (4 models) | 5" | 5+ | 5+ | 1 | 1 | 4 | 8+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Servo-arms | Melee | Melee | User | 8+ | 8+ | - |

## WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Heavy Bolter; 1 Multi-melta; 1 Plasma Cannon.

## ABILITIES

**Mindlock:** Change this unit's Weapon Skill and Ballistic Skill characteristics to 4+ whilst it is within 6" of at least one friendly **Dark Angels Techmarine**.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Servitors

# REIVER SQUAD

A Reiver Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 11**). It is equipped with: Heavy Bolt Pistols; Reiver Blades.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Reiver Squad (5 models)** | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| **Reiver Squad (10 models)** | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Bolt Carbines | Small Arms | 24" | x2 | 7+ | 9+ | - |
| Heavy Bolt Pistols | Small Arms | 12" | 1 | 6+ | 9+ | - |
| Reiver Blades | Melee | Melee | x3 | 7+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

## WARGEAR OPTIONS
- Instead of Heavy Bolt Pistols and Reiver Blades, this unit can be equipped with Bolt Carbines and Close Combat Weapons.
- This unit can have Grav-chutes (**Power Rating +1**). If this unit has Grav-chutes, it has the following additional abilities: **Deep Strike**.
- This unit can have Grapnel Launchers (**Power Rating +1**). If this unit has Grapnel Launchers, it has the following additional abilities: **Infiltrators**.

## ABILITIES
**Terror Troops**

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
**KEYWORDS:** LIGHT, INFANTRY, PRIMARIS, PHOBOS, REIVER SQUAD

# SCOUT BIKE SQUAD

**7**

A Scout Bike Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 14**) or 9 models (**Power Rating 21**). It is equipped with: Twin Boltguns; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Scout Bike Squad (3 models)** | 16" | 3+ | 3+ | 1 | 1 | 6 | 7+ |
| **Scout Bike Squad (6 models)** | 16" | 3+ | 3+ | 2 | 2 | 6 | 7+ |
| **Scout Bike Squad (9 models)** | 16" | 3+ | 3+ | 3 | 3 | 6 | 7+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Twin Boltguns | Small Arms | 24" | x2 | 7+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Biker, Scout Bike Squad

# ASSAULT SQUAD

3

An Assault Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 6**). It is equipped with: Bolt Pistols; Chainswords.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Assault Squad (5 models)** | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| **Assault Squad (10 models)** | 6" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Bolt Pistols | Small Arms | 12" | User | 7+ | 9+ | - |
| Chainswords | Melee | Melee | x2 | 7+ | 9+ | - |
| Eviscerator | Melee | Melee | 1 | 8+ | 8+ | - |

## WARGEAR OPTIONS

- This unit can have Jump Packs (**Power Rating +2**). If this unit has Jump Packs, it:
  - Has a Move characteristic of 12".
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **Jump Pack**, **Fly**.
- For every 5 models this unit contains, it can also be equipped with 1 Eviscerator.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Assault Squad

# INCEPTOR SQUAD

An Inceptor Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 22**). It is equipped with: Assault Bolters; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Inceptor Squad (3 models)** | 10" | 3+ | 3+ | 1 | 2 | 6 | 5+ |
| **Inceptor Squad (6 models)** | 10" | 3+ | 3+ | 2 | 4 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Assault Bolters | Small Arms | 18" | x3 | 7+ | 9+ | - |
| Plasma Exterminators | Small Arms | 18" | x2 | 5+ | 6+ | Supercharge |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

## WARGEAR OPTIONS
• Instead of Assault Bolters, this unit can be equipped with Plasma Exterminators.

## ABILITIES
**Deep Strike**

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels

**KEYWORDS:** Light, Infantry, Fly, Jump Pack, Primaris, Mk X Gravis, Inceptor Squad

# SUPPRESSOR SQUAD

A Suppressor Squad is a unit that contains 3 models. It is equipped with: Accelerator Autocannons; Close Combat Weapons.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Suppressor Squad | 12" | 3+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Accelerator Autocannons | Heavy | 48" | 3 | 8+ | 8+ | - |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

**ABILITIES**
**Deep Strike**

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Fly, Jump Pack, Primaris, Suppressor Squad

# RAVENWING ATTACK BIKE SQUAD

 4

A Ravenwing Attack Bike Squad is a unit that contains 1 model. It can contain 2 models (**Power Rating 8**) or 3 models (**Power Rating 12**). It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Ravenwing Attack Bike Squad (1 model)** | 14" | 3+ | 3+ | 1 | 1 | 6 | 5+ |
| **Ravenwing Attack Bike Squad (2 models)** | 14" | 3+ | 3+ | 2 | 2 | 6 | 5+ |
| **Ravenwing Attack Bike Squad (3 models)** | 14" | 3+ | 3+ | 3 | 3 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Close Combat Weapons | Melee | Melee | User | 9+ | 10+ | - |

## WARGEAR OPTIONS

• For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Ravenwing
**KEYWORDS:** Light, Biker, Attack Bike Squad

# RAVENWING BIKE SQUAD

8

A Ravenwing Bike Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 16**) or 9 models (**Power Rating 24**). It can also contain 1 Attack Bike model (**Power Rating +1**). It is equipped with: Twin Boltguns; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Ravenwing Bike Squad (3/4 models)** | 14" | 3+ | 3+ | 1 | 1 | 6 | 5+ |
| **Ravenwing Bike Squad (6/7 models)** | 14" | 3+ | 3+ | 2 | 2 | 6 | 5+ |
| **Ravenwing Bike Squad (9/10 models)** | 14" | 3+ | 3+ | 3 | 3 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Boltguns | Small Arms | 24" | x2 | 7+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

## WARGEAR OPTIONS

• If this unit has an Attack Bike, it:
 - Adds 1 to its Wounds characteristic.
 - Is also equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING
**KEYWORDS:** LIGHT, BIKER, BIKE SQUAD

# RAVENWING LAND SPEEDERS

 4

Ravenwing Land Speeders are a unit that contains 1 model. It can contain 2 models (**Power Rating 8**) or 3 models (**Power Rating 12**). It is equipped with: Close Combat Weapons.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Ravenwing Land Speeders (1 model)** | 16" | 3+ | 3+ | 1 | 1 | 5 | 6+ |
| **Ravenwing Land Speeders (2 models)** | 16" | 3+ | 3+ | 2 | 2 | 5 | 6+ |
| **Ravenwing Land Speeders (3 models)** | 20" | 3+ | 3+ | 3 | 3 | 5 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Typhoon Missile Launcher | Heavy | 48" | 2 | 7+ | 7+ | - |
| Close Combat Weapons | Melee | Melee | User | 9+ | 10+ | - |

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.
- For each model this unit contains, it can also be equipped with one of the following: 1 Assault Cannon; 1 Heavy Flamer; 1 Typhoon Missile Launcher.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING
**KEYWORDS:** HEAVY, VEHICLE, FLY, LAND SPEEDERS

# RAVENWING DARKSHROUD

 6

A Ravenwing Darkshroud is a unit that contains 1 model. It is equipped with: Heavy Bolter; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Ravenwing Darkshroud | 12" | 3+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | User | 10+ | 10+ | - |

## WARGEAR OPTIONS
• Instead of 1 Heavy Bolter, this unit can be equipped with 1 Assault Cannon.

## ABILITIES
**Icon of Old Caliban:** Friendly DARK ANGELS LIGHT and DARK ANGELS HEAVYFF units have the Stealth ability whilst they are within 6" of this unit.

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

# RAVENWING LAND SPEEDER VENGEANCE

⚡ 8

A Ravenwing Land Speeder Vengeance is a unit that contains 1 model. It is equipped with: Heavy Bolter; Plasma Storm Battery; Close Combat Weapons.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Ravenwing Land Speeder Vengeance | 12" | 3+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Plasma Storm Battery | Heavy | 36" | 2 | 6+ | 6+ | Supercharge |
| Close Combat Weapons | Melee | Melee | User | 10+ | 10+ | - |

## WARGEAR OPTIONS
• Instead of 1 Heavy Bolter, this unit can be equipped with 1 Assault Cannon.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Ravenwing
**KEYWORDS:** Heavy, Vehicle, Land Speeder, Fly, Land Speeder Vengeance

# RAVENWING BLACK KNIGHTS

Ravenwing Black Knights are a unit that contains 3 models. It can contain 5 models (**Power Rating 15**) models or 10 models (**Power Rating 19**). It is equipped with: Plasma Talons; Black Knight Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Ravenwing Black Knights (3 models)** | 14" | 3+ | 3+ | 2 | 1 | 6 | 5+ |
| **Ravenwing Black Knights (5 models)** | 14" | 3+ | 3+ | 3 | 2 | 6 | 5+ |
| **Ravenwing Black Knights (10 models)** | 14" | 3+ | 3+ | 6 | 3 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Plasma Talons | Small Arms | 18" | User | 7+ | 7+ | Supercharge |
| Ravenwing Grenade Launchers | Small Arms | 24" | User | 6+ | 8+ | - |
| Black Knight Combat Weapons | Melee | Melee | User | 7+ | 8+ | - |

## WARGEAR OPTIONS

• Instead of Plasma Talons, this unit can be equipped with Ravenwing Grenade Launchers.

## ABILITIES

**Inner Circle:** You can re-roll hit rolls for attacks made by this unit that target FALLEN units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING
**KEYWORDS:** LIGHT, BIKER, RAVENWING BLACK KNIGHTS

# DEVASTATOR SQUAD

**3**

A Devastator Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 7**). It is equipped with: Close Combat Weapons.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Devastator Squad (5 models)** | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| **Devastator Squad (10 models)** | 6" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Grav-cannon | Heavy | 24" | 1 | 8+ | 6+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Lascannon | Heavy | 48" | 1 | 10+ | 5+ | - |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Boltguns | Small Arms | 24" | User | 7+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

## WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +1** per weapon): 1 Grav-cannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.
- If this unit contains 10 models or is not equipped with any Heavy weapons, it is also equipped with Boltguns.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels

**KEYWORDS:** Light, Infantry, Devastator Squad

# HELLBLASTER SQUAD

A Hellblaster Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 14**). It is equipped with: Plasma Incinerators; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Hellblaster Squad (5 models)** | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| **Hellblaster Squad (10 models)** | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Plasma Incinerators | Heavy | 30" | User | 5+ | 6+ | Rapid Fire, Supercharge |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels

**KEYWORDS:** Light, Infantry, Primaris, Hellblaster Squad

# ELIMINATOR SQUAD

An Eliminator Squad is a unit that contains 3 models. It is equipped with: Bolt Sniper Rifles; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Eliminator Squad | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Bolt Sniper Rifles | Small Arms | 36" | User | 6+ | 9+ | Sniper |
| Las-fusils | Small Arms | 36" | User | 9+ | 6+ | - |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

## WARGEAR OPTIONS
• Instead of Bolt Sniper Rifles, this unit can be equipped with Las-fusils.

## ABILITIES
Infiltrators, Stealth

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Light, Infantry, Primaris, Phobos, Eliminator Squad

# PREDATOR

A Predator is a unit that contains 1 model. It is equipped with: Predator Autocannon; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Predator | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Lascannon | Heavy | 48" | 1 | 10+ | 5+ | - |
| Predator Autocannon | Heavy | 48" | 2 | 7+ | 7+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

## WARGEAR OPTIONS

- Instead of 1 Predator Autocannon, this unit can be equipped with 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Predator

# HUNTER

A Hunter is a unit that contains 1 model. It is equipped with: Skyspear Missile Launcher; Armoured Tracks.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Hunter | 10" | 6+ | 3+ | 1 | 2 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Skyspear Missile Launcher | Heavy | 60" | 1 | 8+ | 4+ | Anti-air, Destroyer |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Hunter

# STALKER

A Stalker is a unit that contains 1 model. It is equipped with: 2 Icarus Stormcannons; Armoured Tracks.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Stalker | 10" | 6+ | 3+ | 1 | 2 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Icarus Stormcannon | Heavy | 48" | 1 | 8+ | 8+ | Anti-air |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels
KEYWORDS: Heavy, Vehicle, Stalker

# WHIRLWIND

A Whirlwind is a unit that contains 1 model. It is equipped with: Whirlwind Rocket Launcher; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Whirlwind | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Whirlwind Rocket Launcher | Heavy | 72" | 2 | 6+ | 8+ | Barrage |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Whirlwind

# REPULSOR EXECUTIONER

A Repulsor Executioner is a unit that contains 1 model. It is equipped with: Heavy Onslaught Gatling Cannon; Icarus Weapons; Macro Plasma Incinerator; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Repulsor Executioner | 10" | 5+ | 3+ | 3 | 3 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy Laser Destroyer | Heavy | 72" | 2 | 9+ | 4+ | - |
| Heavy Onslaught Gatling Cannon | Heavy | 30" | 4 | 7+ | 9+ | - |
| Icarus Weapons | Heavy | 30" | 1 | 8+ | 10+ | Anti-air |
| Ironhail Heavy Stubber | Heavy | 36" | 1 | 8+ | 10+ | - |
| Macro Plasma Incinerator | Heavy | 36" | 2 | 5+ | 6+ | Supercharge |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Repulsor Defensive Weapons System | Small Arms | 24" | 2 | 7+ | 9+ | - |
| Repulsor Field | Melee | Melee | User | 9+ | 10+ | - |

## WARGEAR OPTIONS
- Instead of 1 Macro Plasma Incinerator, this unit can be equipped with 1 Heavy Laser Destroyer.
- This unit can also be equipped with 1 Ironhail Heavy Stubber (**Power Rating +1**).

## ABILITIES
**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

**Aquilon Optics:** When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Heavy Laser Destroyer and Macro Plasma Incinerator for that action.

## TRANSPORT
This unit can transport up to 6 friendly **Dark Angels Primaris Infantry** models. Each **Mk X Gravis** model takes up the space of 2 other models. It cannot transport **Jump Pack** units.

**FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels**
**KEYWORDS: Heavy, Vehicle, Transport, Fly, Repulsor Executioner**

# LAND RAIDER

A Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Land Raider | 10" | 5+ | 3+ | 2 | 3 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

## WARGEAR OPTIONS
• This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## TRANSPORT
This unit can transport up to 10 friendly **Dark Angels Infantry** models. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models. It cannot transport **Primaris** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Transport, Land Raider

# VINDICATOR

A Vindicator is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Vindicator | 10" | 6+ | 3+ | 1 | 2 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Demolisher Cannon | Heavy | 24" | 2 | 6+ | 6+ | Destroyer |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

## WARGEAR OPTIONS
- This unit can have a Siege Shield (**Power Rating +1**). If this unit has a Siege Shield, it has a Save characteristic of 4+.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Vindicator

# LAND RAIDER CRUSADER

19

A Land Raider Crusader is a unit that contains 1 model. It is equipped with: 2 Hurricane Bolters; Twin Assault Cannon; Frag Assault Launchers.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Land Raider Crusader | 10" | 5+ | 3+ | 2 | 3 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Hurricane Bolter | Heavy | 24" | 2 | 7+ | 9+ | Rapid Fire |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Frag Assault Launchers | Melee | Melee | User | 7+ | 8+ | - |

## WARGEAR OPTIONS
• This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## TRANSPORT
This unit can transport up to 16 friendly **Dark Angels Infantry** models. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models. It cannot transport **Primaris** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Transport, Land Raider, Land Raider Crusader

# LAND RAIDER REDEEMER

**19**

A Land Raider Redeemer is a unit that contains 1 model. It is equipped with: 2 Flamestorm Cannons; Twin Assault Cannon; Frag Assault Launchers.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| **Land Raider Redeemer** | 10" | 5+ | 3+ | 2 | 3 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Flamestorm Cannon | Heavy | 8" | 2 | 5+ | 8+ | Inferno |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Frag Assault Launchers | Melee | Melee | User | 7+ | 8+ | - |

## WARGEAR OPTIONS
• This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## TRANSPORT
This unit can transport up to 12 friendly **Dark Angels Infantry** models. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models. It cannot transport **Primaris** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Transport, Land Raider, Land Raider Redeemer

# RHINO

5

A Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Rhino | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

## TRANSPORT

This unit can transport up to 10 friendly **Dark Angels Infantry** models. It cannot transport **Primaris**, **Terminator** or **Jump Pack** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Transport, Rhino

# RAZORBACK

A Razorback is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; Armoured Tracks.

|  | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Razorback | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

## WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Assault Cannon (**Power Rating +1**); 1 Twin Lascannon.

## TRANSPORT

This unit can transport up to 6 friendly **Dark Angels Infantry** models. It cannot transport **Primaris**, **Terminator** or **Jump Pack** units.

**FACTION KEYWORDS:** **Imperium, Adeptus Astartes, Dark Angels**

**KEYWORDS:** **Heavy, Vehicle, Transport, Razorback**

# DROP POD

**5**

A Drop Pod is a unit that contains 1 model. It is equipped with: Storm Bolter.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Drop Pod | - | - | 3+ | - | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Deathwind Launcher | Heavy | 12" | 2 | 7+ | 9+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |

## WARGEAR OPTIONS

• Instead of 1 Storm Bolter, this unit can be equipped with 1 Deathwind Launcher.

## ABILITIES

**Deep Strike**

**Drop Pod Assault:** After this unit is set up on the battlefield, units embarked aboard it must immediately disembark, and units cannot embark aboard it for the rest of the battle. Units disembarking from this unit cannot be set up within 9" of any enemy units. If a unit embarked aboard this unit cannot disembark, it is destroyed.

**Immobile:** This unit is never Out of Command: an Out of Command marker is never placed next to it.

## TRANSPORT

This unit can transport up to 10 friendly **Dark Angels Infantry** models. It cannot transport **Primaris**, **Terminator** or **Jump Pack** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Transport, Drop Pod

# LAND SPEEDER STORM

A Land Speeder Storm is a unit that contains 1 model. It is equipped with: Cerberus Launcher; Heavy Bolter; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Land Speeder Storm | 18" | 3+ | 3+ | 1 | 1 | 5 | 8+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Cerberus Launcher | Heavy | 18" | 1 | 7+ | 9+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | 1 | 10+ | 10+ | - |

## ABILITIES
**Open-topped**

## TRANSPORT
This unit can transport up to 5 friendly **Dark Angels Infantry Scout** models.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Transport, Fly, Land Speeder, Scout, Land Speeder Storm

# REPULSOR

**13**

A Repulsor is a unit that contains 1 model. It is equipped with: Las-talon; Icarus Weapons; Ironhail Heavy Stubber; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Repulsor | 10" | 5+ | 3+ | 3 | 3 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Heavy Onslaught Gatling Cannon | Heavy | 30" | 4 | 7+ | 9+ | - |
| Icarus Weapons | Heavy | 30" | 1 | 8+ | 10+ | Anti-air |
| Ironhail Heavy Stubber | Heavy | 36" | 1 | 8+ | 10+ | - |
| Las-talon | Heavy | 24" | 2 | 10+ | 5+ | - |
| Onslaught Gatling Cannon | Heavy | 24" | 2 | 7+ | 9+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Repulsor Defensive Weapons System | Small Arms | 24" | 2 | 7+ | 9+ | - |
| Repulsor Field | Melee | Melee | User | 9+ | 10+ | - |

## WARGEAR OPTIONS
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Lascannon.
- Instead of 1 Las-talon, this unit can be equipped with 1 Heavy Onslaught Gatling Cannon (**Power Rating +3**).
- Instead of 1 Ironhail Heavy Stubber, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- This unit can also be equipped with 1 Ironhail Heavy Stubber.

## ABILITIES
**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

## TRANSPORT
This unit can transport up to 10 friendly **Dark Angels Primaris Infantry** models. Each Mk X Gravis model takes up the space of 2 other models. It cannot transport **Jump Pack** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Transport, Fly, Repulsor

# RAVENWING DARK TALON

A Ravenwing Dark Talon is a unit that contains 1 model. It is equipped with: 2 Hurricane Bolters; Rift Cannon; Armoured Bulk.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Ravenwing Dark Talon | 20-40" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Hurricane Bolter | Small Arms | 24" | 2 | 7+ | 9+ | Rapid Fire |
| Rift Cannon | Heavy | 18" | 1 | 9+ | 5+ | Destroyer |
| Armoured bulk | Melee | Melee | User | 10+ | 10+ | - |

## ABILITIES

**Supersonic**

**Stasis Bomb:** Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action and roll three D6, adding 1 to the result if that unit is a **Character** and/or **Infantry**; for each result of 4+ place one blast marker next to that unit.

**Hover Jet:** At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Ravenwing
**KEYWORDS:** Heavy, Vehicle, Aircraft, Fly, Dark Talon

# NEPHILIM JETFIGHTER

 16

A Nephilim Jetfighter is a unit that contains 1 model. It is equipped with: Twin Lascannon; Blacksword Missile Launchers; Twin Heavy Bolter; Armoured Bulk.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Nephilim Jetfighter | 20-50" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Avenger Mega Bolter | Heavy | 36" | 3 | 5+ | 8+ | - |
| Blacksword Missile Launchers | Heavy | 36" | 2 | 7+ | 7+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Bulk | Melee | Melee | User | 10+ | 10+ | - |

## WARGEAR OPTIONS
- Instead of 1 Twin Lascannon, this unit can be equipped with 1 Avenger Mega Bolter (**Power Rating +1**).

## ABILITIES
**Supersonic**

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels, Ravenwing
**KEYWORDS:** Heavy, Fly, Aircraft, Vehicle, Nephilim Jetfighter

# STORMRAVEN GUNSHIP

A Stormraven Gunship is a unit that contains 1 model. It is equipped with: 2 Stormstrike Missile Launchers; Twin Assault Cannon; Twin Heavy Bolter; Armoured Bulk.

| | M | WS | BS | A | W | Ld | Sv |
|---|---|---|---|---|---|---|---|
| Stormraven Gunship | 20-45" | 6+ | 3+ | 1 | 3 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---|---|---|---|---|---|---|
| Hurricane Bolter | Heavy | 24" | 2 | 7+ | 9+ | Rapid Fire |
| Stormstrike Missile Launcher | Heavy | 72" | 1 | 10+ | 6+ | - |
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Heavy Plasma Cannon | Heavy | 36" | 2 | 7+ | 7+ | Supercharge |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Twin Multi-Melta | Heavy | 24" | 2 | 10+ | 4+ | - |
| Typhoon Missile Launcher | Heavy | 48" | 2 | 7+ | 7+ | - |
| Armoured Bulk | Melee | Melee | User | 11+ | 11+ | - |

## WARGEAR OPTIONS
- Instead of 1 Twin Assault Cannon, this unit can be equipped with one of the following: 1 Twin Heavy Plasma Cannon; 1 Twin Lascannon.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Multi-melta; 1 Typhoon Missile Launcher.
- This unit can also be equipped with 2 Hurricane Bolters (**Power Rating +4**).

## ABILITIES
**Supersonic**

**Hover Jet:** At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

## TRANSPORT
This unit can transport up to 12 friendly **Dark Angels Infantry** models and 1 **Dark Angels Dreadnought**. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models. It cannot transport **Primaris** units.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Dark Angels
**KEYWORDS:** Heavy, Vehicle, Transport, Fly, Aircraft, Stormraven Gunship

# 入侵者小队



8

入侵者小队是包含 5 个模型的单位。该单位可以包含 10 个模型（**能量评级 15**）。它装备有：全知者爆矢卡宾枪；近战格斗武器。

| | 移动 | 械斗技巧 | 射击技巧 | 攻击 | 耐伤 | 领导力 | 豁免 |
|---|---|---|---|---|---|---|---|
| 入侵者小队（**5 个模型**） | 6 英寸 | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| 入侵者小队（**10 个模型**） | 6 英寸 | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| 武器 | 类型 | 射程 | 攻击 | SAP | SAT | 技能 |
|---|---|---|---|---|---|---|
| 全知者爆矢卡宾枪 | 轻型 | 24 英寸 | 刚性穿透 | 6+ | 9+ | 快速射击 |
| 近战格斗武器 | 近战 | 近战 | x2 | 7+ | 9+ | - |

## 技能
**渗透者**

**多重光谱瞄准器：** 该单位使用远程武器所做攻击的命中掷骰不会受到减益修正效果影响。

**缠丝地雷：** 每场战斗仅限一次，您可以在肉搏阶段结束时，选择该单位 3 英寸范围内的一个敌方单位。如果所选单位是**载具**或**建筑**，则在旁边放置两枚爆炸标记；如果不是，则放置一枚爆炸标记。

**阵营关键词：** 帝国、阿斯塔特修会、暗黑天使
**关键词：** 轻型、步兵、基因原体、火卫、入侵者小队

# 不败者战术铠甲

不败者战术铠甲是包含 1 个模型的单位。它装备有：燃烧炮；2 把钢铁之雨重型机枪；重型爆矢枪；不败者之拳。

| | 移动 | 械斗技巧 | 射击技巧 | 攻击 | 耐伤 | 领导力 | 豁免 |
|---|---|---|---|---|---|---|---|
| 不败者战术铠甲 | 10 英寸 | 3+ | 3+ | 2 | 3 | 6 | 6+ |

| 武器 | 类型 | 射程 | 攻击 | SAP | SAT | 技能 |
|---|---|---|---|---|---|---|
| 重型爆矢枪 | 重型 | 36 英寸 | 1 | 7+ | 9+ | - |
| 燃烧炮 | 重型 | 12 英寸 | 2 | 7+ | 9+ | 地狱火 |
| 钢铁之雨重型机枪 | 重型 | 36 英寸 | 1 | 8+ | 10+ | - |
| 双联钢铁之雨自动炮 | 重型 | 48 英寸 | 2 | 8+ | 8+ | - |
| 不败者之拳 | 近战 | 近战 | 同使用者 | 6+ | 6+ | - |

## 武器装备选项

该单位可将 1 门燃烧炮替换为 1 门双联钢铁之雨自动炮。

## 技能
渗透者

阵营关键词：帝国、阿斯塔特修会、暗黑天使
关键词：重型、载具、不败者战术铠甲

脉冲战机是包含 1 个模型的单位。它装备有：钢铁之雨重型机枪；脉冲战机防御武器系统；反重力场。

| | 移动 | 械斗技巧 | 射击技巧 | 攻击 | 耐伤 | 领导力 | 豁免 |
|---|---|---|---|---|---|---|---|
| 脉冲战机 | 14 英寸 | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| 武器 | 类型 | 射程 | 攻击 | SAP | SAT | 技能 |
|---|---|---|---|---|---|---|
| 脉冲战机导弹阵列 | 重型 | 48 英寸 | 1 | 7+ | 7+ | 防空 |
| 钢铁之雨重型机枪 | 重型 | 36 英寸 | 1 | 8+ | 10+ | - |
| 钢铁之雨天爪阵列 | 重型 | 36 英寸 | 2 | 8+ | 10+ | 防空 |
| 轨道阵列 | 重型 | 72 英寸 | 2 | 6+ | 6+ | 一次性、弹幕、毁灭者 |
| 脉冲战机防御武器系统 | 轻型 | 24 英寸 | 同使用者 | 7+ | 9+ | - |
| 反重力场 | 近战 | | 近战 | 同使用者 | 9+ | 10+ | - |

## 武器装备选项

• 该单位可装备穹顶护盾（**能量评级 +1**），或者还可以装备一种下列武器（**能量评级 +1**）：1 个轨道阵列；1 个脉冲战机导弹阵列；1 个钢铁之雨天爪阵列。如果该单位装备穹顶护盾，则其豁免属性将变为 5+。

## 技能

**悬停：** 尽管该单位有底座，但在测量距离时，始终以该单位的外壳为端点。

## 运输工具

该单位最多可以运输 6 个友方黑暗天使基因原体步兵模型。它不可运输**喷气背包**和 **Mk X 重力装甲**单位。

阵营关键词：**帝国、阿斯塔特修会、暗黑天使**
关键词：**重型、载具、运输工具、飞行、脉冲战机**