# 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.'
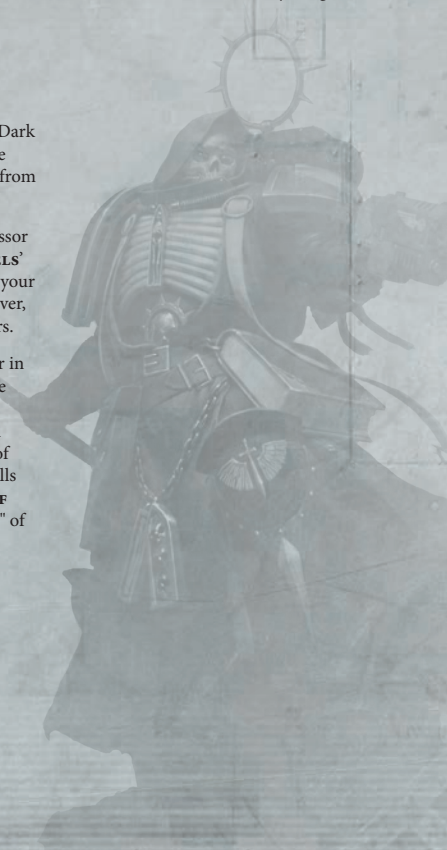
AZRAEL

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

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.

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

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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

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.

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

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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

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

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

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

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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

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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.

PRIMARIS LIEUTENANT

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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 Angels** units whilst they are within 6" of this unit.

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

TECHMARINE

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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

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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

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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

4

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.

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

4

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.

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

CHAPTER ANCIENT

5

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

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

5

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

5

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

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

6

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

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

8

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

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

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

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

 8

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

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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

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

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

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

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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

20

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

An Incursor Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 15**). It is equipped with: Occulus Bolt Carbines; Close Combat Weapons.

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

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Occulus Bolt Carbines	Small Arms	24"	User	6+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

ABILITIES
Infiltrators

Multi-spectrum Gunsights: Do not apply negative modifiers to hit rolls for attacks made with ranged weapons by this unit.

Haywire Mine: Once per battle, at the end of the Fight phase, you can select one enemy unit within 3" of this unit. If the selected unit is a **Vehicle** or **Building**, place two blast markers next to it; otherwise, place one blast marker next to it.

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

INVICTOR TACTICAL WARSUIT

15

An Invictor Tactical Warsuit is a unit that contains 1 model. It is equipped with: Incendium Cannon; 2 Ironhail Heavy Stubbers; Heavy Bolter; Invictor Fist.

	M	WS	BS	A	W	Ld	Sv
Invictor Tactical Warsuit	10"	3+	3+	2	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Incendium Cannon	Heavy	12"	2	7+	9+	Inferno
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Twin Ironhail Autocannon	Heavy	48"	2	8+	8+	-
Invictor Fist	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

• Instead of 1 Incendium Cannon, this unit can be equipped with 1 Twin Ironhail Autocannon.

ABILITIES

Infiltrators

FACTION KEYWORDS: Imperium, Adeptus Astartes, Dark Angels
KEYWORDS: Heavy, Vehicle, Invictor Tactical Warsuit

IMPULSOR

An Impulsor is a unit that contains 1 model. It is equipped with: Ironhail Heavy Stubber; Impulsor Defensive Weapons System; Repulsor Field.

	M	WS	BS	A	W	Ld	Sv
Impulsor	14"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Impulsor Missile Array	Heavy	48"	1	7+	7+	Anti-air
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Ironhail Skytalon Array	Heavy	36"	2	8+	10+	Anti-air
Orbital Array	Heavy	72"	2	6+	6+	One Use Only, Barrage, Destroyer
Impulsor Defensive Weapons System	Small Arms	24"	User	7+	9+	-
Repulsor Field	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

• This unit can either have a Shield Dome (**Power Rating +1**) or also be equipped with one of the following (**Power Rating +1**): 1 Orbital Array; 1 Impulsor Missile Array; 1 Ironhail Skytalon Array. If this unit has a Shield Dome, it has a Save characteristic of 5+.

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 6 friendly **Dark Angels Primaris Infantry** models. It cannot transport **Jump Pack** or **Mk X Gravis** units.

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