



COMBAT PATROL: DARK ANGELS

MORDEKAI'S JUDGEMENT

The Dark Angels who march to war at Chaplain Mordekai's side are being tested. Mordekai is exacting and merciless, even for an Interrogator-Chaplain. He sees his battle-brothers' souls laid bare beneath his gimlet gaze. Accordingly, he is an excellent judge of whether a Dark Angel's combat record and spiritual fortitude is enough to see him advanced to the next circle of secrecy within the Chapter. Those who impress Mordekai on the field of battle may soon find themselves learning dark new truths.

This Combat Patrol includes the units shown below.

A Chaplain Mordekai (1 model)

- This model is equipped with: absolver bolt pistol; crozius arcanum.

B Intercessor Squad (5 models)

- 1 Intercessor Sergeant is equipped with: bolt pistol; power weapon.
- 4 Intercessors are equipped with: bolt pistol; bolt rifle; close combat weapon.

C Inceptors (3 models)

- Every model is equipped with: assault bolters; close combat weapon.

D Redeptor Dreadnought (1 model)

- This model is equipped with: icarus rocket pod; macro plasma incinerator; onslaught gatling cannon; twin fragstorm grenade launcher; Redeptor fist.



Power weapon

Bolt rifle

Assault bolters

Bolt pistol



Intercessor Sergeant

Intercessor

Inceptor Sergeant



C

B

D

A

COMBAT PATROL: DARK ANGELS

MORDEKAI'S JUDGEMENT

ABILITIES

The datasheets required to use Mordekai's Judgement can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet, and is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your **CHAPLAIN** model is your **WARLORD** and has the Stoic Exemplar Enhancement. You can replace this with Zealous Wrath.

DEFAULT ENHANCEMENT

STOIC EXEMPLAR

This warrior stands firm in the face of the enemy onslaught, a living embodiment of the Dark Angels' grim resolve and a foreboding source of inspiration to his battle-brothers.

Each time a melee attack targets the bearer's unit, if one or more enemy units ended a Charge move within Engagement Range of the bearer's unit this turn, subtract 1 from the Wound roll.

OR

OPTIONAL ENHANCEMENT

ZEALOUS WRATH

Bellowing oaths of duty and vengeance, the Chaplain leads his warriors on the charge, certain in the knowledge that no enemy can escape nor withstand his righteous fury.

You can re-roll Advance and Charge rolls made for the bearer's unit.



SECONDARY OBJECTIVES

You will use the Endless Hunt secondary objective. You can replace this with Archeotech Reliquary.

DEFAULT SECONDARY OBJECTIVE

ENDLESS HUNT

In the never-ending hunt for the reviled Fallen, the Dark Angels must seize upon each new strategic lead and source of intel they can find, ransacking it for clues that only the Inner Circle truly understand before pressing on once again.

From the second battle round onwards, at the end of your turn, you score 3VP if an **INTERCESSOR SQUAD** unit from your army that is not Battle-shocked is within range of an objective marker you control and which is not within your deployment zone. If that objective marker is within your opponent's deployment zone, you score 5VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

ARCHEOTECH RELIQUARY

The Dark Angels possess many ancient and pseudo-secret weapons from the earliest days of the Imperium. Thus they comprehend the value – and the inherent perils – of such devices better than most. Should such a dangerous relic appear upon the battlefield they will be quick to secure it, both to keep it from the wrong hands and to ensure they – and they alone – can make use of whatever secrets it may reveal.

At the start of the first battle round, your opponent must select one objective marker.

At the end of the battle, you score 10VP if you control that objective marker.

STRATAGEMS

You can use the following Stratagems:



RESOLUTE IN DUTY

MORDEKAI'S JUDGEMENT – STRATEGIC PLOY STRATAGEM

Once they have been commanded and have oathed themselves to a task, the Dark Angels exhibit a frighteningly singular and unyielding determination.

WHEN: Your Command phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army.

EFFECT: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit.



TEACHINGS OF THE LION

MORDEKAI'S JUDGEMENT – STRATEGIC PLOY STRATAGEM

The Primarch of the Dark Angels is a master strategist and tactician, a peerless general and warrior whose martial codes lie at the heart of his gene-sons' stoic yet flexible fighting style.

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES INFANTRY** unit from your army Falls Back.

TARGET: That **ADEPTUS ASTARTES INFANTRY** unit.

EFFECT: Until the end of the turn, your unit is eligible to either shoot or declare a charge (but not both) in a turn in which it Fell Back.



FORTITUDE OF THE FIRST

MORDEKAI'S JUDGEMENT – BATTLE TACTIC STRATAGEM

Ever since the long-lost days of the Great Crusade, the Dark Angels have been renowned for their tenacity in defence and the stoic determination with which they endure the worst their foes can hurl at them.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks and is within range of an objective marker you control.

EFFECT: Until the end of the phase, each time an attack targets your unit, your unit has the Benefit of Cover against that attack.

CHAPLAIN MORDEKAI

M T SV W LD OC
6" **4** **3+** **4** **5+** **1**
4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Robe billowing and absolver bolt pistol flaring, Chaplain Mordekai strides purposefully into battle. The boom of his oration is audible even over the furious din of battle. Without rest he exhorts his brothers to victory, steeling their hearts, minds and souls and stoking their hate, no matter the savagery of the enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

LEADER

This model can be attached to the following unit: **INTERCESSOR SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

KEYWORDS: CHARACTER, IMPERIUM, TACTICUS, CHAPLAIN, MORDEKAI



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

INCEPTOR SQUAD

M T SV W LD OC
10" **6** **3+** **3** **6+** **1**



Combat Patrol Datasheet

Equipped with heavy jump packs, Inceptor Squads are superb spearhead troops that deliver overwhelming blows to the enemy. Plummeting to the surface from the very edge of a world's atmosphere, they strike with devastating force, unleashing a hurricane of fire that turns whole squads of enemy infantry to bloody mist.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	18"	3	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

KEYWORDS: INFANTRY, JUMP PACK, FLY, IMPERIUM, GRAVIS, INCEPTOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Combat Patrol Datasheet

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

FACTION: Oath of Moment

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, TACTICUS, INTERCESSOR SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

REDEMPTOR DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



Combat Patrol Datasheet

Redemptor Dreadnoughts are some of the largest of their kind ever fielded by the Adeptus Astartes. Armed to the teeth, they can be equipped to utterly destroy virtually any kind of battlefield target with hails of solid shot or super-heated plasma.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
▶ Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
▶ Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin fragstorm grenade launcher [BLAST, TWIN-LINKED]	18"	D6	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Redemptor fist	Melee	5	3+	12	-2	3

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, REDEMPTOR DREADNOUGHT

FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS