CODEX

IMPERIUM - DARK ANGELS

classic2

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FRAKTIONSREGELN

COMBAT DOCTRINES

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

TRANSHUMAN STRATEGIST

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

UEBERSICHT

Assault Brethren
Imperium's Sword, Furious Assault (Upgrade)

Darkflight Pursuit
Thundercowl Turbines (Upgrade), Nightforged Battery (Upgrade)

Deathwatch Support
Beacon Angelis

Devastator Brethren
Honour of Vigilance, Master-Forged Firearms

Gauntlet Task Force
Linebreaker Onslaught, Damocles-Class Uplink

Gladius Task Force
Artificer Armour, Laurels of Triumph, Adept of the Codex, Standard of the Emperor Ascendant

Gravis Linebreaker Force
Indefatigable Fortitude, Relentless Advance

Gravis Siege Force
Immovable Conquerors (Upgrade), Narthecis Gauntlet

Inner Circle Task Force
Champion of the Deathwing, Singular Will

Ironclad Champions
Artificer Sarcophagus (Upgrade), Venerable Champion (Aura) (Upgrade)

Ironstorm Spearhead
Gunnery Honours (Upgrade), Redoubtable Machine Spirit (Upgrade)

Phobos Shadow Force
Execute and Redeploy, Venator Omni-auspex

Phobos Shock Force
Seal of Shrouding, Venator Omni-auspex

Stormlance Task Force
Supercharged Engines (Upgrade), Auspex Triangulation Shrines (Upgrade)

Tactical Brethren
Laurels of Vigilance, Tactical Insight

Tacticus Attack Force

Martial Paragon, Spearpoint War Leader

Tacticus Firestorm Force

Cyber Familiar, Tempered in Battle (Aura)

Terminator Storm Force

Champion of the First Company, Corporeum Reliquary

Wrath of the Rock

Deathwing Assault, Tempered in Battle (Aura), Lord of the Ravenwing, Ancient Weapons

IMPERIUM - DARK ANGELS · DETACHMENT

ASSAULT BRETHREN

1 DP · TAKE AND HOLD

ENHANCEMENTS

Imperium's Sword — **20 pts**

—

Furious Assault (Upgrade) — **10 pts**

Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]

DETACHMENT-REGEL

You can select the assault doctrine one additional time per battle

STRATAGEMS

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — FIGHT

DUTY IN DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — FIGHT

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.

IMPERIUM - DARK ANGELS · DETACHMENT

DARKFLIGHT PURSUIT

1 DP · RECONNAISSANCE

ENHANCEMENTS

Thundercowl Turbines (Upgrade) — **15 pts**

Ravenwing Fly/Mounted unit only. In your first Movement phase, this unit can make an ingress move.

Nightforged Battery (Upgrade) — **10 pts**

Landspeeder Vengeance unit only. This unit can re-roll:

- Rolls to determine the A of a weapon.
- Hazard rolls.

DETACHMENT-REGEL

Friendly Ravenwing Fly units' ranged attacks have [IGNORES COVER].

Restrictions: Your army can include Dark Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

Friendly Outrider squad units have Battleline.

STRATAGEMS

1 CP — DARKFLIGHT PURSUIT STRATAGEM · WAHAPEDIA — SHOOTING

SKYBORNE SURVEILLANCE

When: Your Shooting phase, when a friendly Ravenwing Fly unit has shot.
Target: That RAVENWING FLY unit.
Effect: Visible enemy units within 6" of your unit have +3" detection range.

1 CP — DARKFLIGHT PURSUIT STRATAGEM · WAHAPEDIA — SHOOTING

WE ARE VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Ravenwing Fly unit has shot.
Target: That RAVENWING FLY unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — DARKFLIGHT PURSUIT STRATAGEM · WAHAPEDIA — SHOOTING

WINGS OF SHADOW

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Ravenwing Fly/Mounted unit.
Target: That RAVENWING FLY/MOUNTED unit.
Effect: Your unit has Stealth.

IMPERIUM - DARK ANGELS · DETACHMENT

DEATHWATCH SUPPORT

1 DP · DISRUPTION

ENHANCEMENTS

Beacon Angelis — **25 pts**

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT-REGEL

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a Deathwatch model to be your Warlord. In addition Kill Team units can only contain enhancements taken from this detachment.

STRATAGEMS

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged KILL TEAM unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - DARK ANGELS · DETACHMENT

DEVASTATOR BRETHREN

1 DP · PURGE THE FOE

ENHANCEMENTS

Honour of Vigilance — 20 pts

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms — 15 pts

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D.

DETACHMENT-REGEL

You can select the devastator doctrine one additional time per battle.

STRATAGEMS

1 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

2 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

IMPERIUM - DARK ANGELS · DETACHMENT

GAUNTLET TASK FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Linebreaker Onslaught — **20 pts**

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink — **15 pts**

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT-REGEL

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

STORM AND SECURE

When: End of your Movement phase.
Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.
Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.
Effect: Your unit embarks within that TRANSPORT unit.

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — ANY

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.
Target: That ADEPTUS ASTARTES unit.
Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

IMPERIUM - DARK ANGELS · DETACHMENT

GLADIUS TASK FORCE

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Artificer Armour — 15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph — 20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex — 20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant — 25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT-REGEL

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS

1 CP — GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA — COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

RESPONSIVE TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of up to D6".

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA SHOOTING

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA FIGHT

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA FIGHT

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have [Lance].

IMPERIUM - DARK ANGELS · DETACHMENT

GRAVIS LINEBREAKER FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Indefatigable Fortitude — **20 pts**

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance — **20 pts**

Gravis model only. This unit has Scouts 5"

DETACHMENT-REGEL

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.
Target: That GRAVIS unit.
Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

IMPERIUM - DARK ANGELS · DETACHMENT

GRAVIS SIEGE FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Immovable Conquerors (Upgrade) — **15 pts**

Gravis unit only. This unit has +1 OC

Narthecis Gauntlet — **20 pts**

Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.

DETACHMENT-REGEL

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

STAND UNYIELDING

When: End of your Movement phase.
Target: One friendly Gravis unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — SHOOTING

SUPPRESSION VOLLEYS

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

IMPERIUM - DARK ANGELS · DETACHMENT

INNER CIRCLE TASK FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Champion of the Deathwing — **20 pts**

Deathwing model only. This unit's attacks that target an enemy unit within range of your vowed objective have [SUSTAINED HITS 1].

Singular Will — **20 pts**

Deathwing model only. When this unit is selected to make a consolidation move, this unit can move up to D3+3".

DETACHMENT-REGEL

In your Command phase, you can use this ability. If you do, select one objective. That objective is your vowed objective until your next Command phase.

▪ Friendly Deathwing Infantry unit's attacks that target an enemy unit within range of your vowed objective have +1 to wound rolls.

Restrictions: Your army can include Dark Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — INNER CIRCLE TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

RELIC TELEPORTARIUM

When: Your Movement phase, when a friendly Deathwing unit with the Deep Strike ability is selected to make an ingress move.
Target: That DEATHWING unit.
Effect: Your unit can be set up more than 6" horizontally from all enemy units (instead of more than 8"). Your unit is not eligible to declare a charge until the end of this turn.

1 CP — INNER CIRCLE TASK FORCE STRATAGEM · WAHAPEDIA — CHARGE

WRATH OF THE LION

When: Your Charge phase, when a friendly Deathwing unit ends a charge move.
Target: That DEATHWING unit.
Effect: Select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP — INNER CIRCLE TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

DUTY UNTO DEATH

When: Fight phase, when an enemy unit targets a friendly Deathwing unit.
Target: That DEATHWING unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if your unit is engaged with an enemy unit within range of your vowed objective: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

IMPERIUM - DARK ANGELS · DETACHMENT

IRONCLAD CHAMPIONS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Artificer Sarcophagus (Upgrade) — **40 pts**

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade) — **30 pts**

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT-REGEL

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.
Target: That DREADNOUGHT unit.
Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.
Target: That DREADNOUGHT unit.
Effect: Your unit has Mobile.

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.
Target: One friendly Dreadnought unit.
Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

IMPERIUM - DARK ANGELS · DETACHMENT

IRONSTORM SPEARHEAD

1 DP · PURGE THE FOE

ENHANCEMENTS

Gunnery Honours (Upgrade) — 15 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade) — 25 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT-REGEL

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.
Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).
Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit's ranged attacks have [Lethal Hits: Monster/ Vehicle].

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.

IMPERIUM - DARK ANGELS · DETACHMENT

PHOBOS SHADOW FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Execute and Redeploy — **25 pts**

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex — **15 pts**

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT-REGEL

When a Phobos or Scout Squad unit has shot:

▪ Those attacks do not prevent that unit from being hidden

▪ Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

MORTIS SNARES

When: End of your Movement phase.
Target: One friendly unengaged Phobos/Scout Squad unit.
Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — FIGHT

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.
Target: One friendly unengaged Phobos/Scout SQUAD unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - DARK ANGELS · DETACHMENT

PHOBOS SHOCK FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Seal of Shrouding — 15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex — 15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT-REGEL

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.
Target: That PHOBOS unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.
Target: That PHOBOS unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - DARK ANGELS · DETACHMENT

STORMLANCE TASK FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Supercharged Engines (Upgrade) — **10 pts**

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade) — **10 pts**

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT-REGEL

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Your unit can change its advance rolls to a 6.

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.
Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.
Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

HURTLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - DARK ANGELS · DETACHMENT

TACTICAL BRETHREN

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Laurels of Vigilance — **10 pts**

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight — **15 pts**

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT-REGEL

You can select the Tactical Doctrine one additional time.

STRATAGEMS

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.
Target: That ADEPTUS ASTARTES unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

IMPERIUM - DARK ANGELS · DETACHMENT

TACTICUS ATTACK FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Martial Paragon — **10 pts**

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

Spearpoint War Leader — **15 pts**

Tacticus model only. This unit has Scouts 6"

DETACHMENT-REGEL

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — FIGHT

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.
Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.
Effect: Your unit has Fights First and must be the next unit you select to fight.

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.
Target: That TACTICUS unit.
Effect: When making that consolidation move, your unit can move up to D3+3".

IMPERIUM - DARK ANGELS · DETACHMENT

TACTICUS FIRESTORM FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Cyber Familiar — 15 pts

Tacticus model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Tempered in Battle (Aura) — 10 pts

Tacticus model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

DETACHMENT-REGEL

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — COMMAND

FOR THE EMPEROR!

When: Command phase.
Target: One friendly Tacticus unit that is within range of an objective.
Effect: Your unit has +1 OC until the end of the turn.

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.
Target: That TACTICUS unit.
Effect: Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

IMPERIUM - DARK ANGELS · DETACHMENT

TERMINATOR STORM FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Champion of the First Company — **20 pts**

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary — **25 pts**

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT-REGEL

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS

1 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Your unit's ranged attacks have: [Lethal Hits]. [Sustained Hits 1].

2 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged adeptus astartes terminator unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - DARK ANGELS · DETACHMENT

WRATH OF THE ROCK

2 DP · TAKE AND HOLD

ENHANCEMENTS

Deathwing Assault — **15 pts**

Deathwing model with the Deep Strike ability only. In your first Movement phase, this unit can make an ingress move.

Tempered in Battle (Aura) — **10 pts**

Adeptus Astartes model only. Friendly Adeptus Astartes units within 6” of this model can re-roll leadership rolls.

Lord of the Ravenwing — **15 pts**

Ravenwing model only. This unit can re-roll charge rolls.

Ancient Weapons — **20 pts**

Adeptus Astartes model only. This model’s melee attacks:

- Have +2 S.

- Have +1 AP

DETACHMENT-REGEL

Each time an attack targets an Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

STRATAGEMS

1 CP — WRATH OF THE ROCK STRATAGEM · WAHAPEDIA — COMMAND

LION'S WILL

When: Command phase.
Target: One friendly ADEPTUS ASTARTES unit that is within range of an objective.
Effect: Your unit has +1 OC until the end of the turn.

1 CP — WRATH OF THE ROCK STRATAGEM · WAHAPEDIA — COMMAND

TACTICAL MASTERY

When: Your Command phase.
Target: One friendly Deathwing/Ravenwing unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — WRATH OF THE ROCK STRATAGEM · WAHAPEDIA — SHOOTING

RELICS OF THE DARK AGE

When: Your Shooting phase, when a friendly Adeptus Astartes Infantry/Mounted unit is selected to shoot.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit’s ranged attacks have +2 S.

1 CP — WRATH OF THE ROCK STRATAGEM · WAHAPEDIA — CHARGE

KNIGHTS OF IRON

When: Your Movement/Charge phase, when a friendly Ravenwing unit is selected to move or declares a charge.
Target: That RAVENWING unit.
Effect: Your unit has Mobile.

1 CP

WRATH OF THE ROCK STRATAGEM · WAHAPEDIA

FIGHT

INESCAPABLE JUSTICE

When: The Fight phase, when a friendly Adeptus Astartes unit is selected to fight.

Target: That Adeptus Astartes unit.

Effect: Your unit's melee attacks have [Precision].

1 CP

WRATH OF THE ROCK STRATAGEM · WAHAPEDIA

ANY

IN SACRIFICE, VICTORY

When: Any phase, when a friendly Deathwing/Ravenwing unit within range of an objective is destroyed.

Target: That DEATHWING/RAVENWING unit. You can target that unit with this stratagem even though it is destroyed.

Effect: Select one objective: That no enemy units (excluding AIRCRAFT units) are within range of. That your unit was controlling at the end of the previous phase. That objective is secured.

ASMODAI

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	5+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Crozius Arcanum and Power Weapon - strike PRECISION	Melee	5	2+	6	-2	2
➤ Crozius Arcanum and Power Weapon - sweep CLEAVE 1	Melee	8	2+	5	-2	1

ABILITIES

CORE - Leader

Exemplar of Hate
This unit's melee attacks can re-roll hit rolls.

Feared Interrogator
At the start of the Fight phase, each enemy Character unit within 6" of this model makes a battle-shock roll, with -1 to that battle-shock roll.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

WEAPON ABILITIES

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

AUFSTELLUNG

1x Asmodai (50mm)

Equipped with: Heavy Bolt Pistol, ➤ Crozius Arcanum and Power Weapon - strike, ➤ Crozius Arcanum and Power Weapon - sweep

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Asmodai, Chaplain, Tacticus, Deathwing, Leader, Explosives
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

ASMODAI

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	5+	1

INVULNERABLE SAVE 4+

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Asmodai, Chaplain, Tacticus, Deathwing, Leader, Explosives
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

AZRAEL

150 PTS

M	T	Sv	W	LD	OC
6"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lion's Wrath ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	2	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Sword of Secrets DEVASTATING WOUNDS	Melee	6	2+	6	-4	2

ABILITIES

CORE - Leader

Masterful Tactician
In your Movement phase, select up to one visible friendly Adeptus Astartes unit within 9" of this model, and select one combat doctrine. That combat doctrine is active for that unit until the start of your next Command phase.

Supreme Grand Master
This unit's attacks have [SUSTAINED HITS 1].

The Lion Helm
This unit has a 4+ InSv

Watcher in the Dark
(Once per battle, per unit) In any phase, when this unit suffers a mortal wound, this unit can summon a Watcher in the Dark. If it does, this unit has Feel No Pain 4+ against mortal wounds.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Azrael (50mm)

Equipped with: Lion's Wrath, The Sword of Secrets

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Tacticus, Azrael, Chapter Master, Deathwing, Leader, Explosives
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

AZRAEL

150 PTS

M	T	Sv	W	LD	OC
6"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Tacticus, Azrael, Chapter Master, Deathwing, Leader, Explosives
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

BELIAL

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted storm bolter PRECISION	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Sword of Silence	Melee	6	2+	6	-3	2

ABILITIES

CORE - Leader

Grand Master of the Deathwing
This unit's attacks that target an enemy Character unit have +1 to wound rolls.

Strikes of Retribution
In the fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Leader
This unit can be attached to the following units:

DEATHWING COMMAND SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, TERMINATOR SQUAD

WEAPON ABILITIES

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

AUFSTELLUNG

1x Belial (50mm)

Equipped with: Master-crafted storm bolter, The Sword of Silence

KEYWORDS: Character, Epic Hero, Infantry, Captain, Imperium, Belial, Terminator, Deathwing, Leader
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

BELIAL

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Character, Epic Hero, Infantry, Captain, Imperium, Belial, Terminator, Deathwing, Leader
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

DEATHWING COMMAND SQUAD [LEGENDS]

200–400 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
Storm Bolter RAPID FIRE 1	24"	2	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Cyclone missile launcher - frag BLAST 2	36"	8	3+	4	-1	1
➤ Cyclone missile launcher - krak	36"	2	3+	10	-2	D3+3
➤ Plasma cannon - standard BLAST 1	36"	3	3+	7	-2	2
➤ Plasma cannon - supercharge BLAST 1 HAZARDOUS	36"	3	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Halberd of Caliban PRECISION	Melee	5	3+	6	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power Weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

ABILITIES

Astartes Banner
While this unit contains an Ancient, add 1 to the Objective Control characteristic of its models.

Attached Unit
If a Character unit from your army with the Leader ability can be attached to a Terminator Squad, it can be attached to this unit instead.

Honour or Death
While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for 0CP.

Narthecium
While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding Character models) to this unit.

Storm Shield
The bearer has a Wounds characteristic of 4.

AUFSTELLUNG

5-10x Deathwing Ancient oder Deathwing Apothecary oder Deathwing Champion oder Deathwing Command Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon oder Deathwing Command Terminator w/ Power Weapon oder Deathwing Command Terminator w/ Twin Claws oder Deathwing Command Terminator w/ Hammer & Shield

Equipped with: Assault cannon, Heavy Flamer, Storm Bolter, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - [illegible]

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

DEATHWING COMMAND SQUAD [LEGENDS]

200–400 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE SAVE 4+

Watcher in the Dark

Once per battle, in any phase, just after a mortal wound is allocated to an Adeptus Astartes model in this unit, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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

DEATHWING COMMAND SQUAD [LEGENDS]

200–400 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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

DEATHWING KNIGHTS

255 PTS

M	T	Sv	W	LD	OC
5"	6	2+	4	6+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Great Weapon of the Unforgiven DEVASTATING WOUNDS SUSTAINED HITS 1	Melee	5	2+	6	-2	2
Mace of Absolution ANTI-MONSTER/VEHICLE 4+	Melee	4	2+	6	-2	2
Power Weapon	Melee	5	2+	6	-2	2
Relic Weapon LETHAL HITS	Melee	6	2+	7	-2	2

ABILITIES

Inner Circle
- Attacks that target this unit have -1D.

- This unit cannot be targeted with the Tactical Dreadnought Fortitude stratagem.

Teleport Homer
(Once per battle, per unit)

At the start of the battle, you can set up one Teleport Homer token for this unit on the battlefield. If you do:

- When you target this unit with the Rapid Ingress stratagem, you can use that Teleport Homer token. If you do, that use is -1 CP, but when resolving that stratagem, this unit must be set up within 3" of that Teleport Homer token and not within 8" of an enemy unit. That Teleport Homer token is then removed from the battlefield.

- If an enemy unit ends a move within 1" of that Teleport Homer token, that Teleport Homer token is removed from the battlefield.

Watcher in the Dark
Once per battle, in any phase, just after a mortal wound is allocated to an Adeptus Astartes model in this unit, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

4x Deathwing Knight oder Knight Master (40mm)

Equipped with: Great Weapon of the Unforgiven, Mace of Absolution, Power Weapon, Relic Weapon

Wargear Options:
- Each Deathwing Knight can replace its Mace of Absolution with Power Weapon.
- Each Knight Master can replace its Great Weapon of the Unforgiven with Relic Weapon.

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

DEATHWING KNIGHTS

255 PTS

M	T	Sv	W	LD	OC
5"	6	2+	4	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

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

DEATHWING STRIKEMASTER [LEGENDS] 80 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	4	3+	8	-2	2
Mace of Absolution	Melee	5	2+	6	-1	3
Master-crafted Power Weapon	Melee	5	2+	5	-2	2
Power Fist	Melee	4	2+	8	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2
Twin Lightning Claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Invulnerable Save
4+

Storm Shield
The bearer has a Wounds characteristic of 6.

Tactical Precision
While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Vanquish the Foe
Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

Leader
This unit can be attached to the following units:

- Deathwing Command Squad
- Deathwing Terminator Squad
- Relic Terminator Squad
- Terminator Assault Squad
- Terminator Squad

AUFSTELLUNG

1x Deathwing Strikemaster [Legends]

Equipped with: Storm Bolter, Chainfist, Mace of Absolution, Master-crafted Power Weapon, Power Fist, Thunder Hammer, Twin Lightning Claws

KEYWORDS: Character, Infantry, Imperium, Deathwing, Deathwing Strikemaster, Terminator, Lieutenant
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

DEATHWING STRIKEMASTER [LEGENDS] 80 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	6+	1

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Character, Infantry, Imperium, Deathwing, Deathwing Strikemaster, Terminator, Lieutenant
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

DEATHWING TERMINATOR SQUAD

190–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Cyclone missile launcher - frag BLAST 2	36"	8	3+	4	-1	1
➤ Cyclone missile launcher - krak	36"	2	3+	10	-2	D3+3
➤ Plasma cannon - standard BLAST 1	36"	3	3+	7	-2	2
➤ Plasma cannon - supercharge BLAST 1 HAZARDOUS	36"	3	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Weapon	Melee	4	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
➤ Chainfist - Hunter: Monster/Vehicle	Melee	3	3+	12	-2	3
➤ Chainfist - Standard	Melee	2	4+	8	-2	2

ABILITIES

Deathwing
This unit's attacks can ignore modifiers to:

- BS and WS.

- Hit rolls.

Teleport Homer
At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for 0CP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 8" horizontally of any enemy models. That token is then removed.

Watcher in the Dark
Once per battle, in any phase, just after a mortal wound is allocated to an Adeptus Astartes model in this unit, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

AUFSTELLUNG

5-10x Deathwing Sergeant oder Deathwing Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon (40mm)

Equipped with: Assault Cannon, Heavy Flamer, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Power Weapon, Power fist, ➤ Chainfist - Hunter: Monster/Vehicle, ➤ Chainfist - Standard

Wargear Options:
■ This model's Power fist can be replaced with 1x Chainfist.
■ Each Deathwing Sergeant can [illegible] its Power fist with [illegible] Chainfist

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

DEATHWING TERMINATOR SQUAD

190–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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

EZEKIEL

110 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Deliverer CLOSE-QUARTERS **PRECISION**	12"	1	2+	5	-1	2
➤ Mind Wipe - focused witchfire **ANTI-CHARACTER 4+** CLOSE-QUARTERS **DEVASTATING WOUNDS** **HAZARDOUS** **PRECISION** **PSYCHIC**	12"	1	2+	6	-2	D3+3
➤ Mind Wipe - witchfire CLOSE-QUARTERS **DEVASTATING WOUNDS** **PRECISION** **PSYCHIC**	12"	1	2+	6	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Traitor's Bane **PRECISION** **PSYCHIC**	Melee	4	2+	6	-3	2

ABILITIES

CORE - Leader

Book of Salvation
This unit's melee attacks have +1 A.

Chief Librarian (psyker level 3)
This model has the **psychic** abilities listed in the **Psychic** Abilities section.

Psychic Hood (Ezekiel)
This unit has Feel No Pain 4+ against **psychic** attacks and mortal wounds.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

PSYCHIC ABILITIES

Engulfing Fear (psychic level 1)
In your Shooting phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.

- Select one enemy unit within 12" of this model. That unit makes a battle-shock roll with -1 to that battle-shock roll.

Whispers of the Shadow Forest (psychic level 1)
When an enemy unit targets this unit, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.

- Attacks that target this unit have -1 to hit rolls until the end of the phase.

WEAPON ABILITIES

AUFSTELLUNG

1x Ezekiel (25mm)

Equipped with: The Deliverer, ➤ Mind Wipe - focused witchfire, ➤ Mind Wipe - witchfire, Traitor's Bane

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Psyker, Ezekiel, Librarian, Deathwing, Leader, Explosives, Tacticus
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

EZEKIEL

110 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Psyker, Ezekiel, Librarian, Deathwing, Leader, Explosives, Tacticus
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

INNER CIRCLE COMPANIONS

90–180 PTS

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Calibanite Greatsword - Strike LETHAL HITS	Melee	4	3+	6	-2	2
➤ Calibanite Greatsword - Sweep SUSTAINED HITS 2	Melee	5	3+	6	-2	1

ABILITIES

Braziers of Judgement
- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

Emnity for the Unworthy
This unit's attacks that target a Character unit have +1 to hit rolls.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

Inner Circle Companion (40mm)

Equipped with: Heavy Bolt Pistol, ➤ Calibanite Greatsword - Strike, ➤ Calibanite Greatsword - Sweep

KEYWORDS: Infantry, Imperium, Tacticus, Deathwing, Inner Circle Companions
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

LAND SPEEDER VENGEANCE

150 PTS

M	T	Sv	W	LD	OC
14"	9	3+	11	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
➤ Plasma storm battery - standard BLAST 1 TWIN-LINKED	36"	D3+3	3+	9	-2	2
➤ Plasma storm battery - supercharge BLAST 1 HAZARDOUS TWIN-LINKED	36"	D3+3	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Storm of Vengeance
(Once per turn, per unit)

In your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a friendly Dark Angels unit within 6" of this unit, you can use this ability. If you do, this unit shoots using normal shooting but while doing so this unit can only target that enemy unit.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Land Speeder Vengeance (Large Flying Base)

Equipped with: Assault Cannon, Heavy Bolter, ➤ Plasma storm battery - standard, ➤ Plasma storm battery - supercharge, Armoured Hull

Wargear Options:
- This model can replace its Heavy Bolter with Assault Cannon.

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

LAND SPEEDER VENGEANCE

150 PTS

M	T	Sv	W	LD	OC
14"	9	3+	11	6+	3

INVULNERABLE SAVE 5+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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

LAZARUS

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Enmity's Edge **ANTI-PSYKER 2+**	Melee	6	2+	6	-3	2

ABILITIES

CORE - Leader

Intractable Will

In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

The Spiritshield Helm

This unit has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

AUFSTELLUNG

1x Lazarus (40mm)

Equipped with: Bolt pistol, Enmity's Edge

KEYWORDS: Character, Epic Hero, Infantry, Captain, Grenades, Imperium, Lazarus, Tacticus, Deathwing, Leader
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

LAZARUS

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Character, Epic Hero, Infantry, Captain, Grenades, Imperium, Lazarus, Tacticus, Deathwing, Leader
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

LION EL'JONSON

415 PTS

M	T	Sv	W	LD	OC
8"	10	2+	16	5+	4

INVULNERABLE SAVE 3+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Arma Luminis - bolt CLOSE-QUARTERS	18"	4	2+	6	-2	2
➤ Arma Luminis - plasma CLOSE-QUARTERS	18"	2	2+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fealty - strike LETHAL HITS	Melee	8	2+	12	-4	4
➤ Fealty - sweep CLEAVE 2 SUSTAINED HITS 1	Melee	12	2+	6	-3	2

ABILITIES

Dark Angels Bodyguard
While this unit is within 3" of a friendly Dark Angels Infantry unit, this unit has Lone Operative.

Master Strategist
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase, in addition to any other combat doctrine.

Primarch of the First Legion
At the start of your Command phase, select two Primarch of the First Legion abilities. Until the start of your next Command phase, this model has those abilities.

The Emperor's Shield
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

The Watchers
This unit has Feel No Pain 4+ against psychic attacks and mortal wounds.

PRIMARCH OF THE FIRST LEGION

Mist-wreathed Shadow Realms
In your Command phase, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.
- This unit can make an ingress move in your next Movement phase (including in your first turn).

Martial Exemplar [Aura]
While a friendly Dark Angels unit is within 6" of this unit, that unit's melee attacks can:

- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

No Hiding From the Watchers
While a friendly Dark Angels unit is within 6" of this unit, that unit has Feel No Pain 5+ against psychic attacks and mortal wounds.

AUFSTELLUNG

1x Lion El'Jonson (60mm)

Equipped with: ➤ Arma Luminis - bolt, ➤ Arma Luminis - plasma, ➤ Fealty - strike, ➤ Fealty - sweep

KEYWORDS: Character, Epic Hero, Monster, Imperium, Primarch, Lion El'Jonson, Mobile
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

LION EL'JONSON

415 PTS

M	T	Sv	W	LD	OC
8"	10	2+	16	5+	4

INVULNERABLE SAVE 3+

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

KEYWORDS: Character, Epic Hero, Monster, Imperium, Primarch, Lion El'Jonson, Mobile
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

NEPHILIM JETFIGHTER

200 PTS

M	T	Sv	W	LD	OC
-	8	3+	11	6+	-

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger mega bolter SUSTAINED HITS 1	36"	10	3+	5	-1	2
Blacksword missiles ANTI-FLY 2+	36"	2	3+	8	-2	D3+2
Nephilim lascannons	48"	2	3+	12	-3	D3+3
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Lightning-fast Manoeuvres
Ranged attacks that target this unit have -1 to wound rolls.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Nephilim Jetfighter (120x92mm Oval Base)

Equipped with: Avenger mega bolter, Blacksword missiles, Nephilim lascannons, Twin heavy bolter, Armoured Hull

Wargear Options:
- This model can replace its Twin heavy bolter with Nephilim lascannons.

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

NEPHILIM JETFIGHTER

200 PTS

M	T	Sv	W	LD	OC
-	8	3+	11	6+	-

INVULNERABLE SAVE 5+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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

RAVENWING BLACK KNIGHTS

85–170 PTS

M	T	Sv	W	LD	OC
12"	6	3+	3	6+	2

INVULNERABLE SAVE 5+

AUFSTELLUNG

3-6x Ravenwing Huntmaster oder Ravenwing Black Knight w/ Plasma Talon oder Ravenwing Black Knight w/ Grenade Launcher (75x42mm Oval Base)

Equipped with: Bolt Pistol, ➤ Grenade Launcher - Frag, ➤ Grenade Launcher - Krak, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, Corvus Hammers

Wargear Options:

- Each Ravenwing Huntmaster can be equipped with 1x Plasma Talon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol PISTOL	12"	1	3+	4	0	1
➤ Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
➤ Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
➤ Plasma talon - Standard RAPID FIRE 1	18"	2	3+	7	-2	1
➤ Plasma talon - Supercharged HAZARDOUS RAPID FIRE 1	18"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Corvus Hammers DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

ABILITIES

Knights of Caliban
If this unit made a charge move this turn, this unit's melee attacks have [ANTI-MONSTER/VEHICLE 4+].

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Mounted, Grenades, Imperium, Ravenwing Black Knights, Ravenwing
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RAVENWING BLACK KNIGHTS

85–170 PTS

M	T	Sv	W	LD	OC
12"	6	3+	3	6+	2

INVULNERABLE SAVE 5+

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Mounted, Grenades, Imperium, Ravenwing Black Knights, Ravenwing
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RAVENWING COMMAND SQUAD

115 PTS

RAVENWING ANCIENT

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

RAVENWING APOTHECARY

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

RAVENWING CHAMPION

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol PISTOL	12"	1	3+	4	0	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
➤ Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
➤ Plasma talon - Standard RAPID FIRE 1	18"	2	3+	7	-2	1
➤ Plasma talon - Supercharged HAZARDOUS RAPID FIRE 1	18"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Corvus Hammers DEVASTATING WOUNDS	Melee	4	3+	5	-2	1
Master-crafted power weapon	Melee	6	2+	6	-2	2

ABILITIES

CORE - Support

Astartes Banner
While this unit contains a Ravenwing Ancient, this unit has +1 OC.

Honour or Death
While this unit contains a Ravenwing Champion:

- This unit has +1 to advance rolls and charge rolls.
- When you target this unit with the Heroic Intervention stratagem, that use is -1CP.

Narthecium
While this unit contains a Ravenwing Apothecary, in your Command phase, this unit heals D3+1 wounds.

Leader
This unit can be attached to the following units:

- Outrider Squad
- Ravenwing Black Knights

AUFSTELLUNG

1x Ravenwing Ancient - Equipped with: Corvus Hammers, Bolt pistol, ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged (75x42mm Oval Base)

1x Ravenwing Apothecary - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, Corvus Hammers, Bolt Pistol (75x42mm Oval Base)

1x Ravenwing Champion - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade [illegible]ncher - Frag, ➤ Plasma tal[illegible] ➤ Plasma talon[illegible] Bolt P[illegible]

Ravenwing Ancient KEYWORDS: [illegible]
Ravenwing Apothecary KEYWORDS: [illegible]
Ravenwing Champion KEYWORDS: Ravenwing, Character, Mounted
KEYWORDS: Mounted, Imperium, Ravenwing Command Squad, Ravenwing, Support, Explosives, Character
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RAVENWING COMMAND SQUAD

115 PTS

RAVENWING ANCIENT

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

RAVENWING APOTHECARY

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

RAVENWING CHAMPION

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Ravenwing Ancient KEYWORDS: Mounted
Ravenwing Apothecary KEYWORDS: Mounted
Ravenwing Champion KEYWORDS: Ravenwing, Character, Mounted
KEYWORDS: Mounted, Imperium, Ravenwing Command Squad, Ravenwing, Support, Explosives, Character
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RAVENWING COMMAND SQUAD

115 PTS

RAVENWING ANCIENT

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

RAVENWING APOTHECARY

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

RAVENWING CHAMPION

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

INVULNERABLE SAVE 5+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Ravenwing Ancient KEYWORDS: Mounted
Ravenwing Apothecary KEYWORDS: Mounted
Ravenwing Champion KEYWORDS: Ravenwing, Character, Mounted
KEYWORDS: Mounted, Imperium, Ravenwing Command Squad, Ravenwing, Support, Explosives, Character
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RAVENWING DARK TALON 190 PTS

M	T	Sv	W	LD	OC
-	8	3+	11	6+	-

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Hurricane bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	5	-1	1
Rift cannon BLAST 1 DEVASTATING WOUNDS	18"	D3+1	3+	16	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Stasis Bomb
At the end of your opponent's Fight phase, select one visible enemy unit (excluding AIRCRAFT/Lone Operative units) within 24" of this unit. That enemy unit is slowed until the end of your opponent's next Movement phase:

- While a unit is slowed, in your opponent's Movement phase, when that unit is selected to move, unless that unit remains stationary, roll one D6:
  - On a 1-4, that unit suffers D3 mortal wounds and that unit has -2" M.
  - On a 5-6, that unit suffers 2D3 mortal wounds and that unit has -3" M.'

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Ravenwing Dark Talon (120x92mm Oval Base)

Equipped with: 2x Hurricane bolter, Rift cannon, Armoured Hull

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

RAVENWING DARK TALON 190 PTS

M	T	Sv	W	LD	OC
-	8	3+	11	6+	-

INVULNERABLE SAVE 5+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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

RAVENWING DARKSHROUD 80 PTS

M	T	Sv	W	LD	OC
14"	8	3+	10	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Icon of Old Caliban
While a friendly Dark Angels unit is within 6" of this unit, that unit has Stealth.

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Ravenwing Darkshroud (Large Flying Base)

Equipped with: Assault Cannon, Heavy Bolter, Armoured Hull

Wargear Options:
- This model can replace its Heavy Bolter with Assault Cannon.

KEYWORDS: Darkshroud, Imperium, Fly, Vehicle, Ravenwing, Frame
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RAVENWING DARKSHROUD 80 PTS

M	T	Sv	W	LD	OC
14"	8	3+	10	6+	3

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Lone Operative 15"

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Darkshroud, Imperium, Fly, Vehicle, Ravenwing, Frame
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RAVENWING TALONMASTER [LEGENDS] 105 PTS

M	T	Sv	W	LD	OC
16"	7	3+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Assault Cannon **DEVASTATING WOUNDS** **TWIN-LINKED**	24"	6	3+	6	0	1
Twin Heavy Bolter **SUSTAINED HITS 1** **TWIN-LINKED**	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Weapon	Melee	5	3+	5	-2	1

ABILITIES

Invulnerable Save
5+

Master of Manoeuvre
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, this model can make a Normal move of up to 6".

Nowhere To Hide
While a friendly Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle unit is within 6" of this model, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Talonmaster
While this model is within 3" of one or more other friendly Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle units, this model has the Lone Operative ability.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Ravenwing Talonmaster [Legends]

Equipped with: Twin Assault Cannon, Twin Heavy Bolter, Power Weapon

KEYWORDS: Vehicle, Character, Fly, Ravenwing, Ravenwing Talonmaster, Imperium
FACTION KEYWORDS: Adeptus Astartes, Dark Angels

RAVENWING TALONMASTER [LEGENDS] 105 PTS

M	T	Sv	W	LD	OC
16"	7	3+	6	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Character, Fly, Ravenwing, Ravenwing Talonmaster, Imperium
FACTION KEYWORDS: Adeptus Astartes, Dark Angels

SAMMAEL

120 PTS

M	T	Sv	W	LD	OC
12"	6	3+	7	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Master-crafted plasma cannon **BLAST 1**	36"	3	2+	8	-3	3
Twin storm bolter **RAPID FIRE 2** **TWIN-LINKED**	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Raven Sword **SUSTAINED HITS 2**	Melee	6	2+	6	-3	2

ABILITIES

CORE - Leader

Cut Off Their Escape
When an enemy unit engaged with this unit (excluding Monster/Vehicle units) makes a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

Grand Master of the Ravenwing
- This unit has Mobile.

- In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Master of the Ravenwing
Ravenwing model only. This model's unit can declare a charge in a turn in which it Advanced, and you can re-roll Charge rolls made for that unit.

Leader
This model can be attached to the following units:

OUTRIDER SQUAD, RAVENWING BLACK KNIGHTS

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Sammael (Large Flying Base)

Equipped with: Bolt pistol, Master-crafted plasma cannon, Twin storm bolter, The Raven Sword

KEYWORDS: Character, Epic Hero, Mounted, Captain, Imperium, Fly, Sammael, Ravenwing, Frame, Leader, Explosives
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

SAMMAEL

120 PTS

M	T	Sv	W	LD	OC
12"	6	3+	7	6+	2

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Character, Epic Hero, Mounted, Captain, Imperium, Fly, Sammael, Ravenwing, Frame, Leader, Explosives
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

PUNKTELISTE

EINHEIT	PUNKTE
Asmodai	80 pts
Azrael	150 pts
Belial	100 pts
Deathwing Command Squad [Legends]	200 pts (bis 5 Modelle) · 400 pts (ab 6 Modellen)
Deathwing Knights	255 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Deathwing Strikemaster [Legends]	80 pts
Deathwing Terminator Squad	190 pts (bis 5 Modelle) · 380 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Ezekiel	110 pts
Inner Circle Companions	90 pts (bis 3 Modelle) · 180 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Land Speeder Vengeance	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Lazarus	80 pts
Lion El'Jonson	415 pts
Nephilim Jetfighter	200 pts
Ravenwing Black Knights	85 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ravenwing Command Squad	115 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Ravenwing Dark Talon	190 pts
Ravenwing Darkshroud	80 pts
Ravenwing Talonmaster [Legends]	105 pts
Sammael	120 pts

ENHANCEMENTS — ASSAULT BRETHREN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — DARKFLIGHT PURSUIT

ENHANCEMENT	PUNKTE
Thundercowl Turbines (Upgrade)	15 pts
Nightforged Battery (Upgrade)	10 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHREN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts
Master-Forged Firearms	15 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts
Narthecis Gauntlet	20 pts

ENHANCEMENTS — INNER CIRCLE TASK FORCE

ENHANCEMENT	PUNKTE
Champion of the Deathwing	20 pts
Singular Will	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts
Corporeum Reliquary	25 pts

ENHANCEMENTS — WRATH OF THE ROCK

ENHANCEMENT	PUNKTE
Deathwing Assault	15 pts
Tempered in Battle (Aura)	10 pts
Lord of the Ravenwing	15 pts
Ancient Weapons	20 pts