

## Dark Angels version 1.2

Space Marine armies have a strategy rating of 5. All Space Marine detachments have an initiative rating of 1+. The 'They Shall Know No Fear' rule applies to all Space Marine detachments (see 5.1.1).

### Detachments

Detachment	Units	Upgrades Allowed	Points Cost
Assault	Four Assault units	Master, Vindicators	175 points
Deathwing	Four Terminator units	Master, Land Raiders, Ironwing, Vindicators	350 points
Devastator	Four Devastator units plus transport	Master, Razorbacks, Ironwing, Vindicators	250 points
Landing Craft	One Landing Craft	None	350 points
Land Raiders	Four Land Raiders	Master, Ironwing, Vindicators	350 points
Predators	Any mix of four Predators (Predator Annihilators and Predator Destructors)	Master, Ironwing, Vindicators	275 points
Ravenwing	Four Ravenwing Bike units, two Ravenwing Attack Bike units and two Land Speeder Tornadoes	Master	375 points
Ravenwing Support	Three Ravenwing Land Speeders, one Ravenwing Tornado and one Ravenwing Typhoon	Master	200 points
Scout	Four Scout units	Master, Sniper, Razorbacks	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Dark Angel Tactical units plus transport	Master, Drop Pods, Razorbacks, Ironwing, Vindicators	300 points
Thunderhawk	One Thunderhawk	None	200 points
Vindicators	Four Vindicators	Master, Ironwing	225 points
Whirlwinds	Four Whirlwinds	Master, Ironwing	300 points

### Upgrades

**Note** – Each upgrade may only be taken once per formation

Upgrade	Notes	Points Cost
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150 points
Ironwing	Add up to two of any of the following; Hunter for 75 points each and Predator Eradicator, Mortis Dreadnought and Eradicator Dreadnought for 50 points each	75 points each 50 points each
Land Raiders	Add four Land Raiders	300 points
Master	Add one Master to a unit in the formation. This may be a Company Master, Interrogator-Chaplain or Deathwing Librarian. One Company Master may be upgraded to Grand Master for an additional 50 points. Any formation with a Master may replace a Razorback with a Land Raider for 50 points	50 points (+50 points if Grand Master)
Razorback	Take up to enough Razorbacks to carry the infantry units in the formation	25 points each
Sniper	All Scouts in the formation gain the ability Sniper for their Heavy Bolters	50 points
Vindicators	Add one or two Vindicators	50 points each

#### Special Rule – 6.3.1 Space Marine Transports

*After all other upgrades have been applied you may add up to enough rhinos to transport any remaining units in any detachment that is allowed the 'Razorback' upgrade.*

*Alternatively these formation may deploy in drop pods, if this option is taken all units that may not be transported in drop pods are lost.*

*Note Dark Angel Tactical units are treated as marine tactical units for the purposes of transport restrictions.*

#### Special Rule – Intractable

*No units in a Dark Angels formation forced to carry out a Hold action by failing an action test are allowed to move, even if some units are out of formation (and thus are destroyed, see 1.7.4 in the Epic: Armageddon Rulebook) or within the Zone of Control of enemy units. All units in the formation gain Fearless for the remainder of the turn.*

*Units of the Ravenwing (Bike, Attack Bike and Land Speeders) are excluded from this rule.*

#### Special Rule – Teleport Homers

*Several units in a Dark Angels army carry Teleport Homers. If a Deathwing formation teleports within 15cm of a unit with a Teleport Homer (note the whole formation has to be within 15 cm) then the Deathwing are allowed to re-roll any failed teleporting tests. If the unit is broken then this ability may no longer be used.*

**Note** – this list is meant to represent a Dark Angels army in its hunt for the fallen. So no allies, the ravenwing brought to the fore, the fanatical determination of the inner circle raised to fever pitch, the best weapons rolled out of the armoury and a few nods to past background and models.

## New units

### Grand Master

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	
<b>Notes:</b> <i>Invulnerable Save, Supreme Commander, Fearless</i>				

### Company Master

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	
<b>Notes:</b> <i>Leader, Commander, Fearless</i>				

### Interrogator-Chaplain

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	
<b>Notes:</b> <i>Leader, Inspiring, Fearless</i>				

### Deathwing Librarian

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	
Hellfire	(15cm)	Small Arms	Macro-weapon, Extra Attack (+1)	
<b>Notes:</b> <i>Leader, Fearless</i>				

### Eradicator Dreadnought

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Plasma Cannon	30cm	AP4+/AT4+	Slow Fire!	
Power Fist	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	
<b>Notes:</b> <i>Walker</i>				

### Mortis Dreadnought

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	5+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+	-	
OR				
2 x Missile Launchers	45cm	AP5+/AT6+	-	
<b>Notes:</b> <i>Walker</i>				

### MkIIc Predator Eradicator

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	-	
2 x Plasma Cannon	30cm	AP4+/AT4+	Slow Fire!	
<b>Notes:</b> <i>None</i>				

### Dark Angel Tactical Marines

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms	-	
Plasma Cannon	30cm	AP4+/AT4+	Slow Fire!	
<b>Notes:</b> <i>None</i>				

### Ravenwing Bike

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Twin Bolters	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	
<b>Notes:</b> <i>Mounted, Teleport Homer</i>				

**Ravenwing Attack Bike**

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
<b>Notes:</b> <i>Scout, Teleport Homer</i>				

**Vastly Superior Land Speeder for Appendix**

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Plasma Cannon	30cm	AP4+/AT4+	Slow Fire	
Melta Gun	(15cm)	Small Arms	Macro Weapon	
<b>Notes:</b> <i>Skimmer, Scout</i>				