

Dark Angels

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 Deathwing Terminator units	Master, Land Raiders, Ironwing, Vindicators	400 points
Devastator	Four Devastator units	Master, Drop Pods, Razorbacks, Ironwing, Vindicators	250 points
Landing Craft	One Landing Craft	None	375 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 Ravenwing Land Speeder Tornados	Master	350 points
Ravenwing Support	Three Ravenwing Land Speeders, one Ravenwing Tornado and one Ravenwing Typhoon	Master	225 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	Master, Drop Pods, Razorbacks, Ironwing, Vindicators	300 points
Thunderhawk	One Thunderhawk	None	200 points
Vindicators	Four Vindicators	Master, Ironwing	250 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
Drop Pods	The formation is loaded into drop pods	Free
Ironwing	Add one or two of any of the following; Caliban Predator, Hunter, Mortis Dreadnought, Plasma Dreadnought	50 points each
Land Raiders	Add four Deathwing 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 Master may be upgraded to Grand Master for an additional 50 points. Any formation with a Master may replace a Razorback with a Deathwing 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 – 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.

Some formations are listed as being able to take the upgrade Drop Pods. If they are taken the formation must deploy from a spacecraft and any units that cannot be transported by drop pod are lost. Note Dark Angel Tactical units are treated as marine tactical units and Deathwing Terminators as Terminators 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 deathwing and 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)	

Notes: *Invulnerable Save, Supreme Commander, Fearless*

Company Master

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	

Notes: *Leader, Commander, Fearless*

Interrogator-Chaplain

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	

Notes: *Leader, Inspiring, Fearless*

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)	

Notes: *Leader, Fearless*

Deathwing Terminators

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms	-	
Assault Cannon	30cm	AP5+/AT5+	-	
Power Weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	

Notes: *Reinforced Armour, Teleport, Thick Rear Armour, Fearless*

Plasma Dreadnought

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

Notes: *Walker*

Mortis Dreadnought

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

Notes: *Walker*

Deathwing Land Raider

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+	-	
Twin Heavy Bolters	30cm	AP4+	-	

Notes: *Reinforced Armour, Thick Rear Armour, Transport (may carry one infantry unit)*

Caliban MkIIc Predator

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! (Hrumpth)	

Notes: *None*

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! (Hrumpth)	

Notes: *None*

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	-	

Notes: *Mounted, Teleport Homer*

Ravenwing Attack Bike

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	

Notes: *Scout, Teleport Homer*

Ravenwing Land Speeder Tornado

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	

Notes: *Skimmer, Scout*

Ravenwing Land Speeder

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Multi Melta	15cm	MW5+	-	
	AND (15cm)	Small Arms	Macro Weapon	

Notes: *Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value*

Ravenwing Land Speeder Typhoon

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+/AT5+	-	
Twin Typhoon Missile Launcher	45cm	AP3+/AT5+	-	

Notes: *Skimmer, Scout*

Deathwing Dreadnought for Appendix

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Mk5 Plasma Cannon	30cm	AP5+/AT5+	-	
Power Fist	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	

Notes: *Walker, Fearless*

Vastly Superior Land Speeder for Appendix

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Plasma Cannon	30cm	AP4+/AT4+	Slow Fire	
Melta Gun	(15cm)	Small Arms	Macro Weapon	

Notes: *Skimmer, Scout*