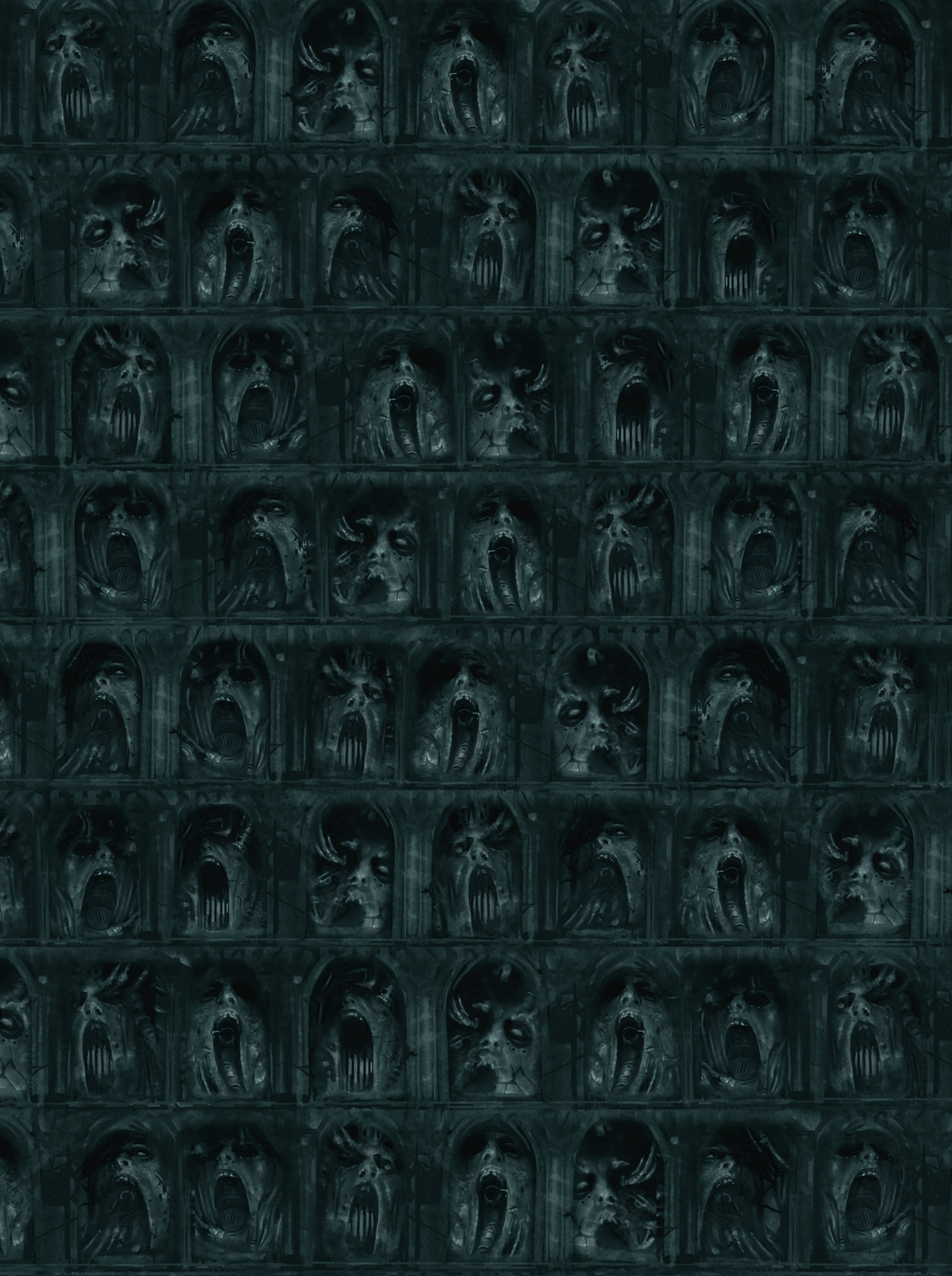
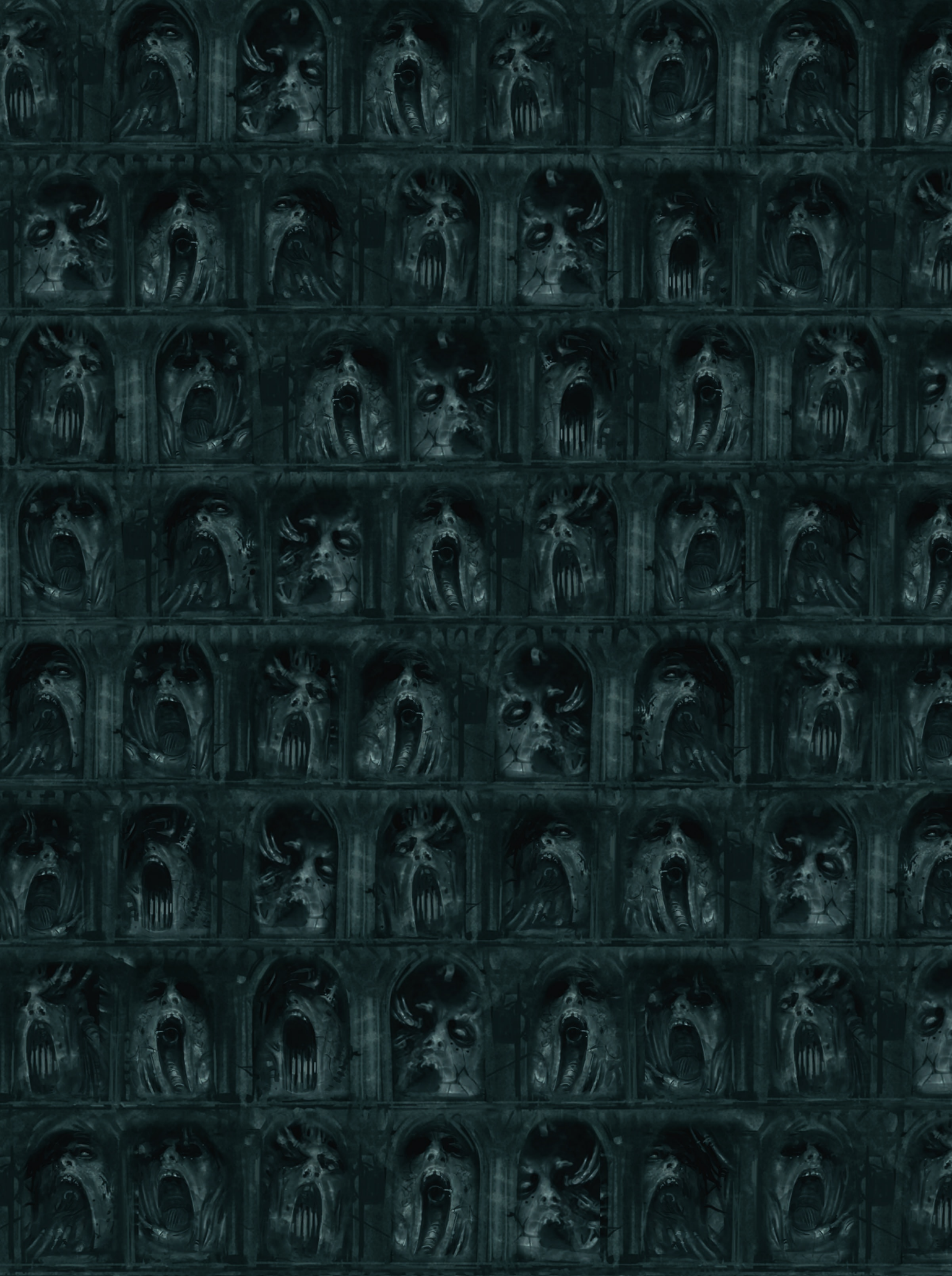








Dark Angels

THE SONS OF THE LION

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Valhallan Captain Jan Sudvokar stood with his command squad atop a prefab ferrocrete rampart. The wall stretched across the high Cyclophae Pass from one rocky mountainside to the other. Lining its firestep to either side of Sudvokar, or dug into foxholes hastily blasted from rock and snow before the wall, were the Captain's forces: the 118th Valhallan Infantry; some 442nd Krovian Scourges; ragged mobs of local defence militia. They were all that had been salvaged during the retreat from Aismola. Sudvokar had done what he could to weld them into a coherent army.

So high above sea level the temperature was brutally cold and rebreathers were standard issue – at least insofar as the supply of them stretched. Hypoxia and cold-blight were constant perils and both had gnawed at Sudvokar's ranks over the past few days. Neither concerned him now, however. The Captain's attention was instead focused down the mountain pass. Down there, a heretic horde approached.

Sudvokar felt hatred and fear churn in his gut as he watched the foe draw closer. The sunlit purity of the snows and the deep blue vaults of the heavens so near above only served to exaggerate the traitors' incongruous foulness.

'Mags,' he barked, holding out one gloved hand to his adjutant, Lethyg. Taking the proffered set of bulky magnoculars, the Captain studied the approaching enemy in detail.

'Cult of Whispered Truths,' he growled, recognising on robes, banners and tank hulls the sigil now so reviled from the ruins of Aismola to the Kuvdhol Reach. 'I see Gospord Light Infantry and Namarth Armoured amidst their ranks.'

'Traitorous vermin,' spat Sudvokar's vox officer, Tyrem. The Captain's reply died in his throat as he panned the magnoculars over the horde's front ranks and saw the giants advancing there.

'Throne of the Emperor,' Sudvokar whispered. 'I see Heretic Astartes, and the Hooded King leads them.'

His command squad breathed oaths. The Captain stared at the beast in black power armour who had so bedevilled this world. Its face was lost in the shadows of its deep cowl but there was no mistaking the barbed and glowing blade in its fist, or the fan of bone spines that rose from its shoulder guards. Here was the heretical warlord who had turned once-loyal Imperial servants into murderous lunatics, had plunged millions into civil war and unleashed the Heretic Astartes upon those who defied him. It was all Sudvokar could do not to turn and run.

'Tyrem, signal the gun crews, enemy will pass our range markers in under a minute,' he ordered, fighting to keep the tremor from his voice. 'Then spread the word. We stand and fight here. These dogs shall not pass.'

His subordinates began transmitting his orders. Sudvokar, meanwhile, steeled himself. Their chances of defeating this foe were virtually nil. Still, he would bleed these traitors, Sudvokar promised himself. By the God-Emperor, he would do that at least. His artillery began to sing their hymn of war, and the battle began in earnest.

***

Barely thirty minutes later, Captain Sudvokar knew that defeat was inevitable. His soldiers had piled heretic corpses all the way up the pass and made a virtual second rampart of them before their wall. Yet that wall was breached in three places. Lengths of it were ablaze with a supernatural flame that could not be quenched. The foxholes had become open graves. The field guns had been brutally silenced by counter-battery fire from heretic tanks. Barely half Sudvokar's soldiers still lived, while the heretics seething before the wall felt numberless. Worst, barely fifty yards from the Imperial line, the Hooded King and his Heretic Astartes elite advanced unhurriedly, firing as they came. It seemed the heretic warlord meant to scale the wall in person. When he did, Sudvokar knew it would be over.

'Sir! You must hear this!' Tyrem grabbed his arm, thrust her vox headset at him. Her eyes were fever-bright, though Sudvokar couldn't tell if it was fear or some other emotion that gripped her. He lifted the headset to one ear. The voice that crackled from it was inhumanly deep and powerful, its words clipped.

'*...Militarum forces, hold position. We draw nigh. The Emperor protects.*'

Before Sudvokar could respond to the transmission, a cry went up further down the line. Soldiers shouted oaths and pointed to the northern slope of the pass. To his amazement, Sudvokar saw more than a score of huge, black-armoured figures on rugged combat bikes tearing down the steep slope toward the traitors' flank. The Captain knew in his bones that no unaugmented Human could possibly accomplish such a feat of riding. But these, he realised, were no mere Humans.

'Throne of the Almighty God-Emperor, they're Space Marines!' he shouted as the bikers opened fire and the thunder of bolt weapons rolled through the pass. 'The Angels of the Emperor are come!'

A glance at the Hooded King showed that he, too, had spotted the newcomers. To Sudvokar's shock – and, by their reaction, to the shock of the King's subjects, also – the hulking warrior was backing away from the onrushing bikers. He shook his head slowly, as though in denial.

Thrusters howled. Sudvokar staggered and his snow-cap was blown from his head by downdraught as a trio of black aircraft streaked low and fast over the wall. Two strafed the heretic lines. Howling traitors vanished amidst geysers of bloody snow. The third craft dropped some manner of bulky projectile directly onto the Hooded King from what looked, to Sudvokar, suicidally close range. The Captain recoiled, expecting an explosion. Instead a rippling energy field expanded from the point of impact to engulf the King and more than half his Heretic Astartes elite. Sudvokar blinked in amazement as he saw the hulking traitors frozen in place as though trapped by the cessation of time itself.

Before Sudvokar could catch up to the speed of events, another wave of black-hulled attack craft screamed in from the south. These were anti-grav speeders, several squadrons of them sweeping around the mountain's flank and descending on the heretics with cannons blazing. Plasma blasts and storms of shells tore apart mobs of cultists and traitor soldiery. The surviving Heretic Astartes returned fire and sent several speeders spiralling down to explode amidst the rocks. Yet as the bikers cut deeper into the horde from the north and the speeders and attack craft doubled back for fresh attack runs, the heretics' casualties mounted and their advance wavered.

'All platoons, fire at will!' barked Sudvokar into the vox headset he still clutched. 'Support the Space Marines!'

He led by example, blazing away with his laspistol as the paralysis of amazement left him at last. As the Astra Militarum rained fire upon their foes, more Angels of the Emperor joined the fight. As the bikers raced through the heart of the horde, so blinding energy spheres expanded in their wake. These eye-watering teleport blooms dissipated to leave behind bands of gigantically armoured warriors in bone white armour. Some bore huge blades and shields. Some were armed with colossal firearms. All unleashed death upon the traitor ranks with such sudden and vengeful fury that even the loyal Imperial Guardsmen recoiled in fear. Shrieking missiles and sawing lines of fire reduced tanks to blazing wrecks and traitors to chopped meat and blackened corpses.

As Sudvokar watched, wrestling with sheer sensory overload, the Space Marines in black armour and those in bone tore the heart from the traitor horde. The Heretic Astartes attempted a counter-charge but they were too few, and caught badly out of position. They took their toll upon the loyalist Space Marines but not one heretic lived to capitalise upon their gains.

When Sudvokar thought he could not be amazed further, a trio of huge gunships streaked down from the cobalt skies. Their hulls were a deep forest green and bore winged blade insignia. They fired as they came, pulverising and scattering the reeling heretics. Then, with blistering speed, they were directly overhead and dropping into the pass on howling thrusters. A storm of smoke and whipped-up snow battered the Astra Militarum soldiers atop their wall.

Sudvokar was half blinded. Gripping the battlement to steady himself, he saw through slitted eyes the suggestion of the vessels touching down, of their assault ramps dropping and of warriors in dark green armour spilling out. Bolt weapons blazed amidst the whirling clouds. Chain blades howled. Then, as swiftly as they had arrived, the loyalists fell back again into their vessels accompanied by the bone-armoured giants.

The gunships rose on columns of fire, point defence guns still blazing, then accelerated away with a leonine roar of ramjets. Through the settling snows, Sudvokar saw that the remaining bikers and skimmers were sweeping away down the pass without another word over the vox. He let out a rattling breath and checked his chrono. The engagement had lasted less than five minutes.

Cultists and traitor guardsmen staggered from hiding places or milled in confusion before the wall. As they did, Sudvokar saw the chance that the Space Marines had handed him. They had clearly come with their own mission, yet the carnage they had wrought amongst the foe had turned this engagement decisively in the loyalists' favour. Sudvokar knew his duty, and that of his soldiers, and thanked the God-Emperor that the Adeptus Astartes had given him the means to see it done.

'All forces, ready arms and prepare to advance!' he roared, filled with renewed hope and fury. 'Butcher these traitors and drive them before you like the storm! We shall not squander the opportunity given us by the Angels of Death! We shall make them proud!'

The Unforgiven

LION EL'JONSON, PRIMARCH OF THE DARK ANGELS, DEMIGOD AND GENE-SIRE TO THE CHAPTERS OF THE UNFORGIVEN IS AMONGST THE GREATEST OF HUMANITY'S WARRIORS. HIS MANNER IS STOIC AND TACITURN. HIS MARTIAL SKILL IS EXCEEDED ONLY BY HIS LOYALTY TO THE EMPEROR OF MANKIND AND THE SINGULAR DEVOTION TO DUTY WHICH EL'JONSON DISPLAYS. IT IS FROM LION EL'JONSON THAT THE DARK ANGELS LEARNED THE SOMBRE AND SECRETIVE WAYS THEY HAVE PRACTISED NOW FOR TEN THOUSAND YEARS. FROM HIM STEMS THEIR ADOPTION OF MONASTIC TRAPPINGS AND ARCHAIC RITUAL. YET FOR ALL THE DISTRUST ENGENDERED IN CERTAIN QUARTERS OF THE IMPERIUM BY THEIR CLOSE-MOUTHED WAYS, FOR ALL THE SECRETS THEY HIDE WITHIN THE INNERMOST CIRCLES OF THEIR CHAPTER, THE DARK ANGELS ARE AS FAITHFUL AND FORMIDABLE A BROTHERHOOD AS HAS EVER FOUGHT FOR THE IMPERIUM OF MAN.

THEY SWEEP INTO BATTLE BENEATH FLUTTERING BANNERS, EYES BRIGHT WITHIN THE SHADOWS OF THEIR COWLS, BLADES SHARP IN THEIR HANDS. RARE AND ANCIENT WEAPONS THEY UNLEASH UPON THEIR FOES, PAINSTAKINGLY MAINTAINED SINCE THE IMPERIUM'S EARLIEST DAYS.

SPECIALIST FORMATIONS AND WARRIOR LORDS LEAD THEIR ONSLAUGHT; THE BONE-ARMOURED VETERANS OF THE DEATHWING; THE SWIFT HUNTSMEN OF THE RAVENWING; MERCILESS INTERROGATOR-CHAPLAINS, AND COLD-EYED LIBRARIANS WHO CAN REACH INTO THEIR VICTIMS' MINDS AND RIP OUT THEIR INNERMOST THOUGHTS AND FEARS. FEW CAN STAND LONG AGAINST SUCH IMPLACABLE FOES, AND NONE ARE PERMITTED TO OBSTRUCT THEIR HIDDEN AGENDAS.



The Dark Angels' deepest history is shrouded in mystery. Successive Dark Angels Masters and Veterans have deliberately obscured it. The truth is hidden within Chapter mythology, concealed by circles of metaphor and allegory or sealed behind barred doors. Yet the events of the Chapter's past have shaped the life of every son of the Lion, and will likely do so far into the future.

Lion El'Jonson was discovered as a feral child in the forests of Caliban by a knight named Luther. Rather than slay the young Lion, Luther brought him to civilisation. A deep bond of brotherhood and friendship formed as the Lion grew and they hunted together from Caliban's dark keeps. When the Lion led his Legion into the stars, Luther was granted guardianship of the planet through the Great Crusade and into the Horus Heresy. In El'Jonson's absence, however, something bitter entered Luther's heart, and he fostered rebellion in those Dark Angels serving under him. When El'Jonson's fleet reached Caliban after years abroad, Luther ordered his warriors to fire upon it.

The battle that followed shook the Dark Angels Legion to its very core. Thousands were slain. Caliban cracked and heaved as atomic ordnance and high-powered laser blasts struck it from orbit, before the Lion ordered his warriors to make planetfall. The pivotal battle of the resultant conflict was fought between El'Jonson and Luther, who was infused with the powers of the Dark Gods and capable of duelling even a demigod Primarch on an even footing. Though the Lion was victorious, he could not bring himself to slay his former friend. In this moment of noble hesitation, Luther struck back. The Lion was left mortally wounded. As Luther looked upon the grievously injured form of the Primarch, a veil was lifted from his eyes: he realised the full magnitude of what he had done.

It is told that Luther's anguish echoed through the warp, churning and boiling so violently it brought psykers across the galaxy to their knees. Its power was so great that a warp storm emerged to engulf Caliban, though how this came about is a terrible secret known to a precious few. The tempest destroyed almost all of the planet, weakened as it was by the fleet's bombardments, and pulled those 'Fallen' Dark Angels who served under Luther into the warp, casting them throughout time and space.

When the loyalist Dark Angels sought their Primarch amidst the ruins, all they found was Luther, reduced to a gibbering wreck. He ranted that the Watchers in the Dark had taken the Lion away, and that one day the Primarch would return and forgive him. Luther was captured and imprisoned. The Dark Angels searched everywhere for their gene-father, to no avail.



THE AFTERMATH

With but a portion of their home world still intact, thousands of their number dead and their Primarch lost, the Dark Angels faced an uncertain future. The Lion had imbued in his gene-sons a stoicism and self-sufficiency, built over years of being the First Legion, that paved the way for those that followed. Never before had the Dark Angels drawn upon their resolve as they did in this moment, for the Imperium was now a very different place to what it had been before Horus had turned on the Emperor. In the aftermath of Horus' failed rebellion, it seethed with mistrust and anarchy. Even with the eventual success of the Scouring, many Imperial worlds operated without oversight. Piracy was rampant. Ignorance was widespread.

The authorities that attempted to fill the void left by the Emperor, by now ensconced on the Golden Throne, faced countless tasks following up any leads of treachery that still tainted the Imperium. Suspicion hung over everyone and everything. Investigation after investigation yielded corruption in every strata of Imperial society on thousands of worlds. Pyres burnt for weeks on end as heretics were put to the torch. Blood flowed in rivers as executioners' axes were blunted on the necks of traitors. The Imperium was steeped in paranoia, recriminations and vengeance. That innocents were slaughtered in these campaigns of retribution is certain. By comparison, the Dark Angels thought themselves to be wholly guilty and far more deserving of such bloody-handed retribution. They believed that should any learn of what had occurred in Caliban's last days, they would be declared Excommunicate Traitoris.

Already an insular brotherhood, the Dark Angels Legion turned inward further. The Masters enacted a plan to ensure the Legion survived what it had endured. They were determined it would. The Dark Angels were, in a manner of speaking, reborn, rededicated to serving the Imperium. None could be allowed to doubt their resolve or commitment in such trying times.

The Masters knew, however, that zeal alone could not be enough. All of the Legion was sworn to secrecy. No brother was to ever reveal the events that had transpired on Caliban. They knew no one outside the Legion could learn of what had happened. What the Dark Angels did with the tens of thousands of serfs, Astropaths, Tech-Priests and other non-Space Marine support staff that undoubtedly bore witness to Luther's treachery and the destruction of Caliban has long since faded even from the Dark Angels' records. In addition to the vows of secrecy, the senior elements of the Legion formed a secret conclave, known as the Inner Circle. Though these were dangerous times indeed for the Dark Angels, they were not without their advantages. The Imperial authorities launched a multitude of inquiries into the Legion. It was impossible to conceal the loss of Caliban, Lion El'Jonson and a considerable portion of the Legion's strength and fleet. But the inquiries found nothing, thanks to the upheaval in the Imperium. Traitors remained in abundance. Xenos species struck again and again. The investigators lacked the time and resources to carry out the kind of thorough inquiry that might have revealed the cracks in the Dark Angels' story. The Legion's

M41, CLOSING DAYS
THE SHADOWED PATHS

It was in the Era Indomitus, as the galaxy shook to the howl of warp storms and the clangour of crusading armies, that the Lion knew consciousness again as he walked the shadowed paths of a strange, supernatural forest. How he came to be there, who had spirited him from his hidden place of millennia-long repose, was a mystery. He knew only that his wounds had healed and that he felt his loyalty to the Emperor blaze bright as ever. By this star did he navigate the paths of the sinister forest realm beyond the bounds of reality. With each supernatural beast battled and bested, each revelation experienced, the Lion regained his memories and forged his path. Soon enough, he became the questing lord of this mist-wreathed forest so akin to an echo of Caliban of old.





M41, CLOSING DAYS
KNIGHT OF THE NIHILUS

As he strode the winding ways of the shadow forest, the Lion earned by his deeds the gift of the Emperor's Shield to bear into battle. As he began to cross the veil and set foot once again upon the worlds of the tormented Imperium, so he recovered a masterwork blade on Camarth and named it Fealty. While the Lion prowled on the hunt, he saw the cataclysmic decline that afflicted his father's realm. Vengeful, he struck down the abominations of the Dark Gods wherever he found them. World by world and whisper by whisper, the legends of the Knight of the Nihilus began to grow, and they were redolent with both fear and hope.

reclusive manner was put down to the terrible losses they had sustained, and they were largely left to do what the Imperium needed them so desperately to do – fight Humanity's enemies. The Dark Angels sought new recruiting worlds and readied their fleets for fresh campaigns. They also transformed that portion of Caliban which had survived – their ruined fortress monastery and a huge chunk of the bedrock below it, all protected by a powerful force field – into their new base of operations. They named this huge and fortified asteroid the Rock, sometimes also known as the Tower of Angels. They added gun batteries, embarkation decks, and realspace and warp engines, transforming the Rock into one of the largest mobile battle stations in the Imperium. They also explored the shadowed dungeons they found honeycombing the bedrock below. Here they discovered hoards of ancient machinery and weapons that had sat undisturbed since the Dark Age of Technology, as well as many more unsettling secrets that they have kept under careful guard ever since.

The Dark Angels only learned later that many of the Fallen had survived the events on Caliban. This was a new vulnerability. Any one of the Fallen could reveal what happened. Yet it was also a boon, for if the Dark Angels slew the Fallen, they believed absolution could be theirs. So began their millennia-long hunt.

THE INNER CIRCLE

After Horus' rebellion failed, the shattered Imperium was in a state of turmoil as Imperial authorities sought to regain control. It was in this time that the Inner Circle was formed, a closed network of the Dark Angels' most senior warriors.

The Inner Circle took shape over a period of decades and centuries, evolving from an ad hoc formation into a formal conclave. The Inner Circle ensured the Dark Angels' ways grew more monastic and ritualistic. They emphasised the need for strictness, discipline and brotherhood, as did the Second Founding Chapters after the Dark Angels embraced the Codex Astartes – an act they undertook to avoid further suspicion. As time went by, the number of warriors who had witnessed what had befallen Caliban dwindled to none but a handful of ancients interred within Dreadnought sarcophagi, and whose silence on such matters was self-imposed. The dark secrets of that grim time lived only in the memories of later generations of the Unforgiven Chapters' Inner Circles. To this day, only the Deathwing, select Masters, the Interrogator-Chaplains and Librarians of the Chapter – and one other, singular being – have any real knowledge of the Unforgiven's past, and most of them are ignorant of the full extent of the Dark Angels' hidden knowledge.

The Dark Angels Inner Circle is not merely a ritualised means by which to keep dark secrets. It is also the Chapter's equivalent of a First

Company and Chapter Command combined, a formation amongst whose ranks stand many accomplished and – in some cases – terrifying heroes.

GRAND MASTER EZEKIEL

Ezekiel is a stern and uncompromising character who rarely speaks outside of Chapter rituals or during interrogations of the Fallen. Even the purest of the Chapter feel unsettled by his gaze, as Grand Master Ezekiel has the ability to read the intentions of any individual. One glance into his good eye – the other was replaced with a bionic after the Battle of the Sularian Gate – reveals the look of one who has stared deeply into souls and found something wanting. It is this trait in particular that is so vital for assessing the worthiness of candidates for the Inner Circle. One in three politely decline promotion, knowing Ezekiel will probe their minds for as long as it takes to ensure their worth. Stories persist of those who have failed to meet Ezekiel's exacting standards or whose minds were not strong enough to withstand his psychic interrogations. Some are said to have vanished, or been locked away in dark cells, though none will confirm or deny what is told of them. Regardless of the truth, these tales ensure only the most pure of heart consider themselves worthy for elevation.

Ezekiel was recruited on Delphyna III, discovered branded and scarred in a lightless oubliette by Dark Angels forces purging the heretic population. Codicier Meroth, part of that Dark Angels force, could sense the young Ezekiel's immense psychic potential from many miles away. Ezekiel progressed through the Librarius' ranks incredibly quickly, outranking Meroth within ten years. Such was his awesome power that he gained the rank of Grand Master of the Librarius because the former Grand Master, Danatheum, stepped down from his position and awarded it to Ezekiel.

As Grand Master of the Librarius, Ezekiel is the Keeper of the Keys. With the privileges associated with this title he can open all portals on the Rock, save but a handful. He has never been told of these locations, but as he walks the Rock's corridors and passageways he can sense the areas shielded from his psychic gaze by ancient, esoteric technologies. Another vital duty of his role is guardianship of the Book of Salvation. Within it, the name of every Fallen ever captured is written in the traitor's own blood. Most Dark Angels have no idea of the tome's true significance, but will die to protect it.

MASTER LAZARUS

Master Lazarus is the commander of the Dark Angels' 5th Company, further belonging – as do several of such rank within the Chapter – to the Inner Circle. Such duality of role is ever a trial for the Company Masters. It is a test of their loyalty and integrity, that they must safeguard even from their own followers and battle-brothers the secrets imparted to them about their Chapter's past and its true goals. It is a testament to Lazarus, and to others like him, that they are able to discharge all of their duties without compromising their vows of secrecy. Indeed, the Master of the 5th not only achieves this balance but is further entrusted as the Keeper of the Unseen Ritual. This is an esteemed role within the Inner Circle that has seen him collate much secret lore concerning the ancient orders of Caliban itself.

As a leader, Lazarus echoes his Primarch in his belief in deeds over words. He is a noted strategist within his Chapter's command echelons but leaves exalting oratory and speechcraft to those better suited to such things. Lazarus believes that it is enough to serve as an exemplar to the warriors of his Company and inspire his followers to emulate his achievements. In this he has proven successful. Not only have the Dark Angels 5th Company won many accolades during his time as their Master, but also Lazarus himself has garnered a reputation throughout the Chapter for icy calm in the face of the most terrible crises or provocations. Only when he is faced by practitioners of heretical sorcery does his vaunted composure crack. Lazarus has done battle with the insidious Thousand Sons Traitor Legion on numerous occasions, was almost slain by their magicks during the Disaster at Rimenok, and has lost many close battle-brothers to their machinations. All this has left a scar upon the Dark Angel's soul and ensures that he assails witches in battle with an uncharacteristic – sometimes reckless – ferocity.

Whether battling such warp-touched foes or more conventional enemies, Master Lazarus is a superlative warrior. He wields his blade, Enmity's Edge, with all the martial skill that is his Chapter's rightful inheritance. At the same time he is warded against harm by the Spiritshield Helm, fashioned by Chapter artificers to incorporate a shard of one of Caliban's old Stone Guardians. The force field that shimmers about the helm's wearer is proof against all but the most devastating attacks, and has saved Lazarus' life on more than one occasion.



DARK ANGELS RITUALS

On every tier of their Chapter's organisation the Dark Angels have a bewildering array of ancient rites and traditions, from the Feast of Malediction and the Rite of Sins Renounced to the three-day Mindchant of the Iron Penance

and the recital of the Liturgy of the Thrice-avenged. Most sacraments are led by the Dark Angels Chaplains, often accompanied by Company Masters. Many of these only involve small groups of robed and hooded figures, but others are delivered to whole companies or even – though very rarely – the entire Chapter. Some are instructional, some involve oath-taking, while others are mysterious, leaving neophytes in awe at the unusual proceedings.

All, however, are cold and solemn ceremonies, for the sons of the Lion are serious-minded and believe in a singularity of purpose – that of absolute devotion to defeating the Imperium's foes. None of the Dark Angels' ceremonies are without meaning; whether or not all of the participants understand them is another matter. The door is truly opened when a Dark Angel joins the Inner Circle and learns some of the Chapter's secrets. The epiphany of the moment strikes like a silent thunderbolt as all the lessons, rituals and apocryphal tales coalesce into a single, terrible truth.

Through devotion to these traditions, the Masters strive to make their brethren stronger – in mind, body and spirit. Indeed, with the galaxy torn asunder and the power of the warp rife throughout it, never have these ceremonies and observances been of greater import to the Dark Angels.

HUNT FOR THE FALLEN

The Dark Angels have long believed the only way to expunge their secret shame is to hunt down every last one of the Fallen and extract their confessions. With his return to the Chapter, the Lion has brought a measure of nuance to this quest. Yet the Fallen remain a stain upon the collective honour of the Unforgiven Chapters. They also represent a dangerous weakness that might be exploited by the Dark Angels' detractors and foes.

Those loyalist Dark Angels that survived the destruction of Caliban believed their traitorous battle-brothers were all slain in the warp storm that tore their home world apart. During later attempts to find their lost Primarch, the Dark Angels' Librarians came across the psychic signatures of the Fallen. They were dismayed to discover their traitorous brethren yet lived.

The Dark Angels' Masters met this revelation with typical stoicism, despite the turmoil it caused. Many feared the secrets the Fallen would reveal, for the traitors had no reason to conceal what they knew, and were in themselves evidence of the calamitous events on Caliban. Yet the simple existence of the Fallen presented an opportunity for absolution, should the Dark Angels successfully capture them and force them to repent. Thus began a hunt that would last for millennia.

Each of the Fallen found their own way of surviving in the wider galaxy after being spat out by the warp, whether alone or in groups. Many embraced Chaos, becoming Heretic Astartes. Some of these even ascended to daemonhood. Others lived life as pirates and raiders; fighting was all they knew and all they believed they could do. A handful rose to become mighty tyrants, enslaving worlds or even star systems.

The Fallen were scattered throughout not only space but also time. For these souls, thousands of years passed in the blink of an eye, for linear time has no meaning within the madness of the warp. The realisation of what had happened to them, and what they had done, drove some to madness. They embarked upon violent rampages and raved aloud of their treacherous deeds and dangerous dishonour. Others, by comparison, deeply regretted their past actions or believed they had been duped by the whispers of Luther. They assumed lonely existences, becoming mercenaries, or integrating themselves into Imperial society and striving to work towards some sense of redemption.

The hunt for the Fallen has never ceased – it remains the foremost duty of the Inner Circle. It is a quest furthered, knowingly or not, through the efforts of the rest of the Dark Angels Chapter and by all their successors as well as countless psycho-indoctrinated sleeper agents scattered through Imperial society. Though decades may pass without the slightest sign of one of the Fallen, ever are the Sons of the Lion vigilant for another's emergence.

For thousands of years it has been the fate of captured Fallen to be taken back to the Rock – or, in the case of those apprehended by successor Chapters, to the darkest cells within their Fortress Monasteries or flagships – and there excruciated by the Interrogator-Chaplains. Such questioning always ended in death, whether in slow agony for those who would not repent, or after being granted the swift release of final redemption. Since Lion El'Jonson returned to lead the Unforgiven, however, there have been some slight – and at times enigmatic – changes. The Fallen are still dragged to the dark cells and there subjected to all the torments that the Interrogator-Chaplains can devise. Yet on rare occasions a tall, cowled figure may enter the excruciation chamber and call a temporary halt. Even with his face hidden there can be no mistaking the awesome





M41, CLOSING DAYS
QUEST FOR THE RISEN

His powers restored – and greater, or at least stranger than they had ever been – his eyes open to the reality he had awoken to, the Lion sought the Fallen. Yet his quest was not the same as his gene-sons' hunt. The Lion was possessed of an absolute conviction that some of those who followed Luther into rebellion, but had never embraced worship of the Dark Gods, might still be truly redeemed. This would not be the absolution of death in confession, but a second chance to fight for the Lion and the Emperor. He found, judged, and forgave one such Risen battle-brother after another, while offering the final mercy of his blade to those beyond his power to save. It was while engaged in this quest that the Lion was located by Commander Dante of the Blood Angels, who bore a warning of the terrible peril facing the Unforgiven in the Idolatros System at the hands of Vashtorr the Arkifane.

presence of the Primarch. At his bidding, the Interrogator-Chaplain and any aiding them in their work withdraw, leaving the hooded giant and the captive Fallen alone.

It is forbidden by edict of the Inner Circle for any to know what passes between Primarch and Fallen gene-son at such times. Sometimes, after long hours, the Lion emerges with an air of grim sorrow and commands the interrogators to recommence their work. On rare occasions, however, the door to the excruciation chamber slides open to reveal an empty room. None within the Dark Angels – save perhaps the very highest-placed of their lords and masters – know anything of the fate of those the Lion removes in this fashion. Supreme Grand Master Azrael, Ezekiel the Grand Master of Librarians and a handful of their peers have been made privy to certain secrets in this regard, yet even they are left to harbour suspicions as to the veracity of what they think they know.

The rationale by which the Lion chooses those he removes from the excruciation cells eludes even Azrael. More than once since his return, El'Jonson has spirited away singularly unrepentant and visibly corrupt beings who have admitted – even bragged of – offering up their souls to the Dark Gods. What use the Primarch of the Dark Angels could have for such monsters is a mystery. Whatever the truth, though, the Lion has not otherwise interfered with the ongoing hunt for the Fallen, and has given no indication that he is dissatisfied with the methods his gene-sons employ or the diligence with which they pursue their quest. El'Jonson has, on a handful of occasions, redirected the efforts of the Inner Circle mid-hunt. As each such instance has seen a still-greater capture effected than that which was expected, however, the Unforgiven take this as tacit approval from their gene-sire that their hunt is just, and must continue unabated.





LION EL'JONSON

The Lion is the Primarch of the Dark Angels, progenitor of all the Unforgiven. He was wrought by the Emperor's hand. He commanded the First Legion through the blood and thunder of the Great Crusade and the nightmarish Horus Heresy that followed, only to be laid low by the one comrade he trusted before any other. Returned to his followers in the Era Indomitus by mysterious forces, the Lion has taken up his mantle of command once again and continues to fight for loyalty, duty and honour.

Lion El'Jonson is a warrior both noble and knightly. He is as stern as he is sombre, preferring to allow his deeds to speak for him and driven by the conviction that loyalty is its own reward. An outsider might be forgiven for observing that the Lion is as unforthcoming and clandestine as his gene-sons. It is closer to the truth to say they learned such ways from him.

Even by the standards once set amongst the long lost brotherhood of the Primarchs, El'Jonson is an accomplished strategist and tactician both. He has ever been an exemplary crusader against the enemies of the Emperor, a sworn defender of the Human race, and a stalwart foe of all servants of the Dark Gods.

After his mortal wounding by Luther during the destruction of Caliban, the Lion was borne away into the shadows by the strange and diminutive Watchers in the Dark. He was laid at rest within a chamber of the Rock so dark and deep that not even the Dark Angels' Supreme Grand Masters knew of its existence. Only the arch-heretic Luther himself knew that the Lion had been so interred, and that the Primarch slumbered and in his sleep might very slowly be healing. Locked away in his own dismal cell within the Rock, kept a secret through the ages by a series of Supreme Grand Masters, Luther never gave up his secrets. True understanding of his own betrayal had driven the Lion's former comrade irretrievably mad – though the gifts of Chaos could sustain his physical form for millennia on end, they had proven no shield for his mind.

It was during the darkness of the Noctis Aeterna that Luther was snatched by agents of the Daemon Prince Marbas. By that time, he had still never revealed the truth about the Lion's survival to his captors, despite claims of repentance. Yet it was not so long after Luther's emancipation that the Lion also found himself walking abroad in the galaxy again. Of course, as no single being possessed or likely possesses all of the parts of this shattered stained glass puzzle, none have grasped the strange contiguity of these events or pondered what it might mean.

To date, the Lion has no notion of who or what woke him from his millennia-long slumbers or set him upon the shadowed paths of the forest. However it came about, El'Jonson's apparent resurrection saw him return as a changed being from the one he had been before Caliban's fall. He has aged during his convalescence, insofar as such is possible for a demigod Primarch. More than this, though, any who knew El'Jonson in the days before – precious few though they are in M41 – would see that he has become a more fey and unsettling presence. At times, particularly when he is lost in brooding contemplation or gripped by great anger, the shadows seem to deepen around the Lion in sympathy with his mood, and

even to stir restively. Those transfixed by the Lion's stare have reported being gripped by an almost supernatural fear, that manifested itself as a sense of being prey lost within some dark and claustrophobic forest while unseen and predatory things circled ever closer through the gloom.

Strangest of the Lion's seemingly-supernatural abilities is his forest walking. Able to part the veil seemingly at will, El'Jonson steps through into an echo-realm of drifting mists and ethereal, trackless forests that thrum with the spiritual resonance of the long-ago wilds of ancient Caliban. Such transit leaves odd traces in its wake. Telltale undergrowth sprouts from ferrocrete, metal, even flesh and bone, then withers slowly into ectoplasmic nothingness over time.

By walking his forest paths, the Lion is able to traverse vast interplanetary distances in a matter of days. On occasion he may take others with him upon these dark paths of ever-shifting shadow, though this is a perilous undertaking for any but he. Such individuals are further sworn to absolute secrecy regarding what they witness during such supernatural journeys. These forest walks do not always bring the Lion out at the destination he first sought to reach. They may lead him to journey's end only via a circuitous and quest-laden route across multiple worlds. They may not bring him to his intended objective at all. Somehow, though, they usually see the Lion emerge into realspace where the need for him is greatest and only his intervention can stave off the rising tides of Chaos. What agency might lie behind such turns of fortune remains mysterious.

Travelling either by his esoteric pathways, or more conventionally aboard the voidships of the Unforgiven, the Lion roams far from the Rock. Sometimes he quests to slay Chaos champions and their monstrous followers, or complete mysterious tasks whose nature and purpose he keeps to himself. On other occasions he steps from the shadows to lead one or other of his successor Chapters to war in person.

Wherever he prowls and to whatever end, the Lion does not always choose to reveal himself even to his own gene-sons. With the aid of the Watchers in the Dark, he has proven able to escape even Space Marines' notice when he wishes it, remaining hooded and cloaked in the shadows while he observes without comment. What it is that El'Jonson watches for, or what greater hidden agenda he may pursue, his followers do not know. Certainly he has shown no inclination to organise grand crusades in emulation of Roboute Guilliman. Still, the knowledge that at any time their Primarch might be present, or could step from the darkness to lead them to glorious victory, has proven a potent motivator for many amongst the Unforgiven.

THE PRIMARCH ROUSED

When he casts secrecy aside and strides to war, Lion El'Jonson is terrifying and inspirational in equal measure. He is a demigod unleashed, a knightly paragon equally adroit whether wielding the might of great armies in planetwide conflicts or his own personal weapons of war in duels with the most terrible of foes.

In one hand the Lion wields the blade Fealty, its power field crackling as it cuts the air. Every blow El'Jonson strikes with this weapon lands with meteoric force and masterful precision. On the defensive he employs it to weave an impenetrable thicket of swift parries and cunning deflections that bleed the ferocity from even the most ferocious attacker's onslaught.

On his other arm, the Lion bears the Shield of the Emperor. Not only is this bulwark of adamantine and ceramite tough enough to stop a tank shell, but the shield also incorporates a beautifully crafted conversion field generator. When a blow of sufficient force strikes the Shield of the Emperor its fury is captured, transformed and channelled back at the attacker in a furious eruption of blinding light and force.

Holstered at his hip, the Lion carries the Arma Luminis. This potent energy weapon is a pistol of such size only a Primarch's hand could wield it. Its power is sufficient to sear a glowing tunnel through an enemy battle tank or reduce a reinforced bulkhead door to molten ruin.

For all his priceless wargear, it is the Lion's own indomitable will and formidable martial ability that render him truly deadly. He reads the battlefield with absolute clarity. In war he is a predator, able to discern his foes' weaknesses at a glance, and alert to even the most cunning attempt to outmanoeuvre or outthink him. He knows, equally, every strength of friend and foe alike, and is able to appraise the most complex entanglement of armies while seeing clearly the best path to victory no matter the odds.

THE INNERMOST CIRCLE

The Lion occupies a unique space within the Dark Angels Chapter – and indeed the wider organisation of the Unforgiven. He alone is privy to all the compartmentalised, obfuscated, and in some cases forbidden knowledge the Dark Angels have ever possessed. He stands above even the Supreme Grand Master in seniority. All doors and vaults throughout the Rock open to him. No mystery remains hidden from his sight.

THE INNER CIRCLE COMPANIONS

Even within the closed ranks of the Dark Angels the Inner Circle Companions are a mystery to all but themselves – and, it is whispered, the Lion. Wielding their Calibanite greatswords, these warriors fight with sublime skill and focused fury. They act as bodyguards to heroes of the Unforgiven Chapters, or at other times pursue their own secret battlefield quests. Their presence is far from reassuring, even to their fellow Dark Angels, for Inner Circle Companions arrive unlooked for and speak only via heavily encrypted vox-transmission to one another, having sworn vows of silence outside the bounds of their own fraternity. Who these battle-brothers are; how they are chosen for their duties or why; what agendas they seek to further; these are questions asked throughout the Unforgiven, but for which no-one – seemingly not even the Chapters' Grand Masters – have answers.

M41, CLOSING DAYS
WYRMWOOD ASCENDANT

By the time the Lion reached the Idolatros System, the Unforgiven Chapters had committed to battle upon the nightmarish daemon world they found there. They were led to war by Azrael and the Dark Angels themselves. Their planetary assault had been furious – even reckless – for it was motivated by terrible spiritual shock. The infernal world, Wyrmwood, that Vashtorr the Arkifane had brought into being was unmistakably a mocking reincarnation of Caliban. Leaving the Blood Angels to join the fight, El'Jonson and his Risen stepped into the paths of the forest and made for the planet's nightmarish surface.

El'Jonson maintains two personal sanctums within the Dark Angels' colossal battle fortress. One is a grand and austere chamber of vaulted ceilings and fluttering banners in the upper levels of the Rock. Stoic honour guards of robed and hooded Dark Angels stand watch in this echoing space whenever the Primarch is in attendance, looking on as honour guard while he receives petitions from Imperial commanders and plans grand strategy on the holomap dais – graven from a solid block of black marble – that sits at its centre.

Fittingly for the Primarch of the Unforgiven, the Lion's other lair within the Rock is a secret one. Its location is known only to the highest-ranking members of the Inner Circle. Even they must complete the enigmatic Rite of the Veiled Door before this inner sanctum is revealed to them, and are typically permitted entry only by El'Jonson's explicit invitation. The secret sanctum lies deep within the Rock and takes the form of a series of interlinked stone chambers where shadows creep and a thin mist crawls over the ground. Here the Watchers in the Dark are seen frequently, hastening on enigmatic errands or simply lingering half-seen amidst the gloom. The Lion's private chamber is infused with a strange sense of watchfulness that even his Grand Masters find unsettling. Perhaps strangest of all, its sparse furnishings and decorations are interspersed with thorned creepers and arboreal underbrush, sprouting between flagstones and winding across walls and ceilings, lending the Lion's chambers the feeling of some supernatural forest grotto.

It is within this sanctum – beyond the Portal of Penumbral Sorrow and the Chamber of Passageways, past which, historically, only Supreme Grand Masters have been permitted – that the Lion holds his true counsels. Here he meets with Azrael, Ezekiel, Belial and others on as close to an equal footing as ever they will be permitted. Matters of greatest and most secretive import are discussed. Things are spoken of that may alter the course of the Dark Angels Chapter, the Unforgiven, even



the Imperium of Man. On more than one occasion even these storied veterans – knowing as they do secrets fit to blast the souls of lesser men – emerge from these audiences pale and visibly disturbed. At times, as they have waited for audience with their Primarch, members of the Inner Circle have also heard the Lion speaking with other visitors. These hushed conversations are unintelligible even to post-human senses, yet something in the murmuring voices causes a frisson of unease. When they are admitted to their lord's presence, his mysterious conversational partners are nowhere to be seen.

The truth is that, though he talks and strategises often with the masters of the Inner Circle, Lion El'Jonson keeps his own counsel on certain secret matters. The escape of Luther is one such subject. That fugitive's grim cell lies just beyond the Lion's suite of chambers and the Primarch stands within it sometimes, eyes closed, breathing slowly, as though listening for echoes of the one who spent so many centuries clawing at its walls. What El'Jonson makes of Luther's escape, whether he wishes to seek his former mentor out – and if so whether for final judgement or for forgiveness – he has not even told Supreme Grand Master Azrael. Certainly, the Lion gives no outward sign of concern at what dark secrets either Luther or the remaining Fallen might reveal. It appears that – alone amongst all those of the Dark Angels' Inner Circle – he does not dread censure by agents of the wider Imperium.

Indeed, the Lion makes no secret of his contempt for what has become of his father's realm in the millennia since the Great Crusade. He still serves the Emperor and cares for the fate of Humanity. However, what hints he has so far seen of the bloated, bureaucratic and deeply superstitious Imperium of M41 disgusts Lion El'Jonson. He has precious little time for the pompous and self-aggrandizing adepts who wield such power over people's lives, and even less for the Ecclesiarchy and their Imperial Creed. Where Roboute Guilliman has shown a willingness to exploit the existing socio-administrative and political structures of the Imperium to his own ends, the Lion appears largely to ignore them. His time and respect, the Primarch reserves for those who toil or fight to preserve the Emperor's Realm. More than one world has a tale of the Knight of the Nihilus choosing to address soldiers in preference to brocaded governors or gilded priests. Few indeed are the officials so overblown in arrogance that they would find the will or the words to gainsay a Primarch. Thus, on several occasions, the Lion's coming has led to swift and dramatic regime changes as hereditary or ineffectual leaders have been replaced by those who deal in loyal action rather than ingratiating words.







THE RAVENWING

SWIFT AND DEADLY HUNTERS

Black-clad huntsmen and masters of the art of lightning warfare, the Ravenwing race before their Chapter like thunder before a storm. Prizing speed and mobility above all else, they are an integral part of the Dark Angels' battlefield strategies, as well as a powerful asset in the secret quest of the Unforgiven.

The Ravenwing is the Dark Angels' 2nd Company, and is a specialised formation that takes to the field in rapid assault vehicles. The warriors of the Ravenwing are selected for their skills with the fastest assets, and given advanced training so that they can perform incredible manoeuvres, adopting new formations only the Ravenwing know. A new inductee can expect to push himself and his allocated vehicle beyond what he ever thought possible.

Detachments of the Ravenwing accompany most Dark Angels strike forces, where their skills are put to use in reconnaissance missions. On occasion, the Ravenwing form their own strike forces for missions of particular import to the Chapter. Regardless, when the Ravenwing fight they strike at precise moments, gunning into action in a burst of thunderous acceleration. Their squadrons, formally made up of a mixture of bikes, gravitic speeders, ATVs and others, form a roaring tide of black armour, moving between attack patterns to encircle, harass and break apart enemy formations. Such a fluid way of making war ensures the Ravenwing are never bogged down, and allows them to wear down much larger forces.

Some of the Ravenwing's most important assets are the teleport homers they bring to battle. These are the devices by which Deathwing Terminators can manifest onto the battlefield with unerring accuracy, delivering the death blow to an enemy already ravaged by the Ravenwing. This also gives a clue as to the Ravenwing's role in the Chapter for – though none in the 2nd Company bar the Grand Master and Black Knights are aware – it is their task to hunt down the Fallen. To carry out such a vital duty, each warrior of the Ravenwing must be exceptionally skilled, as well as having a dedication to the Chapter beyond any doubt. Few Dark Angels are as likely to be exposed to the malicious lies of the Fallen. The warriors of the Ravenwing are monitored to ensure there is no weakness in their armour of indoctrination, and that no spiritual turmoil or corruption simmers in their minds.

TALONMASTERS

Talonmasters are the Ravenwing equivalent to a Lieutenant, typically elevated to this role from amongst the Black Knights. They are selected for their commitment to the hunt as well as their aptitude for command. They also have to be independent of thought, for they are often given command of smaller detachments as part of devastating flanking attacks or secret missions.

BLACK KNIGHTS

Those who survive in the Ravenwing long enough learn to take mobile warfare to another level. If they pass the Seven Rites of the Raven – brutal ceremonies that test not only skill, but also Chapter loyalty – they are inducted into the Black Knights and initiated into the Inner Circle. There, after taking part in the long and solemn ritual that culminates in the Vow of the Beastslayer, they learn the real reason behind the Ravenwing hunt.

Whether deployed on their own or forming a veteran core of a larger Ravenwing spearhead, the Black Knights – mounted upon Mk IV Raven-pattern bikes – are their Grand Master's ultimate weapon. Although Dark Angels rarely recount battle deeds or heroic tales, the Black Knights' Ravenwing brethren are often moved to speak in wonder about the fighting prowess of their company's elite battle-brothers.

DARKSHROUDS

The STC for the Land Speeder Vengeance was discovered in M36. It was around this engine that the Darkshroud was developed. Of all the archaic relics deployed by the Unforgiven, the Darkshroud is perhaps the most unusual. Those who have witnessed it at close range and felt its caliginous pall are disturbed for evermore.

The source of the Darkshrouds' strange powers lies within the grim stone statues that each vehicle mounts upon the rear of its chassis. Esoteric cabling and arcane engines bind these statues in place, siphoning off the empyric power that saturated these sinister effigies during the fall of Caliban itself. It is said that



these warp traces leaked through the Gorgon's Aegis, the potent force field that shielded the Dark Angels' fortress monastery from destruction even as the planet around it died.

Only when driven by desperation during the Vendetta Campaign did the Dark Angels finally seek to weaponise these so-called Stone Guardians. They found their influence to be potent indeed, an esoteric pall of penumbral energies that obscured nearby Ravenwing warriors and confounded the aim of their foes. The Darkshrouds have been deployed into the most vital battles ever since, husbanded as the precious and irreplaceable resource they are.

COMBAT AIRCRAFT

The Ravenwing's oversized 2nd and 3rd Squads have traditionally provided the pilots for the Dark Angels' arsenal of sleek aerial fighters. Amongst these craft, the Dark Talons and Nephilim Jetfighters are unique to the Chapters of the Unforgiven.

Though lightning fast and equipped with ancient and esoteric weaponry, the most terrifying feature of the Dark Talon is not a weapon at all. Concealed within the craft's hull is a small chamber – little more than a metal tomb that echoes with sinister whispers – into which a captured Fallen can be loaded for transport back to the Rock. This holding cell can engage a stasis field to prevent escape if necessary. For the captive such an act is a mercy. Otherwise, they spend days or longer trapped in a void-dark casket with the voices of the lost gnawing at their mind, knowing that, at the end of this torture, another awaits them on the Rock.

The STC for the Nephilim Jetfighter, meanwhile, was discovered by battle-brothers engaged upon the hunt for the suspected Fallen Baelor the Imposter. The technology – designated the Lionheart engine – was used to modify older aircraft designs, though, to placate the machine spirits, many elements were left untouched. The result was a highly agile fighter capable of achieving aerial dominance. On the suggestion of Ravenwing battle-brothers since then, the Nephilim has been improved on a number of occasions, producing an aircraft that can rival almost any other in the galaxy.

SINISTER WEAPONRY

The primary armament of the Dark Talon is the rift cannon – a proscribed weapon system whose possession the Unforgiven have repeatedly denied. Firing multicoloured streams of empyric energy, this bizarre armament has been nicknamed the 'stained glass cannon'. This is due to the way in which its victims are caught within its beam and rendered into kaleidoscopic translucency in the instant before they and their surroundings alike fracture and implode into the maw of the warp itself.

THE DEATHWING

THE JUDGEMENT OF THE UNFORGIVEN

Renowned as one of the finest fighting forces in the Imperium, the Deathwing are their Chapter's mailed fist. No foe is too great for them to subdue, and no mission is too difficult or dangerous for them to complete. Their reputation is such that the mere sight of their bone-white armour is enough to put many foes to flight.

The Dark Angels outfit their entire 1st Company – the Deathwing – with Terminator armour, lightning-wreathed power weapons and towering relic shields. All being members of the Inner Circle, they are the primary force to which the task of capturing the Fallen is assigned. Only the most skilled and loyal Dark Angels can join the Deathwing, and must survive exacting rites of initiation that test them mentally, physically and spiritually. Once inductees complete these trials they then begin to learn the truth of Luther, taught in a tightly controlled manner. In this time their shame, contempt and anger grows, and so does their commitment to capturing the Fallen. Such a mentality breeds devoted and unquestioning warriors who follow any order to complete the Chapter's goals.

The Deathwing are a hard-hitting assault force whose onslaught can turn the course of entire wars. They attack by pinpoint teleport strike or aboard armoured assault vehicles such as Land Raiders and Repulsors. Their trademark is the perfectly placed strike aimed at the enemy's most vulnerable point. When not dispatched to engage the Fallen, Deathwing warriors are sent on the most desperate missions: boarding infested space hulks, carrying out unsupported strikes at the heart of enemy territory or exterminating the most fearsome of foes. A number of Deathwing accompany most Dark Angels strike forces, not only for their martial might, but also so that they can undertake secret missions on orders originating outside their strike force's command structure.

Those who join the Deathwing believe they have learned everything about the Dark Angels' past. They are wrong. They have merely entered the first ring of the Inner Circle. There is more to uncover, revealed when they are deemed ready. Warriors new to the Deathwing are prepared for the secrets they are yet to learn in the same way that other Dark Angels are gradually prepared for greater levels of understanding.

The Deathwing prize combat skill, monastic asceticism and selflessness, and care little for the esteem in which they are held by their allies. They view their abilities as the minimum standard required to accomplish their goals, and feel no compassion, remorse or fear. Devotion to the Chapter is all that matters to them.

DEATHWING KNIGHTS

The Deathwing Knights are the most proven warriors of the Dark Angels 1st Company. In them lives an echo of the Lion himself; they too embody silent strength and a veiled yet palpable nobility. In the stratified circles of the Dark Angels, few are higher than they, and most aspire to one day join them. Displaying might in battle is not enough to join the Deathwing Knights. A Deathwing warrior must be wholly dedicated to the Chapter and obsessed with the secret hunt for the Fallen. When a member of the Deathwing is deemed potentially worthy, he is brought into the Chamber of Judgements to face a series of individualised challenges to test his strength, resolve and loyalty to the Chapter, past any breaking point he may have. Should he prevail, he is granted the title of Knight.

The appearance of Deathwing Knights upon a battlefield is portentous, for they are rarely deployed without either great need or because there is a strong prospect of the Fallen's presence. Often their appearance will come only at the most crucial moment, when they teleport in to annihilate the greatest of threats. So have towering war machines, mighty xenos creatures, despotic rulers and monstrous daemons been destroyed.

STRIKEMASTERS

Strikemasters serve as the Deathwing's Lieutenants, but also have additional, vital functions. Ranked more senior even than the Deathwing Knights, to Strikemasters falls the onerous duty of managing the gaols deep within the Rock, where the most treacherous prisoners are held and the most dangerous relics secured. To some Chapters, managing their cells is a menial task, best left to lower-ranking Space Marines or even trusted serfs. For the Dark Angels, the danger posed by those they keep

M41, CLOSING DAYS DELIVERED

As battle raged on Wyrmwood, Lion El'Jonson met the Daemon Primarch Angron in mortal battle. The Lion goaded the Red Angel and led him away from the outnumbered and outflanked Unforgiven. This, in turn, afforded Azrael, Dante and the assembled Risen the opportunity to coordinate the fight back against Abaddon and Vashtorr's forces. Though many lives were lost, the Dark Angels and their allies fought their way clear of the trap before the planet vanished through reality's veil, while the Lion - after a long and gruelling duel - successfully banished Angron.

prisoner is so great that none less than some of the Chapter's greatest heroes are sufficient for the task. It is the Deathwing Strikemasters who inscribe the name of each gaoled prisoner threefold upon the stiff pages of the *Volumatis Illicitatum* with the Black Quill upon the captive's internment, and scratch out the name upon the detainee's death.

All of their prisoners share two things in common. The first is that, even in the slightest ways, they have knowledge of the Fallen whether they themselves realise it or no. The second is that they will never leave alive. The Rock's cells are secured by more than lock and key. Some only respond to specific invocations spoken in languages known to but a handful of individuals. Some will only open once in a given cycle of time, when an extremely rare incense is burned in their presence. Others are secured by rune sequences thousands of characters long that must be committed to memory and change every handful of days. Many more require specific biomarkers, psychic signatures and esoteric coding mechanisms, the workings of which even the Deathwing barely understand.

ARMOURED MIGHT

The most revered Land Raiders, Repulsors and, on occasion, other battle tanks – those that have served the Dark Angels Chapter the longest or with notable accomplishments – are granted a great honour: induction into the Deathwing. The hulls of these vehicles are painted bone-white, and the signs and markings of the Deathwing are wrought upon them so that for evermore they are reserved for use by the 1st Company. Techmarines fortify their venerable machine spirits with rites of great honour.

Some Venerable Dreadnoughts bear the bone-white armour of the Deathwing, their occupants Veterans who served with distinction in the 1st Company before being laid low. Many of these interred warriors have borne witness to the Chapter's secret hunt for millennia, and it is not uncommon for current members of the Inner Circle to enter the lower bays of the Armoury in order to seek out their sage advice.



AZRAEL

SUPREME GRAND MASTER OF THE DARK ANGELS

Azrael is the present, and some would say greatest, Supreme Grand Master of the Dark Angels. In a close-mouthed Chapter that eschews self-aggrandisement, the martial respect and deference paid to Azrael speaks volumes – and in the wider Imperium, even a secretive and monastic nature cannot dim the glow of the heroic deeds performed by Azrael and his Chapter.

While Azrael's complete tale remains hidden within the undisclosed Chapter records, some details of his rapid rise through the ranks are known. Azrael's beginnings are a mystery, although rumours persist that he was inducted into the Chapter from the wild, head-hunting tribesmen of the feral planet of Kimmeria, a known Dark Angel recruiting world. Whatever his origin, like all Dark Angels he forswore his past for a life of service to the Chapter.

Azrael was appointed to the Deathwing and later became the Master of the 3rd Company, before being named as the Grand Master of the Deathwing. It was in that role that Azrael famously led the assault that slew the Daemon-possessed planetary governor of Sephlagm, claiming vengeance for the Imperium before the order for Exterminatus removed the befouled planet from the stars. Upon the death of Supreme Grand Master Naberius during the Rhamiel Betrayal, Azrael was chosen as his successor.

Since his initiation, Azrael has proven to be a dynamic leader, a beacon of inspiration for those that fight alongside him and a visage of terror to his foes. Although solemn by nature and not given to elaborate speeches, when he does speak, his words carry the conviction of righteousness and the surety of victory. Like Lion El'Jonson himself, Azrael has proven a masterful commander, able to quickly grasp the rapidly changing realities of the field and orchestrate his forces to maximum advantage. His ability to manage macro-level strategies as well as the tactics of individual squads is extraordinary even for a Space Marine. Perhaps the greatest example of this occurred on the planet of Amity, where Azrael held a thin green line of Dark Angels against a red tide of daemonic invaders. The Supreme Grand Master alone kept doom at bay with his eye for defensive ground, his ability to inspire loyalty in his brethren and, in the end, through combat so fierce that the Sword of Secrets continued to smoke with Daemon ichor for many days afterwards.

As befits his rank, Supreme Grand Master Azrael carries several of the Dark Angels' most precious relics when going into battle. His blade, the Sword of Secrets, is the mightiest of the Heavenfall Blades, cut from a block of jet-black obsidian that struck the Rock whilst in orbit around the feral planet of Al Baradad. So finely crafted is this weapon that it has not chipped or tarnished in all the millennia of its use by successive Supreme Grand Masters.

Alongside his ancient blade, Azrael carries the legendary combi-weapon known as the Lion's Wrath. Fashioned by the storied Technomagos Prestor the Unchallenged, this formidable firearm boasts prodigious punch and tactical versatility, much like the Lion's gene-sons themselves.

For all the lethality and ornate design of Azrael's weapons, however, it is the Lion Helm that is his most potent and iconic item of wargear. Sometimes the Supreme Grand Master wears this ancient helm. Sometimes it is borne at his side by one of the enigmatic Watchers in the Dark. Either way, its aegis protects Azrael for the helm generates a powerful force field that is proof against even the most apocalyptically powerful weapons. It is said that, when the Lion returned to his Chapter after the nightmarish battle on Wyrmwood, Azrael knelt before the Primarch and formally offered to return the Lion Helm to he who was reputed to have worn it first. El'Jonson refused, telling Azrael that he would take back the potent relic only if a day ever came when he did not consider the Supreme Grand Mastery worthy of its keeping, and that this was not that day.

WATCHERS IN THE DARK

The diminutive, hooded attendants that cluster around the highest-ranking warriors of the Dark Angels have long been a mystery to onlookers. These are the Watchers in the Dark, but none can say for certain what manner of creature lies beneath those robes. Whatever they are, they speak no words. Their presence is solemnly accepted by the Dark Angels, if rarely visibly acknowledged. They appear like some omnipresent manifestation of guilt, a burden clothed in monastic robes that glides closest to those privy to the Chapter's most terrible secrets. If this is so, then ominous significance may be read into the creatures' increasing manifestations since the return of Lion El'Jonson in the Era Indomitus, in whose company they are often seen.

ASMODAI

MASTER OF REPENTANCE

Interrogator-Chaplains unsettle even their own battle-brothers with their silent scrutiny. Sworn to the Inner Circle during a convoluted ceremony in the Hall of Secrets, every Interrogator-Chaplain has passed the Test of Faith, taken the solemn vow of the Deathwing and learned the dark secrets of his Chapter's history. It says much that, amongst these menacing figures, Asmodai is a grim legend.

Asmodai is the Dark Angels' foremost Interrogator-Chaplain and Master of Repentance. His talents for torture and interrogation first made themselves known during the Macharian Heresy, when he set to work questioning the leaders of a rebel group. He displayed his ruthlessness and determination when hunting the instigator of the rebellion and fighting his way free of the traitor's deadly ambush that followed. Such an act saw him elevated to the Inner Circle, and he chose the path of the Interrogator-Chaplain. Since then he has earned a formidable reputation amongst the Unforgiven, as well as the Fallen themselves. A great many of the traitors have heard the tales of Asmodai, and there are few things they fear more than remorseless interrogation at his hands.

Asmodai does not suffer fools or weakness of any kind. His interests lie only in the Chapter's goals and in battle. Such is Asmodai's motivation, many of his actions border on the indefensible. He ordered the orbital bombardment of the city of Hostengard, stating without regret or hesitation that the death of fifty thousand innocents was preferable to one traitor escaping. Though over time Azrael has covered up Asmodai's actions, or moved swiftly to protect the Dark Angels' reputation, this was a statement too far. He revoked Asmodai's command status and placed the Interrogator-Chaplain within the Chapter's 10th Company structure, where he oversaw the induction of aspirants. His methods were not softened by this censure. He went on to order the slaughter of all new recruits from the planet Narcium because their lacklustre answers to his inquiries raised the question of gene-stock contamination. Later, upon hearing laughter in the halls of the Rock, he placed the Penance of Silence upon the entire 7th Company. For a standard Terran year, the formation was unable to utter a sound save for hymnals and in-battle communications. Asmodai has made enemies in the Inquisition and even risked conflict with other Space Marine Chapters, but no Dark Angel can contest his dedication to the Chapter – to him the ends justify the means.

In combat, Asmodai's zeal reaches new levels, inciting the fighting spirits of his battle-brothers to a fever pitch. He led the frontal assault against the traitorous Helstinian 89th, smashing through the heretics. As the Dark Angels held the walls of the Fortress of Eternal Devotion, Asmodai's oratory filled the ravine the mighty bastion was built into, steeling the Dark Angels to hold for weeks against relentless daemon assaults. Asmodai single-handedly stormed the barbican of Helican's Citadel when the Meta-heretics of Alicantus Nocturnis unleashed the power of their moon-singers, opening the gates to allow the Ravenwing to pierce the heart of the enemy fortress.

In addition to his crozius arcanum, an ancient example of its kind known as Censure, Asmodai bears also the power sword known as Catechist, and the infamous Blades of Reason. Normally kept in a sacred reliquary made from stone hewn from old Caliban's bedrock, the Blades of Reason are an ancient, arcane and horrific device that resembles a knife with many honed and polished blades. It is etched with scriptures of repentance, and criss-crossing the weapon are cables and fine neural-wires – mysterious technology that amplifies pain beyond endurance. None who feel its touch live to tell of it. It is said that the Fallen fear the Blades of Reason above even death itself, for none can suffer beneath it and resist the urge to beg for forgiveness or death. Whilst not primarily designed for combat, numerous Master Interrogator-Chaplains have used the Blades of Reason throughout the ages, incapacitating the most dangerous foes and extracting their secrets.



BLACK PEARLS

An Interrogator-Chaplain can add a single black pearl to his rosarius for each Fallen that he convinces to repent. Master Molochia, inarguably the greatest of his grim profession, died after 300 years of service with only ten black pearls. The pearls can be found only on the planet Malmar, a watery death world on the edge of the Eye of Terror where one must face his own temptations. Upon promotion to his role, each Interrogator-Chaplain must travel to Malmar to retrieve one of these treasures – a more perilous and challenging feat than ever since the emergence of the Great Rift. The pearls of those that succeed are stored in the Chapter's Reclusiam, to be returned upon the advent of the Interrogator-Chaplain's first successfully extracted confession from one of the Fallen.



BELIAL

GRAND MASTER OF THE DEATHWING

Countless are the great deeds Belial has carried out to earn the title of Grand Master of the Deathwing. Combined, they mark him as one of the Chapter's most loyal paladins, and to know of his history is to read the account of a warrior destined for greatness.

'Weakness characterises those we bring to justice. Their failures are as numerous as the stars in the galaxy. But what we cannot forget is that they are us. We, like they, descend from the Lion. They are our gene-brothers, though we reject and damn them utterly. If they could fall, so can we. Thus must we be eternally vigilant for our own flaws, and persecute them as we would the Fallen. Only then might we shield ourselves from failure, and reach the standard the Primarch would expect of us. Only then can we be true.'

- Belial, Grand Master of the Deathwing

The annals in which Grand Master Belial's life are recorded are locked away, preserved only for the eyes of future Grand Masters who might learn from his many victories. They tell that he hails from the semi-feudal world of Bregundia, born into a knightly order known as the Society of the Ebon Star. Imbued with a deep sense of honour and duty from birth, the records tell that when a Dark Angels Chaplain arrived on the world seeking fresh aspirants, Belial challenged him to single combat. Though the young, unaugmented Belial was inevitably defeated by his grizzled and post-human opponent, he impressed the Chaplain so much he was swiftly recruited. Belial brought to the Rock with him the same determination and courage that he had displayed in his duel, and soon excelled in all areas of training.

His ascension to Master of the 3rd Company came after he slew the Chaos Lord Furion of the Skull-scythes warband in single combat. Furion, a follower of Khorne, had already razed seventeen star systems by the time he reached the cardinal world of Durga Principe. The 3rd Company began constructing defences in the vast Temple Saturnis. Such was the Chaos Lord's bloodlust that he force-marched his army through the night, catching the Dark Angels unaware. Brutal fighting spread into latticeworks of corridors, cloisters and chambers. Master Nadael fell early in the fighting, with Belial acting in his stead. Ordering the withdrawal of his company, he led a rearguard into the maze. In the ensuing conflict he struck down Furion in combat. It was Azrael himself who then made Belial Master of the 3rd Company, at the same time awarding him with the Sword of Silence – a blade forged from the same meteorite as the Sword of Secrets and traditionally granted to the Chapter's greatest fighter.

Belial earned yet more renown at the Battle of Piscina IV, fighting in the defence of the world's capital, Kadillus Harbour. He led the 3rd Company in a weeks-long delaying battle against a greenskin horde – at their head, none other than Ghazghkull Thraka – that outnumbered his warriors thousands to one. Belial was wounded facing the gigantic Ork warlord, but continued to lead his warriors for weeks longer, time enough for the rest of the Dark Angels Chapter to arrive and save Piscina IV. Belial's heroics there were noticed by the upper echelons of the Chapter, and he was promoted to the rank of Grand Master of the Deathwing following the death of Gabriel, the previous holder of the title.

Though Belial's tally of victories is long and great indeed, he celebrates none of them, instead dwelling on his defeats and perceived failures. No doubt bred into him by his severe upbringing as well as the Dark Angels' stern ways, he leads his warriors in the same way. Even after winning glorious victories he gives each combatant their own specific penance, whether it be battle drills, hymnals or arduous rites of atonement. Those beneath him welcome this, each seeing it as a way to improve themselves. Belial's methods have led to unparalleled success in battle, converting the most sceptical in the Chapter to his ways. These achievements include the purging of the labyrinthine seabed fortress of Akhloth, the destruction of the hundred orbital cities of Lykhear and the clearing of the scorching deserts of Azpor.

As a warrior, Belial's combat technique has no great style, flourish or artifice. Instead it is driven by ruthless killing efficiency and well-honed strength. Each of his parries and thrusts is a decisive and precise act, and Belial's strategies and tactics on the battlefield are no different, leading him to victory in ruinous, bomb-churned cityscapes, in fierce boarding actions, in gruelling space hulk clearances and every other environment of war.

SAMMAEL

GRAND MASTER OF THE RAVENWING

Grand Master of the Ravenwing and Master of the 2nd Company, Sammael is the 348th Dark Angel to hold this role. He has served in this capacity for over a century, an unusually long period of time – the Ravenwing have suffered the loss of a Master more than any other company in the Dark Angels Chapter. He was also the youngest Dark Angel to ever be accepted into the Ravenwing, when then Grand Master Gideon elevated him to the brotherhood from the 8th Company.



After numerous early successes fighting Orks, Tarellians and traitors, Sammael was later inducted into the Inner Circle and the Black Knights by Grand Master Gideon after fighting against Aeldari pirates on Kaphon Betis. With the world subject to relentless harassment from the xenos raiders, the Fallen were given ample opportunity to stoke the fires of rebellion among the population. Once the Aeldari attacks were defeated, Sammael interrogated a number of captured rebels, learning that an individual called Cypher was responsible for the uprising. It was this discovery that saw Sammael elevated to the Inner Circle.

Sammael was made Grand Master during the Kapua Uprising, in which the Ravenwing engaged in brutal clashes with Heretic Astartes of the Black Legion and Word Bearers. In later fighting, the Ravenwing engaged the Chaos Reaver Titan *Traitorous Ire*, and Grand Master Gideon was mortally wounded. Through blood-flecked lips, the old Master declared Sammael his successor and handed him the Raven Sword – the blade wielded by all Grand Masters of the Ravenwing. This perilous weapon, along with the Sword of Secrets, the Sword of Sanctity and others besides, makes up the select group of weapons known as the Heavenfall Blades.

Sammael is noted for his boldness, which often verges on recklessness. He prefers to take the fight to the enemy, drawing the Raven Sword to slash his foes down. Such traits are vital in the warrior commanding a company with a role dedicated to high speed and hard-hitting surprise. Nonetheless, he is a master at orchestrating feints, distracting manoeuvres and employing traps and ploys in his relentless pursuit of the foe.

Sammael can master his own desire to fight the enemy up close when he recognises that victory is best achieved through calling in aid. The Ravenwing are the only Dark Angels outside the 1st Company trusted with the teleport homers that enable Deathwing Terminators to accurately deploy into a battle zone, and none have more daring than Sammael when it comes to placing these devices. The Grand Master of the Ravenwing never sacrifices his duty for the sake of his personal pride, as is fitting for a warrior of the Dark Angels.

So many are Sammael's victories that none can recount them all. He uprooted the Hrud infestation that plagued the Qolivarr System and turned its once proud merchant-cities to decaying rubble. He purged the world of Lintus Arbetium of the Enslavers that had taken over the minds of the planet's ruling body, ceasing the world's vital tithes of granea-paste that fed much of the sub-sector. It was Sammael who deposed the Onyx Tyrant of Santaluzya, who had turned the once glorious paradise enclave into a hellish pit of sadism. Though few of his Ravenwing brothers knew, the Onyx Tyrant was a member of the Fallen who had been hunted for two thousand years.

The Era Indomitus has seen Sammael faced with greater challenges than ever before. Amidst the chaos unleashed by the Great Rift, the Fallen have found many opportunities to further their own dark agendas in ever more brazen and alarming ways. This in turn has made the business of concealing the truth from the wider Ravenwing especially difficult for Sammael, forcing him on several occasions to send battle-brothers for extensive reconditioning. Coupled with the loss of the Ravenwing flagship the *Implacable Justice* during the fighting around the Idolatros System, these events have instilled a grim anger in Grand Master Sammael that has seen him strike with fresh fury against his foes.

'Our quarry know us. They know our ways, our thoughts and our minds. They were taught by the Lion himself. And yet they betrayed him, falling because of the words of a much lesser man. While in that act they demonstrated their weakness, their lack of honour makes them dangerous. We must be stronger. We are stronger. The danger is but a whetstone, one that improves us and builds us. When eventually they are all gone, and they will be, we will turn upon the rest of our enemies and pierce the stars like the sharpest of blades.'

- Sammael, Grand Master of the Ravenwing

SUCCESSOR CHAPTERS

The Dark Angels have a strong bond with the vast majority of their successor Chapters, borne out of their shared guilt and mission. Even after the dissolution of the Legion, the successors met regularly in clandestine fashion, sharing battlefield intelligence and maintaining ancient traditions. This has extended to all their successor Chapters founded since. Most of the Dark Angels' successors follow their parent Chapter's distinctive organisation, including equivalents to the Deathwing and Ravenwing. The Angels of Vengeance call theirs the Dreadwing and Raptorwing respectively. The Angels of Redemption's 1st and 2nd Companies are known as the Redwings. The Inner Circle of the Guardians of the Covenant is called the Secret Order; for the Angels of Absolution, it is the Hidden Brotherhood. The Dark Angels' successors venerate their returned Primarch as fervently – in some cases perhaps even more so – as do the Dark Angels themselves. Many have known the honour of being led to battle by the Lion in person, an occasion typically commemorated upon the designs of grand banners or stained armaglass shrines. Less well known is that he has also sat in closed counsel with some of these Chapters' Inner Circles, though what was discussed or imparted remains known only to them.



ANGELS OF REDEMPTION

The Angels of Redemption are utterly dedicated to hunting the Fallen, so much so that they frequently abandon all else in its pursuit. Calls for Inquisitorial censure have been forestalled by the opening of the Great Rift, with disrupted communication keeping reports of further misdeeds from reaching Terra, allowing the Chapter's secret quest to continue.



ANGELS OF ABSOLUTION

The warriors in this Chapter fear no spiritual damnation. The Angels of Absolution consider their own sins expunged by the actions of their loyalist forefathers upon Caliban. However, they still consider themselves responsible for meting out punishment upon the traitors. This means that they possess all the drive of the other Unforgiven Chapters, while not being weighed down by their guilt.



ANGELS OF VENGEANCE

There is no Chapter more grim or single-minded than the Angels of Vengeance. Their willingness to accept high casualties and stubborn refusal to retreat is well documented, and severe losses have jeopardised the Chapter's future on several occasions. Even for warriors of the Adeptus Astartes, they are unrelenting in their persecution of the Emperor's foes, reserving a particular loathing for those who serve the Chaos Gods.



BLADES OF VENGEANCE

The Blades of Vengeance were the first of the Primaris Space Marines created from the gene-seed of Lion El'Jonson. They have thrown their full strength into the Indomitus Crusade, liberating dozens of worlds and putting dozens more they deemed beyond salvation to the sword. They do this in eagerness to root out the Fallen, seeing the Crusade as the means by which many of the traitors will be forced out into the open.



CONSECRATORS

The Consecrators Chapter is a mystery, arriving in a war zone without warning and, upon defeating their foe, disappearing without a word. The cryptic Chapter wields all manner of ancient relics and holy patterns of armour, weapons and vehicles. It is as though the Consecrators have inherited the most revered heirlooms of the First Legion, preserving them through the ages to bear them against the foes of the Lion.



DISCIPLES OF CALIBAN

The Disciples of Caliban are a fleet-based Chapter that strikes with blistering speed. They were founded in M37 under circumstances that have never been disclosed. Rumours abound over their creation, and Unforgiven Chapters theorise that they were created for the pursuit of the renegade known as Cypher. They bear reliquaries to war, although it is unknown if the relics are merely symbolic or have some sinister purpose.



ANGELS OF DEFIANCE

He who endures, conquers. So spoke Lion El'Jonson. The Primarch's legendary tenacity and his Legion's ability to bear great suffering to achieve victory is embodied in the new Primaris Chapter, the Angels of Defiance. Founded in the Imperium's darkest hour, they have become a beacon of hope beneath the pall of despair, earning many commendations during the Indomitus Crusade.



BRINGERS OF JUDGEMENT

The Bringers of Judgment are possessed of a fanatical zeal. When they encounter rebellion, they deem the entire world guilty. In their view, weakness in even one citizen indicates weakness in the entire population. The punishment is death. The many atrocities this Chapter has committed have drawn the ire of the Inquisition, though this has not dissuaded them.



KNIGHTS OF ABHORRENCE

In the first eight centuries after their founding, the Knights of Abhorrence fought solely in the Ghoul Stars, blooding their swords with the viscera of some of the most dangerous xenos the Imperium has ever encountered. In the years since, they have patrolled the outer reaches of the Imperium, specialising in the slaughter of alien horrors whilst acquiring information on the Fallen.



PRIME ABSOLVERS

Chapter Master Dagiel Harn of the Prime Absolvers, an Ultima Founding Chapter, first learned of the Fallen from Azrael himself. A headstrong warrior, he saw no reason for his Chapter brethren to feel the responsibility borne by many of the Unforgiven. To Harn, the Fallen are no different to other traitors. Though he established an Inner Circle and specialised companies, he sees his Chapter's mission as hunting all the Emperor's foes equally.



GUARDIANS OF THE COVENANT

It is not known from what Founding the warrior-monks of the Guardians of the Covenant came, only that they too are Unforgiven. Their adopted home world, Mortikah VII, lies near to the western rim of the Imperium. Their banners, armour and vehicles are covered in spidery, hand-written text extracted from the pages of tomes held sacred by the Space Marines.



COWLED WARDENS

The Cowled Wardens' base of operations lies within the Sirikoid Belt, a part of the region known as the Tears of Piruz. Rather than a single fortress monastery, the Chapter operates out of several hollowed-out asteroids. Not long after his return, the Lion is known to have visited this Chapter. The nature of this meeting is unknown, but at its end he led them to a final victory over the savage alien Jehangir.



PENITENT BLADES

The Penitent Blades hail from a world whose continents are made up of thousands of small landmasses suspended kilometres in the air above acidic oceans. How this phenomenon occurs is a mystery, but it has ensured the Penitent Blades are aerial combat experts. Their 2nd Company has four oversized squads providing gunship pilots, rather than the two in most other Unforgiven Chapters, and their aerial onslaughts are famed.



THE UNNAMED

When the senior elements of the Unnamed learned from Azrael of the Dark Angels' secrets, they felt the weight of their genetic ancestors' guilt heavily on their shoulders. They refused to take a name for their Chapter, deeming themselves unworthy, and refused to take a home world, determined that they would never cease to ply the stars until the blight of the Fallen was eradicated from the galaxy forever.

Infiltrator Brother Koharial rose from his place of concealment amidst the ruins and opened fire at his Sergeant's voxed command. His battle-brothers did likewise, Sergeant Zachath and his Infiltrators letting fly with their bolt carbines into the onrushing mass of Tyranids.

The ruins of the shrineplex were drowned in twilight gloom, its shadows deepened by the ceiling of lowering clouds that bellied low overhead. Purple-tinged rain, thick with spores, lashed down in sheets. Luminescent ground-mist billowed so dense and rad-saturated that it confounded even the Space Marines' auto-senses. Amidst the obscuring conditions, the Tyranid swarm seemed to Koharial to meld into a single, rippling organism of chitin and talons and dead black eyes.

The sight would have been enough to send unaugmented soldiers fleeing in terror. Instead, Koharial placed his shots with grim precision. His bolt shells rocketed through the murk to blow apart alien heads and dismember monsters that leapt and scuttled closer by the second.

'*This is Portcullis, hostile contact,*' reported Sergeant Zachath over the strike force's strategic voxnet. '*Enviro-conditions adverse, our augur-scopes are confounded, but estimate main enemy strength attacking along projected vectors.*'

'*What of the alpha target*?'came the response from Master Lazarus.

'*Confirmation is challenging,*' Zachath voxed back, even as Koharial and his brothers kept firing. The Tyranids were a confused and undulating mass half-hidden by rain, mist and shadow. Their forerunners were driving relentlessly forward through the Infiltrators' fusillade, scrambling over their own heaped dead. Weapon beasts amongst the masses returned fire and splattered the Dark Angels' position with acidic projectiles. Stonework and ceramite sizzled. Beside Koharial, Brother Natham lurched back and collapsed, the face plate of his helm a bubbling horror.

'*Understood, Portcullis. Support nigh,*' replied Master Lazarus. His stony calm jarred with the rapidly escalating savagery around Koharial. Auspex flickers hinted at hundreds of xenos bearing down on the Infiltrators' position like an avalanche, bringing the promise of death with them. Koharial ignored them. He knew his duty.

Thrusters screaming, a squadron of black-hulled Storm Speeders tore overhead spitting shells and rockets into the swarm. As they peeled up and away from the ruins, they ejected a cloud of crimson chem-flares that lit the battlefield like a scene from scriptural damnation.

Koharial could not restrain a grunt of shock at the scale and horror of the revealed swarm. The enemy resembled a malevolent tidal wave about to break over his position. He knew with detached certainty that he and his battle-brothers would be swept away by that flood. Yet there, lumbering forward amidst the swarm, shouldering aside ancient columns and ploughing through crumbling walls, were a trio of massive beasts with sickle talons and club-like tails. *Carnifexes,* Koharial thought, *Screamer-Killers, and behind them–*

'*Alpha target confirmed,*' voxed Sergeant Zachath even as the leading bioforms sprang at the Infiltrators and were blasted backward by point-blank bolt fire. '*Visual authentication of Hive Tyrant.*'

'*Portcullis fall back,*' came Master Lazarus' clipped response. '*Beast-slayer, commence strike.*'

'*Disengage!*' barked Sergeant Zachath. '*Tumult fire pattern. Rally point Stronghold.*'

Koharial and his battle-brothers were already breaking cover, blazing away now on full auto to cover their retreat. Tyranid bodies detonated wetly. Chitin shrapnel pinged from Koharial's armour. He poured shots into a trio of blade-armed beasts that were trying to overwhelm Brother Beloth, blasting the creatures back and allowing the Infiltrator to stagger free and join the retreat. Brother Atarial was less fortunate. Three-foot-long talons burst through his throat and chest before he was borne to the ground and vanished beneath the swarm.

The surviving Infiltrators ran through the lashing rain. They leapt over rubble heaps and vaulted low walls, fighting to stay ahead of the tide of monsters gnashing at their heels. Koharial's footfalls crunched as he dashed across a courtyard, though through the ground-mist he couldn't see if he was treading on broken glass or scattered bone. For an instant the traitorous thought came that Lazarus' strike would come too late, that he and his battle-brothers' bones would be strewn here too soon enough. He discarded the notion with disgust and kept running.

The twilight erupted with furious light and sound as the main Dark Angels force – who had waited poised and ready in their ambushing positions – opened fire en masse. The jaws of Master Lazarus' counter-attack closed on the ravening Tyranid swarm as it stretched out its alien tendrils to seize the bait of Squad Zachath. Dozens of Tyranids vanished amidst the firestorm. Half-seen tanks ground forward, their lumens cutting through the falling rain as their cannons blazed. Salvoes of plasma and missiles flashed from fire support positions amidst the ruins.

Knowing their part in the plan, Koharial and his surviving squad-mates dropped into their pre-designated spot in the line and added their fire to the barrage. The Infiltrator felt vengeful satisfaction as swathes of warrior organisms were reduced to a gory mist as though they had run headlong into an industrial thresher. So sudden and cataclysmic was the reversal of fortunes that the xenos swarm recoiled like a wounded beast on the verge of flight.

Then came pounding footfalls, and monstrous roars, and the three Screamer-Killers weathered the fusillade as they hit the Dark Angels' lines like living battering rams. Behind them came the Hive Tyrant, its insidious presence visibly steadying the swarm even as its grotesque bio-weapons spat barbed shards into the Space Marines lines. The lesser Tyranids redoubled their onslaught to push through the firestorm and hurl themselves into close-quarters combat.

In answer, as though materialising from the shadows, came the Lion. Fealty glowed like a beacon amidst the gloom. The Emperor's Shield thrummed with power. A band of Inner Circle Companions advanced in an honour guard at the Primarch's side.

The very sight of him, even veiled by driving rain and phosphorescent mist, was enough to make Koharial's twin hearts pound. He almost forgot to keep firing as he witnessed the Lion charging the brood of Carnifexes with Fealty swinging. The Primarch caught the blow of a titanic talon against the Emperor's Shield. The Screamer-Killer that had struck him reeled back as the converted force-pulse burst from the shield in an expanding shock wave of rainwater and tattered mist. Before the huge alien could rally, the Lion was inside its guard with fluid swiftness, driving Fealty point first through the Screamer-Killer's eye. El'Jonson gave his blade a twist and a wrench, ripping it free. His victim toppled backwards and crashed down with ichor jetting from its ruined face.

Another of the Screamer-Killers ploughed into the midst of the Inner Circle Companions. Its sweeping blade-limbs caught one warrior and hurled him through a wall. A vomited blast of bio-plasma incinerated another. Yet the battle-brothers' sacrifices allowed their fellows to encircle the beast and take their blades to it.



Bellowing, the third Screamer-Killer rushed the Lion, seeking to enfold him in a lethal embrace. The Primarch stepped back, deftly parrying with his blade and blocking with his shield, drawing the monster into the crossfire of his warriors and their armoured support. The resultant barrage annihilated the Carnifex, the Lion leaping over the glowing ruin of its carcass to lunge toward his true prey.

Now, for several seconds, Brother Koharial truly did forget to fire his bolt carbine as he watched the Lion and the Hive Tyrant duel. Blade and shield met slashing bonesword and coiling lash whip again and again. Even as the battle raged around the knight and his monstrous foe, it seemed to Koharial as though it faded, as if lost beneath the shadowed boughs of some ghostly primordial forest. The screams of beasts and the boom of gunfire sounded hollow in the Infiltrator's ears. His own body felt momentarily distant, as though he were a stranger watching himself fight from afar. Only the Lion's duel appeared real and clear to him, lit by the whirling mists like some scene from myth.

With shocking suddenness, the Primarch hacked off his foe's sword arm and the battle leapt back into focus for Koharial. The Hive Tyrant shrieked and coiled its lash whip around El'Jonson's neck. Koharial cried out in horror at the sight of the Primarch's blood mingling with the rain that sluiced down his ornate chest plate, yet the Lion seemed not to notice. Instead he smashed his shield into the Hive Tyrant's chest, shattering chitin, pulping organs, causing the monster to reel. Spinning Fealty, the Lion sliced the blade through the lash whip, cutting it in two like a snapped tendon before bringing the blade back and lopping the Hive Tyrant's head off.

The monstrous alien stayed standing for several heartbeats, ichor jetting from the stump of its neck. Then it crumpled, just so much butchered meat in the rain. The effect of its death upon the mauled Tyranids was electric and immediate. The impetus of their onslaught faltered. Creatures screeched and howled, snapping at their fellows or rising into the air with panicked flurries of wingbeats. Koharial's spirits soared as the Lion turned back to his warriors and raised Fealty high.

'Into them, my sons!' roared the Primarch. 'Drive back this monstrous swarm! For the Emperor!'

With that the Primarch turned and, bloodied but unbowed, plunged into the wavering Tyranids. Chanting litanies of loyalty and hatred, the Dark Angels followed their gene-sire into the fray and Koharial was amongst them, bolt carbine blazing as the Lion led him and his battle-brothers onward to victory.

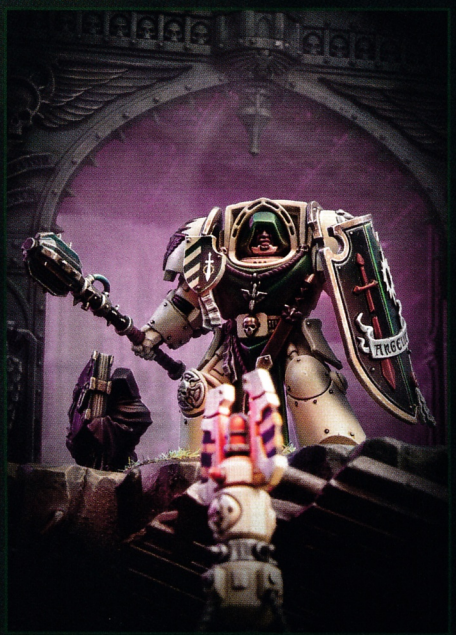


Showcase

COLOURS OF THE UNFORGIVEN

THE DARK ANGELS AND THEIR SUCCESSORS ARE AMONGST THE MOST SOMBRE AND KNIGHTLY SPACE MARINE CHAPTERS IN ASPECT. WHILE GIVING THE APPEARANCE OF UPHOLDING THE CODEX ASTARTES, THEY ALSO USE THEIR OWN OBSCURE SYSTEMS OF ADDITIONAL MARKINGS AND INSCRIPTIONS. SPECIALIST FORMATIONS SUCH AS THE DEATHWING OR RAVENWING FURTHER EMPLOY THEIR OWN HERALDIC SCHEMES, WHILE – BETWEEN FLOWING ROBES AND ORNATE DECORATION – MANY UNFORGIVEN APPEAR AS ORNATE AS THEY ARE VISUALLY MENACING.











1 A mighty host of the Dark Angels, led to battle by Supreme Grand Master Azrael and the dread Interrogator-Chaplain Asmodai, meet the heretical Black Legion at furious close quarters. Bolt rounds and plasma blasts cut through the smoke-wreathed air in the ruined shrine of Saint Tharlian. Chanted oaths, hate-filled curses and the bellow of powerful engines mingle with the thunder of gunfire as the fighting intensifies. Yet no matter the malevolence of their foes, the Sons of the Lion will not relent until victory is theirs.

Battlefield Role and Squad Number
The battlefield role is shown by the icon on the right pauldron. The squad number is borne upon the right shoulder, over the icon for battlefield role.



Battleline | Veteran | Close Support | Fire Support



Dark Angels Assault Intercessor Sergeant | Dark Angels Intercessor | Dark Angels Captain

Company Markings
In the Dark Angels, the brothers of the Battle and Reserve Companies wear their company markings upon their left knee.





Dark Angels Intercessor Sergeant



Dark Angels Hellblaster



Dark Angels Hellblaster Sergeant



Supreme Grand Master Azrael

2







Grand Master Belial





Asmodai









Deathwing Terminators





Ravenwing Dark Talon

2 As the Ravenwing bear down upon them, sections of the anti-gravitic T'au fortifications take to the air. The aliens' hopes of a safe vantage point to fire down from are dashed, however, as with a scream of thrusters a Nephilim Jetfighter streaks in to strafe the hovering platform and its occupants alike.

3 When the worshippers of the Dark Gods claimed the industrial city-sprawl of Zaghoria Prime, they reckoned without the massed fury of the Deathwing. Even the heretics themselves did not know that they harboured within their ranks one of the Fallen. Yet the Dark Angels have ways of learning even the most closely guarded secrets, and the singular will to act upon their knowledge no matter the challenges – or the foes – that must be overcome.









Lion El'Jonson, Primarch of the Dark Angels

4



5





4 Deep within the Chalnath Expanse, Fire caste cadres attempt to claim the Imperial shrine world of Endura for the growing T'au Empire. Expecting light resistance, the xenos are instead met by the fury of the Lion himself, fighting at the head of a mighty host of Dark Angels. The aliens' attempted conquests will be short lived on Endura.

5 Lion El'Jonson leads an elite band of hand-picked veterans into battle upon the moon of Ptelebrax-Gau VI. The Primarch and his companions face a warband of heretical Iron Warriors, seeking to infest this third moon of the the forge world Omegrath with the corrupting datastrains of the Obliterator virus. Revolted by the sight of how far the traitors have fallen since their rebellion in millennia long past, the Primarch hacks his way through the foe with a grim and cold-eyed determination.





Inner Circle Companions



Dark Angels Lieutenant



Dark Angels Aggressor Sergeant









Deathwing Knights



Ravenwing Outrider

6 During the savagery of the crusade through the Serpent Stars, an armoured column of Dark Angels is redirected suddenly from its primary objective on the authority of the Master of the Dark Angels 5th Company. Ignoring the irate vox hails of their Imperial allies, the Dark Angels fight a swift and vicious battle against a warband of Chaos Space Marines whose ranks include some robed and strangely armoured warriors. Poised to annihilate their foes, the Dark Angels are instead commanded to drive their survivors north into a shrouded operational zone whose details even they are not privy to. They are then ordered back into the war, questions unasked burning in their minds.

7 On the accursed moon of Boreada, the Deathwing corner a handful of Fallen whose ranks have been bolstered by renegade pretenders. The battle that follows is ferocious and fuelled by mutual, ice-cold hate.

8 Many months into the escalating bloodbath of the Serpent Stars Crusade, the Dark Angels at last have their quarry cornered. The infamous Cypher stands seemingly alone against the swiftly converging might of the Ravenwing. Yet this most enigmatic of the Fallen is never without a plan, and even faced by such dire odds his capture is far from a certain thing.





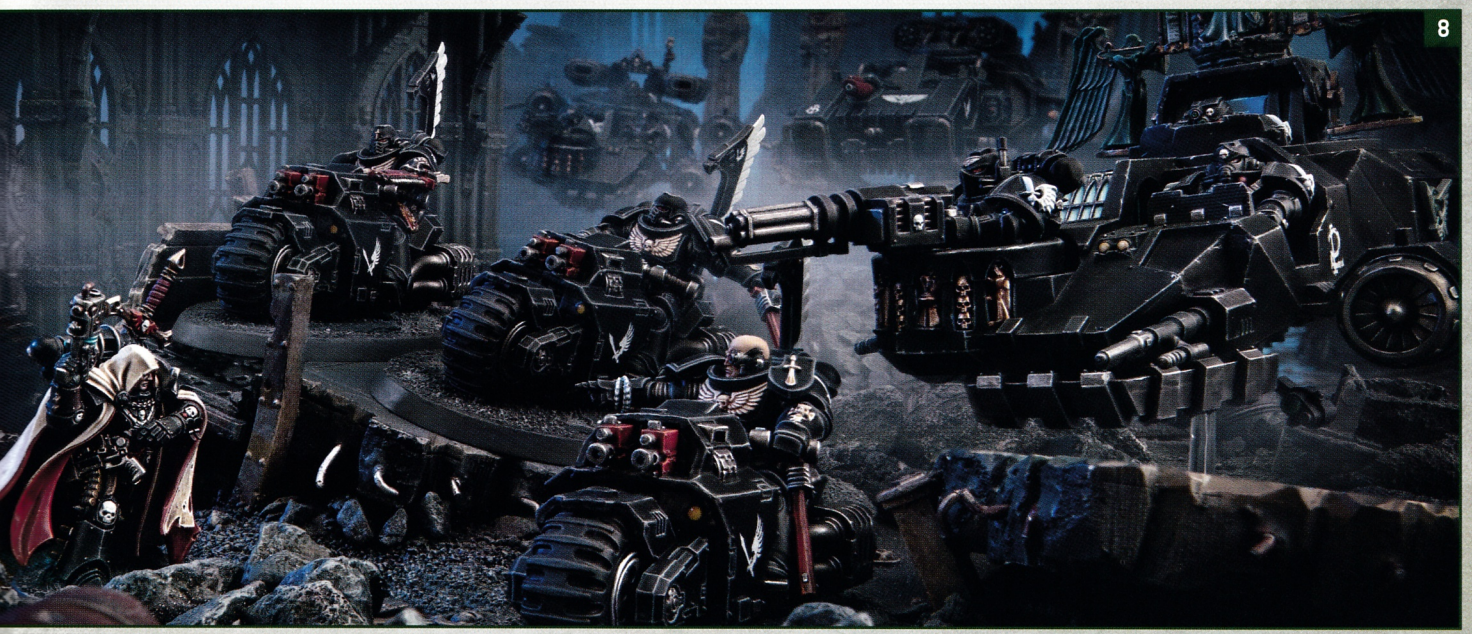




6



7



8

9 After answering an astropathic distress call from the refinery temples of Ghastanbael, a strike force of the Guardians of the Covenant find themselves mired in horror. The feculent hosts of the Death Guard have claimed this world and are already hard at work transforming its petrochemical infrastructure into a rancid, planetwide disease factory. Undaunted, the Sons of the Lion set about purging this revolting infestation.

10 The elite warriors of the Guardians of the Covenant's Inner Circle strike without warning! Even as the frenzied chanting of the Word Bearers' daemonic rite reaches a fever pitch, it is interrupted by the thunder of bolt weapons and the bellowed oaths of loyalist battle-brothers. The heretics fight back, incensed at their enemies' sacrilege, but their hopes of survival decrease by the moment…











Angels of Defiance Aggressor



Angels of Vengeance Eliminator Sergeant



Consecrators Intercessor



Angels of Redemption Reiver



Blades of Vengeance Assault Intercessor



Guardians of the Covenant Infiltrator





Combat Patrol

In this section you will find all the essentials for using the Vengeful Brethren in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



THE VENGEFUL BRETHREN

MASTER ZACHARIAL (1 MODEL)

- **This model is equipped with:** boltstorm gauntlet; power fist; relic chainsword.

As far as characters go, few are as durable as a Captain in Gravis armour. Master Zacharial is able to cut his way through large swathes of the foe, but must be protected from the enemy's more powerful guns. As such, be sure to use intervening scenery to keep him hidden from such firepower until the time comes to pile him into his chosen target.

INTERCESSOR SQUAD (10 MODELS)

- **Every model is equipped with:** bolt pistol; bolt rifle; close combat weapon.

The Intercessor Squad can be split into two separate units using the Patrol Squads rule. This gives you two **BATTLELINE** units, making for a greater degree of flexibility when it comes to securing objectives. However, keeping your Intercessors as a single unit does increase the effectiveness of Stratagems such as Relic Munitions, making such a decision far from automatic. To guide your decision, be sure to take a look at your opponent's army before the battle begins to judge whether you need to focus more on objectives or dealing damage.



HELLBLASTER SQUAD (5 MODELS)

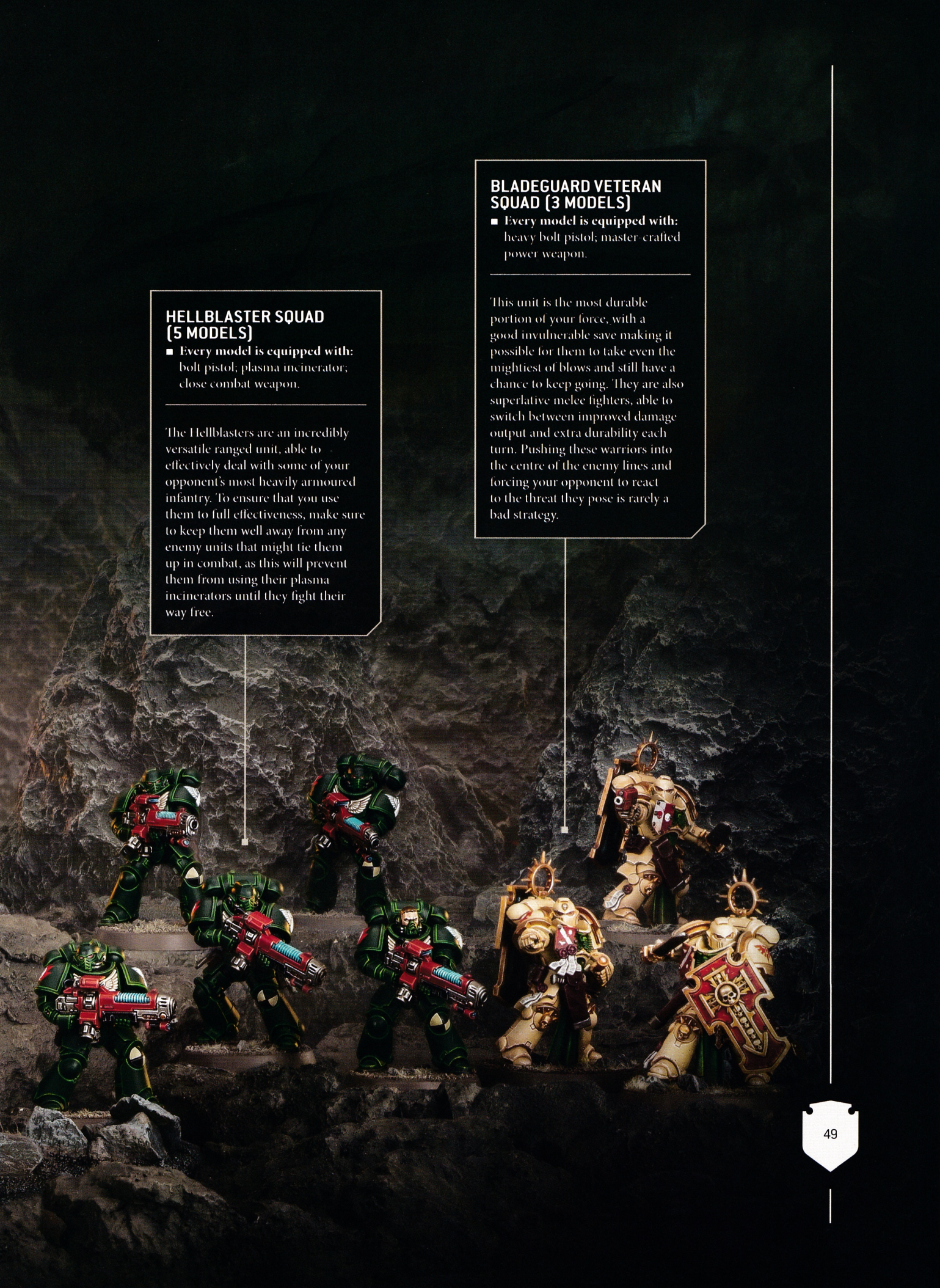
- **Every model is equipped with:** bolt pistol; plasma incinerator; close combat weapon.

The Hellblasters are an incredibly versatile ranged unit, able to effectively deal with some of your opponent's most heavily armoured infantry. To ensure that you use them to full effectiveness, make sure to keep them well away from any enemy units that might tie them up in combat, as this will prevent them from using their plasma incinerators until they fight their way free.

BLADEGUARD VETERAN SQUAD (3 MODELS)

- **Every model is equipped with:** heavy bolt pistol; master-crafted power weapon.

This unit is the most durable portion of your force, with a good invulnerable save making it possible for them to take even the mightiest of blows and still have a chance to keep going. They are also superlative melee fighters, able to switch between improved damage output and extra durability each turn. Pushing these warriors into the centre of the enemy lines and forcing your opponent to react to the threat they pose is rarely a bad strategy.



PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide intended to help you to bring your Dark Angels Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Dark Angels Chapter to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.



You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown below. We also recommend using multiple thin coats where needed to achieve good coverage.

- CALIBAN GREEN
- NULN OIL
- WARPSTONE GLOW
- WRAITHBONE
- SERAPHIM SEPIA
- LEADBELCHER
- MEPHISTON RED
- EVIL SUNZ SCARLET
- FROSTHEART
- RETRIBUTOR ARMOUR
- ABADDON BLACK
- ASTROGRANITE DEBRIS



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Chaos Black Spray paint, or Wraithbone Spray paint for those in bone armour. You can use several thin coats of Caliban Green or Wraithbone Base paint instead.

Green Armour and Chest Emblems



1 Apply several coats of Caliban Green thinned with water over the armour to get a smooth finish. 2 Shade the armour with Nuln Oil, focusing on the recesses and the darker areas. 3 Apply a careful highlight of thinned Warpstone Glow. Take your time, using the edge of your brush for best effect.

Bone Armour, Chest Emblems, Parchments and Other Details



1 Apply several thinned coats of Wraithbone, making sure to let each dry fully before moving on to the next. 2 While applying Seraphim Sepia, load the brush and use one fluid motion to achieve a smooth finish. 3 Carefully highlight the raised edges with thinned Wraithbone.

Metals, Red Weapon Casings and Helmet Lenses





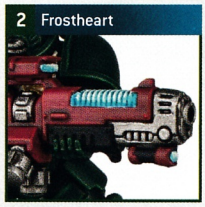




1 Apply thinned Leadbelcher to all metal areas, being careful not to catch anything that will not be metal. 2 Use several thinned coats of Mephiston Red to pick out the helmet lenses, weapon casings and other red areas. 3 Apply Nuln Oil over all those metal and red areas on your models. 4 Use thinned Evil Sunz Scarlet to apply a careful edge highlight to the red areas on the model to provide definition. For the metal areas, use Leadbelcher for this edge highlight.

Plasma Coils





1 Carefully apply thinned Wraithbone to the plasma areas. 2 Focus the Frostheart towards the recesses. Once it has fully dried, use thinned Wraithbone to highlight the top raised edges.

Gold Details







1 Apply thinned Retributor Armour to all gold areas, being careful not to obscure any detail by applying it too thickly. 2 Once the basecoat is dry apply Seraphim Sepia. 3 Thin your Leadbelcher before applying this highlight; take your time applying the highlight to the very edges of the gold details.

Cloaks







1 Basecoat the inside of the cloak with Wraithbone and the outside with Mephiston Red, using several thin coats. 2 Apply Seraphim Sepia to both sides. Try not to let it pool in the recesses. 3 Highlight the inside with thinned Wraithbone and the outside with thinned Evil Sunz Scarlet.

Basing







1 Apply a neat layer of Astrogranite Debris, being careful near the edges. 2 Once the layer of Astrogranite Debris is completely dry, apply a shade of Nuln Oil. 3 Drybrush the base gently with Wraithbone then apply multiple thin coats of Abaddon Black to the base edge to finish.

COMBAT PATROL
THE VENGEFUL BRETHREN

ABILITIES

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

OATH OF MOMENT

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

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



ENHANCEMENTS

Your **CAPTAIN** model has the Determined Combatant Enhancement. You can replace this with the Wages of Retribution.

DEFAULT ENHANCEMENT

DETERMINED COMBATANT

An exemplar of the Dark Angels' relentless dedication to duty, once this warrior has set their mind to taking and holding a location they strike down any who oppose them with cold fury.

While the bearer is within range of an objective marker, weapons equipped by the bearer have the **[SUSTAINED HITS 1]** ability.

OR

OPTIONAL ENHANCEMENT

WAGES OF RETRIBUTION

The battle-brothers of the Unforgiven Chapters may not always know why a particular foe has been marked above all others for destruction or capture, for their superiors make a habit of secrecy. Yet it is enough to know they have done their duty, for in their Primarch's own words, duty is its own reward.

Each time an **ADEPTUS ASTARTES** model from your army destroys your Oath of Moment target, if the bearer is on the battlefield, roll one D6: on a 4+, you gain 1CP.



SECONDARY OBJECTIVES

You will use the Hunters of Heretics secondary objective. You can replace this with the Take the Stronghold.

DEFAULT SECONDARY OBJECTIVE

HUNTERS OF HERETICS

Not only does cutting down their foes' greatest champions do honour to the Emperor and the Primarch, but it also serves to shatter enemy morale and cement the Dark Angels' victory.

- Each time an **ADEPTUS ASTARTES** unit from your army destroys an enemy **CHARACTER** model, you score 5VP.
- At the end of the battle, if all enemy **CHARACTER** models are destroyed, you score 5VP.

OR

OPTIONAL SECONDARY OBJECTIVE

TAKE THE STRONGHOLD

The enemies of the Emperor must be dug out of every bolthole and tainted strongpoint, driven from their heretical fastnesses and subjected to the merciless judgement of the Unforgiven.

Before the battle, at the start of the Deploy Armies step, your opponent must select one objective marker that is not in their deployment zone.

At the end of your turn, you score 5VP if you control that selected objective marker.

STRATAGEMS

You can use the following Stratagems:

UNYIELDING

1CP

THE VENGEFUL BRETHREN – EPIC DEED STRATAGEM

So stubborn and stoic are the Dark Angels that even death is not enough to stay their wrath.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if that model has the **BLADEGUARD VETERAN SQUAD** keyword: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making attacks, and is then removed from play.

MARCH OF VENGEANCE

1CP

THE VENGEFUL BRETHREN – STRATEGIC PLOY STRATAGEM

Cutting down the last of their foes and giving no mind to their own hurts, the Unforgiven press relentlessly on toward victory.

WHEN: Fight phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3".

RELIC MUNITIONS

1CP

THE VENGEFUL BRETHREN – BATTLE TACTIC STRATAGEM

Drawn from the deep vaults of the Rock, these ancient and invaluable rounds of ammunition contain destabilised plasmic cores and are reserved for cutting down the worthiest and most terrible of foes.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit (excluding plasma incinerators) have the **[LETHAL HITS]** ability.

MASTER ZACHARIAL

Combat Patrol Datasheet

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

4+ INVULNERABLE SAVE



Clad in his mighty suit of Gravis armour and utterly dedicated to his martial duties, Zacharial shrugs off his foes' attacks with contemptuous ease. In return he blasts them from their feet with hails of explosive bolts or hacks and bludgeons them to ruin at close quarters.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltstorm gauntlet [PISTOL]	12"	3	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist	Melee	5	2+	8	-2	2
Relic chainsword [EXTRA ATTACKS]	Melee	3	2+	4	-1	2

ABILITIES

FACTION: **Oath of Moment**

Refuse to Yield: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

KEYWORDS: **Infantry, Character, Imperium, Gravis, Captain, Master Zacharial**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**

INTERCESSOR SQUAD

Combat Patrol Datasheet

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



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

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

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

ABILITIES

FACTION: **Oath of Moment**

PATROL SQUADS

At the start of the Declare Battle Formations step this unit can be split into two units, each containing five models.

KEYWORDS: **Infantry, Battleline, Imperium, Tacticus, Intercessor Squad**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**

HELLBLASTER SQUAD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Few foes can survive the incandescent fury of a Hellblaster Squad. Whether they be Tyranid Hive Tyrant, Ork Warboss or Heretic Astartes battle tank, all are reduced to ash and slag by searing, well-aimed plasma fire pouring from the Hellblasters' ferocious weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2

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

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

ABILITIES

FACTION: **Oath of Moment**

KEYWORDS: **INFANTRY, IMPERIUM, TACTICUS, HELLBLASTER SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**

BLADEGUARD VETERAN SQUAD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1

4+ INVULNERABLE SAVE



Bladeguard Veterans advance relentlessly with blades held high – the very image of noble knights of myth. Members of their Chapter's elite 1st Company of Veterans, each of these vastly experienced Space Marines has fought to preserve the Imperium across uncounted worlds.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2

ABILITIES

FACTION: **Oath of Moment**

Bladeguard: At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- **Swords of the Chapter:** Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- **Shields of the Chapter:** Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.

KEYWORDS: **INFANTRY, IMPERIUM, TACTICUS, BLADEGUARD VETERAN SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**

Forces of the Dark Angels

'What is it to be a Dark Angel? It is to be one of the First Legion, the honoured, the sons of the Lion. It is to never yield to the will of heretics. It is to know that a moment of laxity spawns a lifetime of heresy. With every breath we who follow in the footsteps of the Lion remember. We will never forget, never forgive.'

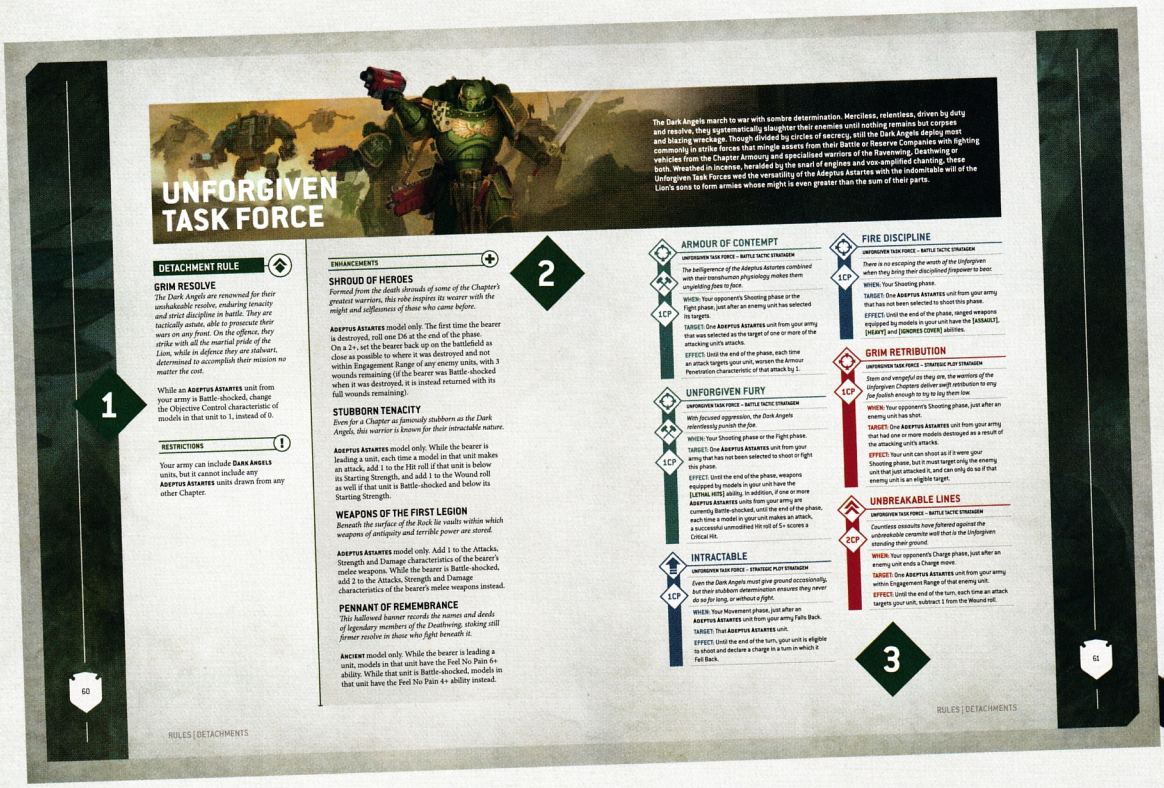
- Azrael, Supreme Grand Master of the Dark Angels



INTRODUCTION

Welcome to the rules section of *Codex Supplement: Dark Angels*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Dark Angels collection to life on the tabletop.

These include Detachment rules that Space Marines and Dark Angels armies can use, along with instructions on how to field ADEPTUS ASTARTES units drawn from the Dark Angels' elite Deathwing and Ravenwing companies. This section also includes datasheets for Dark Angels units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.


UNFORGIVEN TASK FORCE

The Dark Angels march to war with sombre determination. Merciless, relentless, driven by duty and resolve, they systematically slaughter their enemies until nothing remains but corpses and blazing wreckage. Though divided by circles of secrecy, still the Dark Angels deploy most commonly in strike forces that mingle assets from their Battle or Reserve Companies with fighting vehicles from the Chapter Armoury and specialised warriors of the Ravenwing, Deathwing or both. Wreathed in incense, heralded by the snarl of engines and vox-amplified chanting, these Unforgiven Task Forces wed the versatility of the Adeptus Astartes with the indomitable will of the Lion's sons to form armies whose might is even greater than the sum of their parts.

DETACHMENT RULE

GRIM RESOLVE

The Dark Angels are renowned for their unshakeable resolve, enduring tenacity and strict discipline in battle. They are tactically astute, able to prosecute their wars on any front. On the offence, they strike with all the martial pride of the Lion, while in defence they are stalwart, determined to accomplish their mission no matter the cost.

While an ADEPTUS ASTARTES unit from your army is Battle-shocked, change the Objective Control characteristic of models in that unit to 1, instead of 0.

RESTRICTIONS

Your army can include DARK ANGELS units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

ENHANCEMENTS

SHROUD OF HEROES

Formed from the death shrouds of some of the Chapter's greatest warriors, this robe inspires its wearer with the might and selflessness of those who came before.

ADEPTUS ASTARTES model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining (if the bearer was Battle-shocked when it was destroyed, it is instead returned with its full wounds remaining).

STUBBORN TENACITY

Even for a Chapter as famously stubborn as the Dark Angels, this warrior is known for their intractable nature.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Battle-shocked and below its Starting Strength.

WEAPONS OF THE FIRST LEGION

Beneath the surface of the Rock lie vaults within which weapons of antiquity and terrible power are stored.

ADEPTUS ASTARTES model only. Add 1 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons. While the bearer is Battle-shocked, add 2 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons instead.

PENNANT OF REMEMBRANCE

This hallowed banner records the names and deeds of legendary members of the Deathwing, stoking still firmer resolve in those who fight beneath it.

ANCIENT model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability. While that unit is Battle-shocked, models in that unit have the Feel No Pain 4+ ability instead.

ARMOUR OF CONTEMPT

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their transhuman physiology makes them unyielding foes to face.

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

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

UNFORGIVEN FURY

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

With focused aggression, the Dark Angels relentlessly punish the foe.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the [LETHAL HITS] ability. In addition, if one or more ADEPTUS ASTARTES units from your army are currently Battle-shocked, until the end of the phase, each time a model in your unit makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

INTRACTABLE

UNFORGIVEN TASK FORCE – STRATEGIC PLOY STRATAGEM

Even the Dark Angels must give ground occasionally, but their stubborn determination ensures they never do so for long, or without a fight.

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

TARGET: That ADEPTUS ASTARTES unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

FIRE DISCIPLINE

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

There is no escaping the wrath of the Unforgiven when they bring their disciplined firepower to bear.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT], [HEAVY] and [IGNORES COVER] abilities.

GRIM RETRIBUTION

UNFORGIVEN TASK FORCE – STRATEGIC PLOY STRATAGEM

Stern and vengeful as they are, the warriors of the Unforgiven Chapters deliver swift retribution to any foe foolish enough to try to lay them low.

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

TARGET: One ADEPTUS ASTARTES unit from your army that had one or more models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but it must target only the enemy unit that just attacked it, and can only do so if that enemy unit is an eligible target.

UNBREAKABLE LINES

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

Countless assaults have fathered against the unbreakable ceramite wall that is the Unforgiven standing their ground.

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One ADEPTUS ASTARTES unit from your army within Engagement Range of that enemy unit.

EFFECT: Until the end of the turn, each time an attack targets your unit, subtract 1 from the Wound roll.

1 2 3

60 61

RULES | DETACHMENTS

On the following pages you will find several Dark Angels Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Dark Angels – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade Characters using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56).

If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your Characters Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct.

This ability is described in full on the Army Rules page of *Codex: Space Marines.*

THE UNFORGIVEN

None fight with more grim determination than the sons of the Lion, and their specialised companies – known as the Deathwing and the Ravenwing in the case of the Dark Angels – are the bane of their terrified foes.

- If an **ADEPTUS ASTARTES** unit has a second Faction keyword on its datasheet, that Faction keyword is the name of that unit's Chapter. For example, Asmodai has both the **ADEPTUS ASTARTES** and **DARK ANGELS** Faction keywords, and is therefore from the Dark Angels Chapter.
- You cannot include units from more than one Chapter in your army.

Designer's Note: The rules presented in this section assume that the **ADEPTUS ASTARTES** units in your army are from the Dark Angels Chapter, but they can also be used to represent any Dark Angels successor Chapter, such as one described in the background section of this book, or even one of your own invention. However, players who wish to faithfully recreate the Dark Angels Chapter on the tabletop should only include **DARK ANGELS EPIC HEROES** if their collection is intended to represent the First Founding Chapter itself; Ezekiel is the Chief Librarian of the Dark Angels, for example, and not of any of their successors.

The Ravenwing

The following **ADEPTUS ASTARTES** units gain the **RAVENWING** keyword if they are drawn from the Dark Angels Chapter:

- **MOUNTED** units
- **VEHICLE** units that can **FLY**

The Deathwing

The following **ADEPTUS ASTARTES** units gain the **DEATHWING** keyword if they are drawn from the Dark Angels Chapter:

- **TERMINATOR** units
- **BLADEGUARD ANCIENT**, **BLADEGUARD VETERAN SQUAD**, **STERNGUARD VETERAN SQUAD** and **VANGUARD VETERAN SQUAD WITH JUMP PACKS** units
- **LAND RAIDER**, **LAND RAIDER CRUSADER**, **LAND RAIDER REDEEMER**, **REPULSOR** and **REPULSOR EXECUTIONER** units
- **DREADNOUGHT** units



UNFORGIVEN TASK FORCE

DETACHMENT RULE

GRIM RESOLVE

The Dark Angels are renowned for their unshakeable resolve, enduring tenacity and strict discipline in battle. They are tactically astute, able to prosecute their wars on any front. On the offence, they strike with all the martial pride of the Lion, while in defence they are stalwart, determined to accomplish their mission no matter the cost.

While an **ADEPTUS ASTARTES** unit from your army is Battle-shocked, change the Objective Control characteristic of models in that unit to 1, instead of 0.

RESTRICTIONS

Your army can include **DARK ANGELS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS

SHROUD OF HEROES

Formed from the death shrouds of some of the Chapter's greatest warriors, this robe inspires its wearer with the might and selflessness of those who came before.

ADEPTUS ASTARTES model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining (if the bearer was Battle-shocked when it was destroyed, it is instead returned with its full wounds remaining).

STUBBORN TENACITY

Even for a Chapter as famously stubborn as the Dark Angels, this warrior is known for their intractable nature.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Battle-shocked and below its Starting Strength.

WEAPONS OF THE FIRST LEGION

Beneath the surface of the Rock lie vaults within which weapons of antiquity and terrible power are stored.

ADEPTUS ASTARTES model only. Add 1 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons. While the bearer is Battle-shocked, add 2 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons instead.

PENNANT OF REMEMBRANCE

This hallowed banner records the names and deeds of legendary members of the Deathwing, stoking still firmer resolve in those who fight beneath it.

ANCIENT model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability. While that unit is Battle-shocked, models in that unit have the Feel No Pain 4+ ability instead.

The Dark Angels march to war with sombre determination. Merciless, relentless, driven by duty and resolve, they systematically slaughter their enemies until nothing remains but corpses and blazing wreckage. Though divided by circles of secrecy, still the Dark Angels deploy most commonly in strike forces that mingle assets from their Battle or Reserve Companies with fighting vehicles from the Chapter Armoury and specialised warriors of the Ravenwing, Deathwing or both. Wreathed in incense, heralded by the snarl of engines and vox-amplified chanting, these Unforgiven Task Forces wed the versatility of the Adeptus Astartes with the indomitable will of the Lion's sons to form armies whose might is even greater than the sum of their parts.

ARMOUR OF CONTEMPT

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their transhuman physiology makes them unyielding foes to face.

1CP

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

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

UNFORGIVEN FURY

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

With focused aggression, the Dark Angels relentlessly punish the foe.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[LETHAL HITS]** ability. In addition, if one or more **ADEPTUS ASTARTES** units from your army are currently Battle-shocked, until the end of the phase, each time a model in your unit makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

INTRACTABLE

UNFORGIVEN TASK FORCE – STRATEGIC PLOY STRATAGEM

Even the Dark Angels must give ground occasionally, but their stubborn determination ensures they never do so for long, or without a fight.

1CP

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

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

FIRE DISCIPLINE

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

There is no escaping the wrath of the Unforgiven when they bring their disciplined firepower to bear.

1CP

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[ASSAULT]**, **[HEAVY]** and **[IGNORES COVER]** abilities.

GRIM RETRIBUTION

UNFORGIVEN TASK FORCE – STRATEGIC PLOY STRATAGEM

Stern and vengeful as they are, the warriors of the Unforgiven Chapters deliver swift retribution to any foe foolish enough to try to lay them low.

1CP

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

TARGET: One **ADEPTUS ASTARTES** unit from your army that had one or more models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but it must target only the enemy unit that just attacked it, and can only do so if that enemy unit is an eligible target.

UNBREAKABLE LINES

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

Countless assaults have faltered against the unbreakable ceramite wall that is the Unforgiven standing their ground.

2CP

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One **ADEPTUS ASTARTES** unit from your army within Engagement Range of that enemy unit.

EFFECT: Until the end of the turn, each time an attack targets your unit, subtract 1 from the Wound roll.



INNER CIRCLE TASK FORCE

DETACHMENT RULE

VOWED TARGET

Whether its true significance is kept a secret or not, there is a singular prize here that the Inner Circle have come to either secure or destroy. They will pursue this strategic objective with cold ferocity.

At the start of your Command phase, select one objective marker. Until the start of your next Command phase, that objective marker is your Vowed objective marker. Each time a **DEATHWING INFANTRY** unit from your army makes an attack that targets a unit within range of your Vowed objective marker, add 1 to the Wound roll.

RESTRICTIONS

Your army can include **DARK ANGELS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS

CHAMPION OF THE DEATHWING

Even amongst the elite of the Unforgiven, this warrior is a paragon of duty and martial might.

DEATHWING model only. Melee weapons equipped by the bearer have the **[LETHAL HITS]** ability, and each time the bearer makes a melee attack, if it is within range of your Vowed objective marker, a Critical Hit is scored on an unmodified Hit roll of 5+.

EYE OF THE UNSEEN

It is said that no secret can escape the gaze of this ocular augmetic, which belonged first to the feared Interrogator-Chaplain Enoch.

DEATHWING model only. Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 if the bearer is within range of your Vowed objective marker: on a 5+, you gain 1CP.

SINGULAR WILL

This warrior lets nothing stand in their way or slow their advance, closing swiftly and relentlessly with their quarry.

DEATHWING model only. Each time the bearer's unit Piles In or Consolidates, models in that unit can move an additional 3".

DEATHWING ASSAULT

Employing shock assault doctrines requiring ancient technology and immense tactical skill, the Deathwing are masters of catching their foes wholly unawares.

DEATHWING model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

When the wrath of the Inner Circle is unleashed en masse worlds shake, armies die and heretic fortifications topple in flaming ruin. Sometimes the elite of the Unforgiven fight alone as a wedge of skilled veteran battle-brothers who strike suddenly from blazing teleport flares or ride to war aboard thundering armoured transports. At other times the Inner Circle deploy alongside their less elevated battle-brothers, forming the unstoppable speartip of a combined-arms assault. Whatever the case, such forces are not committed lightly – they always have a vital strategic goal, be it the devastation of an enemy position, the acquisition of key intelligence, or the capture of one whom the Unforgiven have long hunted across the stars.

ARMOUR OF CONTEMPT

INNER CIRCLE TASK FORCE – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their transhuman physiology makes them unyielding foes to face.

1CP

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

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

MARTIAL MASTERY

INNER CIRCLE TASK FORCE – EPIC DEED STRATAGEM

The warriors of the Deathwing fight with the honed skill and lethality of knightly champions.

1CP

WHEN: Fight phase.

TARGET: One **DEATHWING INFANTRY** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If your unit is within range of your Vowed objective marker, you can re-roll the Wound roll instead.

DUTY UNTO DEATH

INNER CIRCLE TASK FORCE – STRATEGIC PLOY STRATAGEM

So driven by duty are the veterans of the Unforgiven that even death cannot keep them from it.

1CP

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DEATHWING** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 if your unit is within range of your Vowed objective marker. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

RELIC TELEPORTARIUM

INNER CIRCLE TASK FORCE – STRATEGIC PLOY STRATAGEM

The Deathwing employ ancient and incredibly powerful teleportariums, some older than the Great Crusade, to strike at their foes with unparalleled safety and accuracy.

1CP

WHEN: Your Movement phase.

TARGET: One **DEATHWING** unit from your army that is arriving using the Deep Strike ability this phase.

EFFECT: Your unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy models.

RESTRICTIONS: Until the end of the turn, your unit is not eligible to declare a charge.

WRATH OF THE LION

INNER CIRCLE TASK FORCE – EPIC DEED STRATAGEM

Channelling the strategic puissance and measured ferocity of their gene-sire, the veterans of the Unforgiven unleash a perfectly timed and utterly lethal storm of tightly controlled violence .

1CP

WHEN: Your Charge phase.

TARGET: One **DEATHWING INFANTRY** unit from your army that just ended a Charge move.

EFFECT: Select one enemy unit within Engagement Range of your unit and roll one D6 for each model in your unit, adding 1 to the result if that enemy unit is within range of your Vowed objective marker: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 3 mortal wounds).

UNMATCHED FORTITUDE

INNER CIRCLE TASK FORCE – BATTLE TACTIC STRATAGEM

In the name of their oaths to Chapter, Primarch and Emperor, the Deathwing march into the fiercest firestorms and refuse to falter.

1CP

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

TARGET: One **DEATHWING INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.



COMPANY OF HUNTERS

DETACHMENT RULE

MASTERS OF MANOEUVRE

The Ravenwing are fearsome and daring hunters, relentless in pursuit and furious on the assault. When they lead the Dark Angels to war they inspire their battle-brothers with their strategic and tactical mastery of high-speed warfare, knightly bike-mounted venators leading every charge and rapidly outmanoeuvring the foe.

ADEPTUS ASTARTES units from your army are eligible to shoot in a turn in which they Advanced or Fell Back.

RESTRICTIONS

Your army can include **DARK ANGELS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

KEYWORDS

OUTRIDER units from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS

MASTER-CRAFTED WEAPON

Those who command the Ravenwing on their hunts are often honoured with a masterwork blade, mace or other deadly close-quarters weapon. Such implements are fashioned by the Chapter's artificers and weighted perfectly to be wielded from the saddle of a speeding armoured steed.

RAVENWING model only. Melee weapons equipped by the bearer have the **[PRECISION]** ability.

MOUNTED STRATEGIST

This warrior has mastered the art of such advanced ploys as feigning flight only to turn swiftly upon overextended foes and launch a devastating counter-offensive to shatter their lines.

RAVENWING model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

MASTER OF MANOEUVRE

Daring and audacious, this commander favours breakneck outflanking manoeuvres that allow them to plunge into the enemy's midst from unexpected quarters.

RAVENWING model only. If the bearer's unit starts the battle in Strategic Reserves, its points value does not count towards the combined points limit for units from your army that are in Strategic Reserve, and for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

RECON HUNTER

This commander is an expert scout as well as hunter, and takes advantage of these skills to seize the most advantageous position before battle begins.

RAVENWING model only. Models in the bearer's unit have the Scouts 9" ability.

Engines roar and turbines howl as the swift hunting formations of the Unforgiven run their prey to ground. Outfitted with swift attack vehicles from rugged assault bikes and ATVs to anti-grav skimmers and armoured transports, these formations boast a potent combination of speed, firepower and resilience. Flanking strikes; encircling manoeuvres; line-breaking assaults; hit-and-run raids; the Ravenwing and their equivalent formations amongst the Unforgiven have mastered them all. Yet it is on the hunt where they truly excel. Guns blazing, expert riders weaving through incoming fire and the most challenging terrain, they rapidly eliminate every obstacle and foe in their path before overtaking their quarry and snaring them in an adamantine noose.

HUNTERS' TRAIL

COMPANY OF HUNTERS – STRATEGIC PLOY STRATAGEM

1CP

Using augur beacons, servo-skulls and the like, the Ravenwing mark locations they have passed through and cleansed of foes, laying a trial their fellows can follow on the hunt.

WHEN: Command phase.

TARGET: One **RAVENWING MOUNTED** unit from your army that is within range of an objective marker you control.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

ARMOUR OF CONTEMPT

COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

1CP

The belligerence of the Adeptus Astartes combined with their transhuman physiology makes them unyielding foes to face.

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

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

TALON STRIKE

COMPANY OF HUNTERS – STRATEGIC PLOY STRATAGEM

1CP

Be it their true quarry or simply one who possesses knowledge that will lead them to their apprehension, when the Ravenwing strike at a priority target they do so with unmerciful surety.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **RAVENWING MOUNTED** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets an **INFANTRY CHARACTER** or **MOUNTED CHARACTER** unit, add 1 to the Wound roll.

DEATH ON THE WIND

COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

1CP

The Ravenwing employ shock tactics and focussed firepower to tear bloody paths through the enemy ranks, shattering resistance and clearing the way to their true quarry.

WHEN: Your Shooting phase.

TARGET: One **RAVENWING** unit from your army that has just shot.

EFFECT: Select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test. When doing so, if one or more **RAVENWING** units from your army are within 6" of that enemy unit, subtract 1 from the test.

HIGH-SPEED FOCUS

COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

1CP

Even when travelling at breakneck pace, the Ravenwing control their vehicles with consummate skill and are able to jink and dodge around incoming enemy fire.

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

TARGET: One **RAVENWING** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

RAPID REAPPRAISAL

COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

1CP

The Ravenwing scan and analyse their foes' strategic dispositions constantly, augury and aerial surveillance helping to watch that no quarry slips their closing net. They are quick to redirect combat assets should such a risk present itself.

WHEN: End of your opponent's Fight phase.

TARGET: One **RAVENWING** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

Datasheets

'By sanctified bolt shell and purifying plasma blast do we chastise the unclean. By keen-edged blade do we strike the heads from heretics and flense away the sins of the traitor and the liar alike. Yet it is our unyielding spirit that is our greatest weapon, and the one that our enemies soon come to fear the most.'

- Master Lazarus, from his Oaths Martial



LION EL'JONSON

M	T	SV	W	LD	OC
8"	9	2+	10	5+	4

3+ INVULNERABLE SAVE



Lion El'Jonson stalks from mist-wreathed shadow realms like an ancient questing knight hunting down the galaxy's terrors. With the immense blade, Fealty, the Primarch cleaves apart the most heinous of monstrosities, while the Emperor's Shield erupts in blazes of light and force in response to savage blows.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arma Luminis – bolt [PISTOL]	12"	4	2+	4	-1	2
Arma Luminis – plasma [PISTOL]	12"	2	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fealty – strike [LETHAL HITS]	Melee	8	2+	12	-4	4
Fealty – sweep [SUSTAINED HITS 1]	Melee	16	2+	6	-3	1

PRIMARCH OF THE FIRST LEGION

All Secrets Revealed: Once per turn, when your opponent targets a unit from their army with a Stratagem but before that Stratagem's effects are resolved, if that unit is within 12" of this model, you gain 1CP and that enemy unit must take a Battle-shock test. If that test is failed, in addition to that unit being Battle-shocked, that Stratagem's effects are not resolved (that Stratagem still counts as having been used this phase).

Martial Exemplar (Aura): While a friendly **ADEPTUS ASTARTES** unit is within 6" of this model , each time a model in that unit makes a melee attack, add 1 to the Hit roll.

No Hiding from the Watchers (Aura): While a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, models in that unit have the Feel No Pain 4+ ability against mortal wounds.

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

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

ABILITIES

CORE: **Deep Strike, Fights First**

FACTION: **Oath of Moment**

Primarch of the First Legion: In your Command phase, select one Primarch of the First Legion ability (see left). Until the start of your next Command phase, this model has that ability.

The Emperor's Shield: Each time a melee attack is allocated to this model, on an unmodified saving throw of 6, the attacking unit suffers 1 mortal wound after it has finished making its attacks.

Dark Angels Bodyguard: While this model is within 3" of one or more friendly **ADEPTUS ASTARTES INFANTRY** units, this model has the Lone Operative ability.

UNIT COMPOSITION

- **1 Lion El'Jonson – EPIC HERO**

This model is equipped with: Arma Luminis; Fealty.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, IMPERIUM, PRIMARCH, LION EL'JONSON**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**



INNER CIRCLE COMPANIONS

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



Wielding Calibanite greatswords with breathtaking skill, wreathed in the incense smoke of their braziers of judgement, the Inner Circle Companions cut a crimson path through their foes. They are sinister warriors whether battling as ally or enemy, for they fight in silence save for the whine of their armour servos and the crunch of their blades through flesh and bone.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Calibanite greatsword – strike [LETHAL HITS]	Melee	4	3+	6	-1	2
Calibanite greatsword – sweep [SUSTAINED HITS 2]	Melee	4	3+	6	-1	1

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **STERNGUARD VETERAN SQUAD**, it can be attached to this unit instead.

ABILITIES

FACTION: **Oath of Moment**

Braziers of Judgement: While a **CHARACTER** model is leading this unit, each time an attack targets this unit, subtract 1 from the Hit roll.

Enmity for the Unworthy: Each time a model in this unit makes an attack that targets a **CHARACTER** unit, add 1 to the Hit roll.

UNIT COMPOSITION

- **3-6 Inner Circle Companions**

Every Inner Circle Companion is equipped with: heavy bolt pistol; Calibanite greatsword.

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

KEYWORDS: **INFANTRY, IMPERIUM, DEATHWING, TACTICUS, INNER CIRCLE COMPANIONS**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**



AZRAEL

M	T	SV	W	LD	OC
6"	4	2+	6	6+	1

4+ INVULNERABLE SAVE



Supreme Grand Master Azrael is a beacon of inspiration to those who follow him, and is paid enormous respect for his ability as a strategist. A masterful commander, he quickly grasps changing battlefield realities and orchestrates his forces to maximum advantage. In the fray, Azrael decapitates foes with every strike of the Sword of Secrets.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
The Sword of Secrets [DEVASTATING WOUNDS]	Melee	6	2+	6	-4	2

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, Tactical Squad**

UNIT COMPOSITION

- **1 Azrael – Epic Hero**

This model is equipped with: Lion's Wrath; the Sword of Secrets; the Lion Helm.

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Supreme Grand Master: While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Masterful Tactician: At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

WARGEAR ABILITIES

The Lion Helm: Models in the bearer's unit have a 4+ invulnerable save. In addition, once per battle, in any phase, the bearer can summon a Watcher in the Dark. When it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds.

KEYWORDS: **Infantry, Character, Epic Hero, Grenades, Imperium, Deathwing, Tacticus, Chapter Master, Azrael**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**

ASMODAI

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

4+ INVULNERABLE SAVE



Asmodai is the Dark Angels' most successful Interrogator-Chaplain. Relentless and humourless, in battle he incites his battle-brothers' fighting spirit to reach new heights, rendering them unstoppable killing machines by chanting litanies of hate with unshakeable belief.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum and power weapon – strike	Melee	5	2+	6	-2	2
Crozius arcanum and power weapon – sweep	Melee	8	2+	5	-2	1

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, Tactical Squad**

UNIT COMPOSITION

- **1 Asmodai – Epic Hero**

This model is equipped with: heavy bolt pistol; crozius arcanum and power weapon.

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Exemplar of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Hit roll.

Feared Interrogator: At the start of the Fight phase, each enemy **Character** unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test when they do. In addition, each time this model destroys an enemy **Character** model with a melee attack, you gain 1CP.

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

KEYWORDS: **Infantry, Character, Epic Hero, Grenades, Imperium, Deathwing, Chaplain, Tacticus, Asmodai**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**

BELIAL

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

4+ INVULNERABLE SAVE



Grand Master Belial is a warrior born – a killer whose skill in battle has always stood out, even amongst his post-human brethren. For all his ability he is a staunch perfectionist, chastising himself for every perceived weakness. In battle he wields the Sword of Silence, an obsidian Chapter relic that seems to swallow nearby sound.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Master-crafted storm bolter [PRECISION, RAPID FIRE 2]	24"	2	2+	4	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Sword of Silence [PRECISION]	Melee	6	2+	6	-2	2

LEADER

This model can be attached to the following units: **Deathwing Knights, Deathwing Terminator Squad, Terminator Assault Squad, Terminator Squad**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Grand Master of the Deathwing: While this model is leading a unit, each time a model in that unit makes an attack, if a Critical Hit is scored, that attack has the [PRECISION] ability.

Strikes of Retribution: Each time a melee attack is allocated to this model, after the attacking unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

UNIT COMPOSITION

- **1 Belial – Epic Hero**

This model is equipped with: master-crafted storm bolter; the Sword of Silence.

KEYWORDS: **Infantry, Character, Epic Hero, Imperium, Terminator, Deathwing, Captain, Belial**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**

EZEKIEL

M	T	SV	W	LD	OC
6"	4	2+	4	6+	1

4+ INVULNERABLE SAVE



Ezekiel is Grand Master of Librarians. As a master of Interromancy, his warp-whispers shred the sanity of his enemies. His blade, known as Traitor's Bane, was forged to slay those who turn against the Emperor. It is a formidable force weapon rumoured to entrap forever the souls of the Fallen.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
The Deliverer [PISTOL, PRECISION]	12"	1	2+	4	-1	2
Mind Wipe – witchfire [DEVASTATING WOUNDS, PRECISION, PSYCHIC]	12"	1	2+	6	-2	D6
Mind Wipe – focused witchfire [ANTI-CHARACTER 4+, DEVASTATING WOUNDS, HAZARDOUS, PRECISION, PSYCHIC]	12"	1	2+	6	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Traitor's Bane [ANTI-CHAOS 2+, PSYCHIC]	Melee	4	2+	6	-2	D3

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, Tactical Squad**

UNIT COMPOSITION

- **1 Ezekiel – Epic Hero**

This model is equipped with: the Deliverer; Mind Wipe; Traitor's Bane; Book of Salvation.

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

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Engulfing Fear (Psychic): In your Shooting phase, you can select one enemy unit within 18" of this model. That enemy unit must take a Battle-shock test.

WARGEAR ABILITIES

Book of Salvation: While this model is leading a unit, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit. When this model is destroyed, each friendly **Adeptus Astartes** unit within 6" of this model must take a Battle-shock test.

KEYWORDS: **Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Deathwing, Librarian, Ezekiel**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**

SAMMAEL

M	T	SV	W	LD	OC
12"	5	3+	7	6+	2

4+ INVULNERABLE SAVE



Sammael, Grand Master of the Ravenwing, rides to war on the jetbike Corvex, *a relic from the Dark Age of Technology. He swoops into the fray, storm bolters and plasma cannon blazing, before moving in for the kill with the Raven Sword, a precious relic weapon with a razor edge that never dulls.*

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Master-crafted plasma cannon [BLAST]	36"	D3	2+	8	-3	2
Twin storm bolter [RAPID FIRE 2, TWIN-LINKED]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Raven Sword [SUSTAINED HITS 2]	Melee	6	2+	6	-3	2

LEADER

This model can be attached to the following units: **Outrider Squad, Ravenwing Black Knights**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Grand Master of the Ravenwing: While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Cut Off Their Escape: Each time an enemy unit (excluding **Monsters** and **Vehicles**) within Engagement Range of this model's unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

UNIT COMPOSITION

- **1 Sammael – Epic Hero**

This model is equipped with: bolt pistol; master-crafted plasma cannon; twin storm bolter; the Raven Sword.

KEYWORDS: **Mounted, Character, Epic Hero, Fly, Grenades, Imperium, Ravenwing, Captain, Sammael**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**



LAZARUS

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

4+ INVULNERABLE SAVE



Master Lazarus wields his sword, Enmity's Edge, with all the martial skill expected of a Dark Angels Company Master. In even the most ferocious fighting he exhibits a calm demeanour, maintaining composure despite the hatred for witches smouldering in his breast, while giving masterful orders that have yielded great victories.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Enmity's Edge [ANTI-PSYKER 2+]	Melee	6	2+	6	-3	2

LEADER

This model can be attached to the following units: **Assault Intercessor Squad, Bladeguard Veteran Squad, Infernus Squad, Inner Circle Companions, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Intractable Will: While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

The Spiritshield Helm: This model has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

UNIT COMPOSITION

- **1 Lazarus – Epic Hero**

This model is equipped with: bolt pistol; Enmity's Edge.

KEYWORDS: **Infantry, Character, Epic Hero, Grenades, Imperium, Deathwing, Tacticus, Captain, Lazarus**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**



DEATHWING TERMINATOR SQUAD

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

4+ INVULNERABLE SAVE



After deploying rapidly on to the battlefield via blazing teleport strike or within the armoured hull of a mighty transport, Deathwing Terminator Squads pour fire into their enemies with storm bolters and devastating heavy weapons, or engage them in brutal melee, tearing them apart with power fists and howling chainfists.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- Any number of Deathwing Terminators can each have their power fist replaced with 1 chainfist.
- For every 5 models in this unit, 1 Deathwing Terminator can replace its storm bolter with one of the following:
  - 1 assault cannon
  - 1 heavy flamer
  - 1 plasma cannon
  - 1 storm bolter and 1 cyclone missile launcher (this model's storm bolter cannot be replaced)
- This unit can be equipped with 1 Watcher in the Dark.

UNIT COMPOSITION

- **1 Deathwing Sergeant**
- **4-9 Deathwing Terminators**

The Deathwing Sergeant is equipped with: storm bolter; power weapon.

Every Deathwing Terminator is equipped with: storm bolter; power fist.

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

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 OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Deathwing: Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets your Oath of Moment target (see *Codex: Space Marines*), add 1 to the Hit roll.

WARGEAR ABILITIES

Watcher in the Dark: Once per battle, in any phase, 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.

Designer's Note: *Place a Watcher in the Dark token next to the unit, removing it when this ability has been used.*

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.

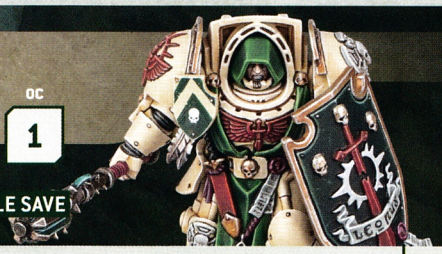
KEYWORDS: **INFANTRY, IMPERIUM, TERMINATOR, DEATHWING, DEATHWING TERMINATOR SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**

DEATHWING KNIGHTS

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

4+ INVULNERABLE SAVE



Deathwing Knights are the Chapter's ultimate death-dealers, their strikes breaking the enemy's back or ensuring the capture of errant Fallen. Equipped with heirloom wargear such as crackling blades or incense-wreathed maces, they teleport into the heart of the thickest fighting, led by Knight Masters who lead them unerringly to victory.

MELEE WEAPONS	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	Melee	4	2+	6	-1	2
Power weapon	Melee	5	2+	6	-2	1
Relic weapon [LETHAL HITS]	Melee	6	2+	7	-2	2

WARGEAR OPTIONS

- The Knight Master's great weapon of the Unforgiven can be replaced with 1 relic weapon.
- All Deathwing Knights in this unit can each have their mace of absolution replaced with 1 power weapon.
- This unit can be equipped with 1 Watcher in the Dark.

UNIT COMPOSITION

- **1 Knight Master**
- **4 Deathwing Knights**

The Knight Master is equipped with: great weapon of the Unforgiven.

Every Deathwing Knight is equipped with: mace of absolution.

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

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 9" horizontally of any enemy models. That token is then removed.

Inner Circle: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

WARGEAR ABILITIES

Watcher in the Dark: Once per battle, in any phase, 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.

Designer's Note: *Place a Watcher in the Dark token next to the unit, removing it when this ability has been used.*

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.

KEYWORDS: **INFANTRY, IMPERIUM, TERMINATOR, DEATHWING, DEATHWING KNIGHTS**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**



Watcher in the Dark



Deathwing Knight with power weapon



Deathwing Knight with mace of absolution



RAVENWING COMMAND SQUAD

M	T	SV	W	LD	OC
12"	5	3+	4	6+	2

5+ INVULNERABLE SAVE



Ravenwing Command Squads speed into battle at the very head of the hunt. With their champion ready to duel for the honour of the Company, the Ancient's banner fluttering in the wind like a knightly pennant, and the Apothecary on hand to heal the most grievous injuries, these formidable warriors aid their comrades in running down even the most dangerous quarry.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma talon – standard [RAPID FIRE 1]	18"	2	3+	7	-2	1
Plasma talon – supercharge [HAZARDOUS, RAPID FIRE 1]	18"	2	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Knight combat weapon	Melee	3	3+	5	-2	1
Master-crafted power weapon	Melee	6	2+	5	-2	2

WARGEAR OPTIONS

- For every 3 models in this unit, 1 model can replace its plasma talon with 1 Astartes grenade launcher.

LEADER

This unit can be attached to the following unit: **Outrider Squad, Ravenwing Black Knights**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Narthecium: While this unit contains a Ravenwing Apothecary, in your Command phase, you can return 1 destroyed model (excluding **Character** and **Invader ATV** models) to this unit.

Astartes Banner: While this unit contains a Ravenwing Ancient, add 1 to the Objective Control characteristic of models in this unit.

Honour or Death: While this unit contains a Ravenwing 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.

UNIT COMPOSITION

- **1 Ravenwing Champion**
- **1 Ravenwing Apothecary**
- **1 Ravenwing Ancient**

The Ravenwing Champion is equipped with: bolt pistol; plasma talon; master-crafted power weapon.

Every other model is equipped with: bolt pistol; plasma talon; Black Knight combat weapon.

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

KEYWORDS – ALL MODELS: **Mounted, Grenades, Imperium, Ravenwing, Ravenwing Command Squad** | RAVENWING CHAMPION: **Character**

FACTION KEYWORDS: **Adeptus Astartes, Dark Angels**

'We are the onrushing storm that blinds the dread horizon. We are the wind that sweeps in tumult through the shuddering forest and screams across the plains. We are the tempest and also that which rides its wrath on outstretched wings. We are retribution. We are vengeance. We are the Ravenwing, and we carry unto you your doom.'

- Extract from the Rites Jangaelic



RAVENWING BLACK KNIGHTS

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2

5+ INVULNERABLE SAVE



The Ravenwing Black Knights are the 2nd Company's greatest warriors. They are elite fighters who style themselves after the monster-hunting knights of old Caliban. They speed towards the foe, swinging their corvus hammers with such force that the spiked weapons puncture the thickest armour and lay low the greatest prey.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma talon – standard [RAPID FIRE 1]	18"	2	3+	7	-2	1
Plasma talon – supercharge [HAZARDOUS, RAPID FIRE 1]	18"	2	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Knight combat weapon	Melee	3	3+	5	-2	1

WARGEAR OPTIONS

- For every 3 models in this unit, 1 model can replace its plasma talon with 1 Astartes grenade launcher.

ABILITIES

FACTION: **Oath of Moment**

Knights of Caliban: Each time this unit is selected to fight, if it made a Charge move this turn, until the end of the phase, melee weapons equipped by models in this unit have the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.

UNIT COMPOSITION

- **1 Ravenwing Huntmaster**
- **2-5 Ravenwing Black Knights**

Every model is equipped with: bolt pistol; plasma talon; Black Knight combat weapon.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to an **OUTRIDER SQUAD**, it can be attached to this unit instead.

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

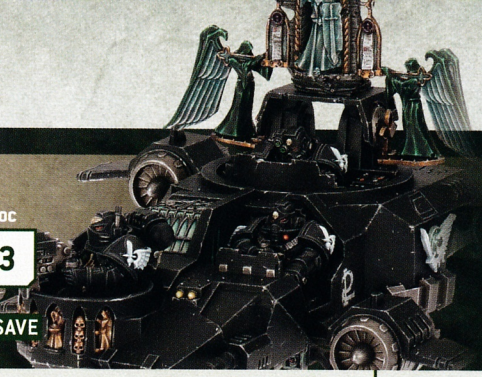
KEYWORDS: **MOUNTED, GRENADES, IMPERIUM, RAVENWING, RAVENWING BLACK KNIGHTS**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**

RAVENWING DARKSHROUD

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

5+ INVULNERABLE SAVE



Mounted upon each Darkshroud is a mysterious statue that survived Caliban's destruction and became imbued with the energies released by that cataclysmic event. Through the artifice of the Dark Angels, these energies are amplified and used to obscure those battle-brothers near to the Darkshroud from enemy sight.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2

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

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 assault cannon.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Icon of Old Caliban (Aura): While a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, models in that unit have the Stealth ability and each time a ranged attack targets that unit, that unit has the Benefit of Cover against that attack.

UNIT COMPOSITION

- **1 Ravenwing Darkshroud**

This model is equipped with: heavy bolter; close combat weapon.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, RAVENWING, DARKSHROUD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**

LAND SPEEDER VENGEANCE

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

5+ INVULNERABLE SAVE



Boasting a larger chassis and anti-gravity engines, the Land Speeder Vengeance mounts heavier weaponry than other Land Speeders, and is thus fitted with a plasma storm battery. In battle, its crew use this potent weapon to deliver devastating firepower while keeping pace with the swift hunt of the Ravenwing.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Plasma storm battery – standard [BLAST, TWIN-LINKED]	36"	D6+1	3+	8	-2	1
Plasma storm battery – supercharge [BLAST, HAZARDOUS, TWIN-LINKED]	36"	D6+1	3+	9	-3	2

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

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 assault cannon.

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Storm of Vengeance: Once per turn, in your opponent's Shooting phase, when another friendly **ADEPTUS ASTARTES** unit within 6" of this model is destroyed, one model from your army with this ability can use it. If it does, after the attacking unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

UNIT COMPOSITION

- **1 Ravenwing Land Speeder Vengeance**

This model is equipped with: heavy bolter; plasma storm battery; close combat weapon.

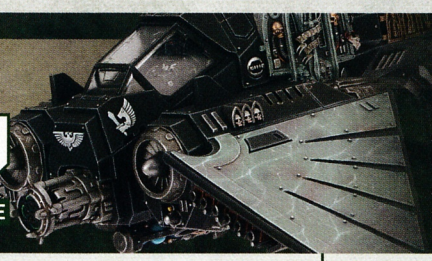
KEYWORDS: **VEHICLE, FLY, IMPERIUM, RAVENWING, LAND SPEEDER VENGEANCE**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**

RAVENWING DARK TALON

M	T	SV	W	LD	OC
20+"	8	3+	11	6+	0

5+ INVULNERABLE SAVE



The Dark Talon is a close-attack aircraft designed to help the Ravenwing snatch up their most tenacious or troublesome prey. It is aided in this role by armaments dating back to the Dark Age of Technology, such as the empirically charged rift cannon and the sinister stasis bomb, that trammels victims in a zone of slowed time.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Rift cannon [BLAST, DEVASTATING WOUNDS]	18"	D3+1	3+	16	-4	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

DAMAGED: 1-3 WOUNDS REMAINING

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Oath of Moment**

Stasis Bomb: Once per turn, one model from your army with this ability can use it after it ends a Normal move. If it does, you can select one enemy unit (excluding **AIRCRAFT**) that model moved over this phase. That unit suffers D3 mortal wounds and you must roll one D6: on a 1-3, that unit cannot Advance or Fall Back in your opponent's next Movement phase; on a 4-6, that unit must Remain Stationary in your opponent's next Movement phase. Each model can only use this ability once per battle.

UNIT COMPOSITION

- **1 Ravenwing Dark Talon**

This model is equipped with: rift cannon; 2 hurricane bolters; armoured hull.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, IMPERIUM, RAVENWING, DARK TALON**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**

NEPHILIM JETFIGHTER

M	T	SV	W	LD	OC
20+"	8	3+	11	6+	0

5+ INVULNERABLE SAVE



Sleek air-to-air interceptors, Nephilim Jetfighters are an instrumental part of the wider Ravenwing armoury, serving as the eyes and blades of the hunt. Able to excel both in ground attacks and breakneck dogfights, these potent fighter craft provide versatile and blisteringly swift fire support wherever it is most desperately required.

RANGED WEAPONS	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	D6
Nephilim lascannons	48"	2	3+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's avenger mega bolter can be replaced with 1 Nephilim lascannons.

DAMAGED: 1-3 WOUNDS REMAINING

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Oath of Moment**

Lightning-fast Manoeuvres: Each time a ranged attack targets this model, subtract 1 from the Hit roll. If that attack was made by a model that can **FLY**, subtract 1 from the Wound roll as well.

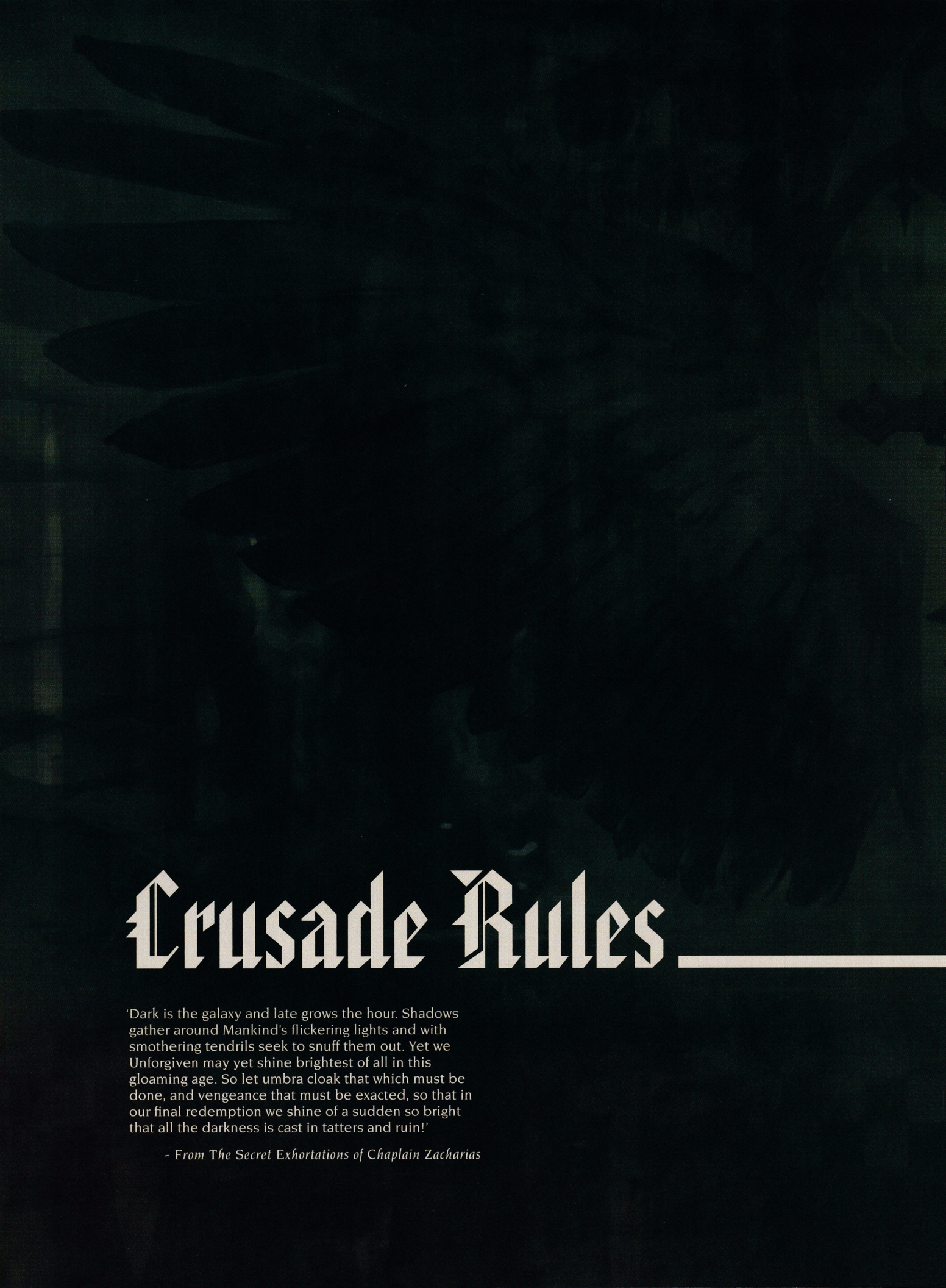
UNIT COMPOSITION

- **1 Nephilim Jetfighter**

This model is equipped with: avenger mega bolter; blacksword missiles; twin heavy bolter; armoured hull.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, IMPERIUM, RAVENWING, NEPHILIM JETFIGHTER**

FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**



Crusade Rules

'Dark is the galaxy and late grows the hour. Shadows gather around Mankind's flickering lights and with smothering tendrils seek to snuff them out. Yet we Unforgiven may yet shine brightest of all in this gloaming age. So let umbra cloak that which must be done, and vengeance that must be exacted, so that in our final redemption we shine of a sudden so bright that all the darkness is cast in tatters and ruin!'

- From The Secret Exhortations of Chaplain Zacharias



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to DARK ANGELS units. If your Crusade army includes any ADEPTUS ASTARTES units from the Dark Angels Chapter (or one of its successors), you can use any of the following Crusade rules.

'Not in victory does duty end. Not through service nor with death endured does duty end. Not with vengeance taken nor penance served nor hunt's final blooding does duty end. For never can duty truly end, save by the command of the Emperor himself, and none of us shall live to hear such benediction given. Yet take heart, brothers, for duty is its own reward, and we shall never be without it.'

- Master Belial, commencement of the Jurasnoctus Crusade



If you are using an **ADEPTUS ASTARTES** Crusade force, you may choose for it to represent the Dark Angels or one of their successor Chapters. If you do, you cannot use any other Chapter's Crusade rules, but you can use the **ADEPTUS ASTARTES** Crusade rules found in *Codex: Space Marines* and any other publications to embark on campaigns and gain XP and Honour points. In addition, you'll have access to a series of unique campaigns for Dark Angels Crusade forces that allow you to investigate the whereabouts of the Fallen and protect the Chapter's darkest secrets, as well as induct **CHARACTERS** into the Inner Circle. You can also use Dark Angels Battle Traits and Crusade Relics to customise your units, in addition to those presented in *Codex: Space Marines*.

OATHSWORN CAMPAIGNS

Building on the Crusade rules found in *Codex: Space Marines*, these unique Oathsworn Campaigns allow your Dark Angels to protect their deepest secrets and hunt for the Fallen.

INNER CIRCLE ADVANCEMENT

Rules allowing induction into the Inner Circle are found here, representing characters in your army proving their worthiness to learn the innermost secrets of the Unforgiven.

AGENDAS

Dark Angels armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

Dark Angels armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **ADEPTUS ASTARTES** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **DARK ANGELS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

OATHSWORN CAMPAIGNS

Your Crusade force can use the Oathsworn Campaigns rules featured in *Codex: Space Marines* to embark on Oathsworn Campaigns unique to the Dark Angels and their successors. Each Oathsworn Campaign offers Bonus Agendas to gain Honour points, allowing your CHARACTERS to become members of Chapter Command and – unique to this publication – the secretive Inner Circle.

OATHSWORN CAMPAIGN

SECRETS OF THE UNFORGIVEN

The Unforgiven toil beneath the weight of doubled duties. Not only must they fight alongside the armies of the Imperium in defence of Humanity, they also pursue secretive quests that may force them to abandon the most loyal or desperate of allies in pursuit of clandestine goals. That these secretive operations all serve the ultimate goal of redemption for the Lion's sons is cold comfort at such times, but loyalty to the Chapter must come first.

REQUISITIONS

SECRET QUEST — 1RP

The Dark Angels and their successor Chapters have had long practice in the art of concealing their true intentions. Indeed, even within the ranks of their own strike forces there may be precious few warriors with any true understanding of the wider strategic ramifications of the missions they undertake.

Purchase this Requisition before a battle. During that battle, do not reveal your chosen Agendas until you have gained XP from them for the first time, or at the end of the battle, whichever comes first.



BONUS AGENDAS — D6

NONE MUST KNOW

The Unforgiven act without hesitation or mercy should they receive the merest hint that their foes have gleaned knowledge of their hidden secrets.

During the Declare Battle Formations step, your opponent must select five units from their army. At the end of the battle, if you have destroyed three or more of the selected units, your Crusade force gains 2 Honour points.

ENIGMATIC GOALS

At times the Unforgiven focus on seemingly minor locations or assets, enemies and allies alike blind to the wider value of intelligence secured.

At the start of the battle, select one objective marker on the battlefield that is not in your deployment zone and note it down secretly. This is your Enigmatic Goal objective marker. At the end of the battle, if you control your Enigmatic Goal objective marker, your Crusade force gains 3 Honour points.

INTERROGATION TACTICS

Some enemy commanders may not even realise the explosive value of the knowledge they hold or the risks it could pose to the Unforgiven. Such ignorance will not save them, of course.

At the end of the battle, if one or more **CHAPLAIN** or **LIBRARIAN** units from your Crusade army either destroyed one or more enemy **CHARACTER** units with a melee attack or is within Engagement Range of one or more enemy **CHARACTER** units, your Crusade force gains 3 Honour points.

OATHSWORN CAMPAIGN

FOR THE LION!

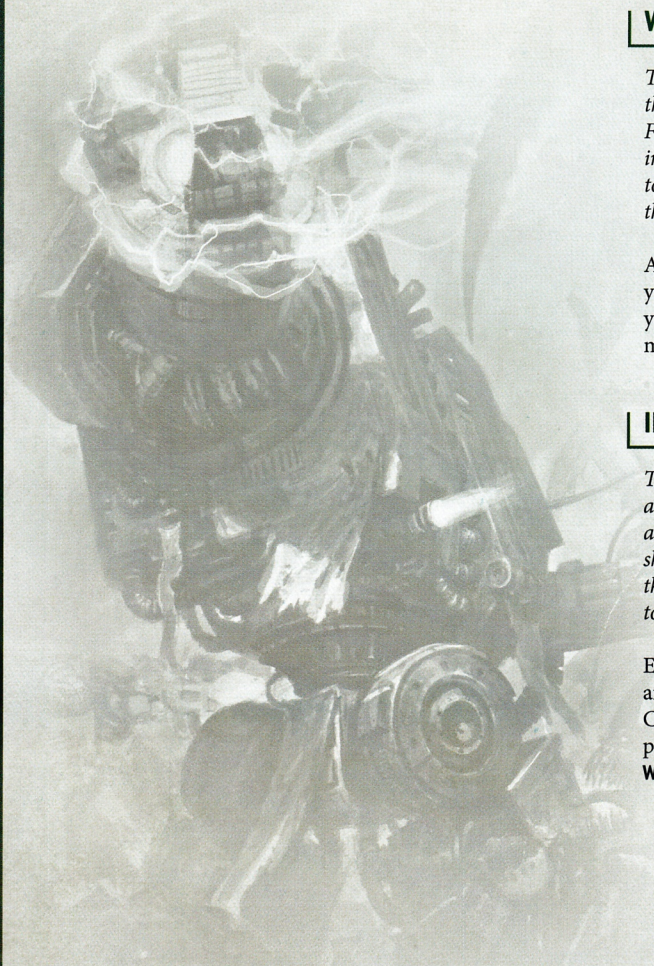
The return of Lion El'Jonson has energised and inspired the Unforgiven Chapters. Whether they do so out of a desire to honour their gene-sire or in fear of his judgement, whether they fight on the same battlefields as the Primarch or make war half a galaxy from his shadow, their battle-brothers fight harder than ever before. No challenge is too great nor hardship unendurable if it meets the Lion's approval.

REQUISITIONS

EXEMPLARS OF STOICISM — 1RP

To stand unyielding no matter the fury of your foes or the losses amongst your ranks, until duty is done and the day carried – such is the essence of service to the ideals of the First Legion. Those battle-brothers who embody these teachings bring glory not only to themselves but also reflect it upon those who lead them to victory.

Purchase this Requisition after a battle. Select one **INFANTRY** unit from your Crusade army that failed a Battle-shock test during that battle but was not destroyed. That unit gains 5XP and your Crusade force gains 2 Honour points.



BONUS AGENDAS — D6

SLAY THE UNRIGHTEOUS

All those who defy the will of the Master of Mankind are enemies of the Imperium and – by extension – bitter foes of the Lion and his sons. To slaughter a great tally of such unclean xenos and perfidious traitors is a sure way to do honour to the Primarch of the Unforgiven.

At the end of the battle, the unit from your Crusade army that destroyed the most enemy units during that battle gains 1XP. If that unit destroyed three or more enemy units, your Crusade force gains 2 Honour points as well.

WILL OF THE LION

There can be no greater honour for the Unforgiven than to know they follow the Lion's own commands. Fighting as living embodiments of their gene-sire's ironclad will, the devoted battle-brothers lay claim to that which their master commands and hurl back the foe's every attempt to seize it from them.

At the end of the battle, for each objective marker you control that is not in your deployment zone, your Crusade force gains 1 Honour point (to a maximum of 3).

INSTRUMENTS OF VENGEANCE

The warriors of the Inner Circle fight with an insight and context denied to most of their battle-brothers, and know only too well the price to the Unforgiven should they fail in their duty. Thus, nothing short of their swift and total victory over their foes will suffice to honour the Lion.

Each time a **DEATHWING** unit from your Crusade army destroys an enemy **CHARACTER** unit, your Crusade force gains 1 Honour point, or 2 Honour points instead if that **DEATHWING** unit contains your **WARLORD** (to a maximum of 4).

OATHSWORN CAMPAIGN

HUNT THE FALLEN

Underpinning everything the Unforgiven do is the hunt for the Fallen. Never will the sons of the Lion be absolved until every last traitor who brought Caliban to damnation has been apprehended and judged for their sins.

You can only embark on this Oathsworn Campaign if your Crusade force has already completed a Secrets of the Unforgiven Oathsworn Campaign and at least one other Dark Angels or Adeptus Astartes Oathsworn Campaign. Unlike other Oathsworn Campaigns, you must complete this campaign's three Bonus Agendas in sequential order, one per battle, starting with A Trail Uncovered. If you fail to complete a Bonus Agenda, the campaign immediately ends as you lose the Fallen's trail (note that you can still use the Penitent's Hope Requisition to re-attempt the Capture the Fallen Bonus Agenda). Otherwise, once you complete Capture the Fallen, your hunt is successful and the campaign is completed.

After embarking on a Hunt the Fallen Oathsworn Campaign, you cannot embark on another one until you have completed at least two other Oathsworn Campaigns.

1. A TRAIL UNCOVERED

Acting on hard-won intelligence, you take the first painstaking steps along the trail of one of the Fallen.

Mark on a tally the first time you achieve each of the following during a battle:

- You score Victory points for holding an objective marker during your Command phase.
- Your **WARLORD** is in your opponent's deployment zone at the end of one of your turns.
- A model from your Crusade army destroys the enemy **WARLORD**.
- You have destroyed 3 or more **CHARACTER** units.
- An enemy **CHARACTER**'s unit fails a Battle-shock test.
- You win the battle.

At the end of the battle, if you have marked that tally 3 or more times, you have successfully completed this Bonus Agenda – your Crusade force gains 4 Honour points and your Hunt the Fallen Oathsworn Campaign continues.

2. PURSUIT ACROSS WORLDS

Once they have marked their quarry, the Unforgiven pursue with relentless determination.

At the end of the battle, if there are one or more **ADEPTUS ASTARTES** units from your Crusade army wholly within three or more different table quarters, and those units are all more than 3" away from any other table quarter, you have successfully completed this Bonus Agenda and your Crusade force gains 5 Honour points.

3. CAPTURE THE FALLEN

The quarry stands at bay, yet the Fallen are ancient warriors who will not be taken without a fight!

In order to use the Capture the Fallen Agenda, your opponent must add one **HERETIC ASTARTES CHARACTER** model with a Save characteristic of 3+ or better to their Crusade army. That model is your Quarry of the Unforgiven and gains the **FALLEN** keyword if it does not already have it. It has a points value of 0, does not require a Crusade card, cannot gain XP and cannot be a **WARLORD**. That model cannot be set up as Reserves, cannot lead a unit, and has an Objective Control characteristic of 0. Additionally, it gains the Lone Operative ability if it does not already have it.

At the end of the battle, if an **ADEPTUS ASTARTES** unit from Crusade army destroyed your Quarry of the Unforgiven, you have successfully completed this Bonus Agenda – your **WARLORD** gains 3XP and your Crusade force gains 10 Honour points.

Designer's Note: *To engage with the Capture the Fallen Bonus Agenda, we recommend creating a Fallen miniature to represent your Quarry of the Unforgiven, which you can lend to your opponent when required. We would also recommend checking with your opponent that they are happy to include this model in their army before attempting this Bonus Agenda. If your opponent would prefer not to include it (because it is not suited to their army's narrative, for example), we recommend you wait until a better opportunity arises before attempting this Bonus Agenda. If so, you may temporarily suspend your Oathsworn Campaign and pick a Bonus Agenda from another eligible Oathsworn Campaign to use for the battle.*

INNER CIRCLE ADVANCEMENT

After an Oathsworn Campaign ends, if you have enough Honour points to do so, you can promote one or more **CHARACTERS** to be members of the Inner Circle. To do so, select a **CHARACTER** you wish to promote, then subtract that promotion's Honour points cost from your total and select one of that promotion's Battle Honours for that **CHARACTER** to gain. Each **CHARACTER** can only have one of these Battle Honours, even if you gain enough Honour points to promote them again. Each of these Battle Honours is unique – you can only have one instance of each in your Order of Battle. When gaining one of these Battle Honours, if that **CHARACTER** already has the maximum number of Battle Honours, you can choose to replace one with a Chapter Command Battle Honour (see *Codex: Space Marines*).

MASTER OF THE DEATHWING

20

The Master of the Dark Angels 1st Company is second only to the Chapter Master in experience and knowledge of the Fallen.

TERMINATOR CAPTAIN model only. Once per battle, after selecting your Oath of Moment target (see *Codex: Space Marines*), you can use this ability. If you do, until the start of your next Command phase, each time this model's unit makes an attack that targets your Oath of Moment target, add 1 to the Wound roll.

MASTER OF THE RAVENWING

20

The Master of the Dark Angels 2nd Company is able to react to changing battlefield situations in the blink of an eye and deploy their high-speed forces to wherever they are needed. Whether hunting the Fallen or pursuing a more conventional foe, they can be relied upon to rapidly scout enemy positions and overrun even the most veteran or swift-witted of foes with their sudden shock assaults.

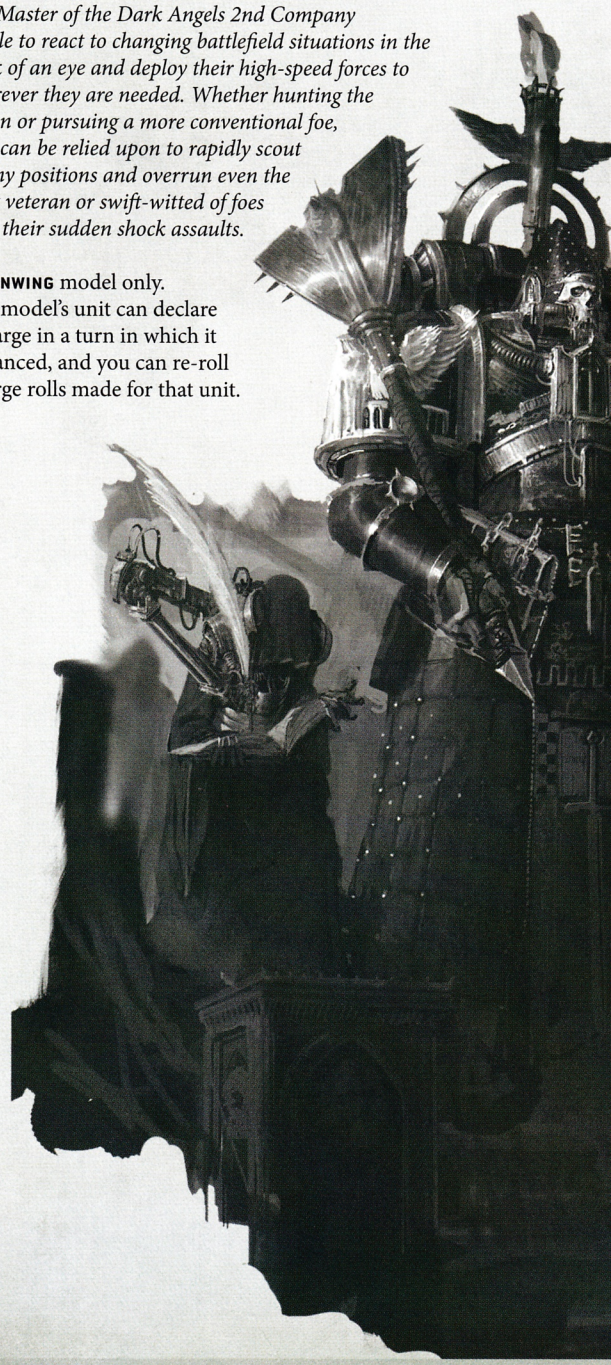
RAVENWING model only. This model's unit can declare a charge in a turn in which it Advanced, and you can re-roll Charge rolls made for that unit.

NAMED CHARACTERS IN THE INNER CIRCLE

If **BELIAL** is added to your Order of Battle, he automatically gains the Master of the Deathwing Battle Honour, even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a model with that Battle Honour in your Order of Battle, you cannot add **BELIAL** to your Order of Battle.

If **SAMMAEL** is added to your Order of Battle, he automatically gains the Master of the Ravenwing Battle Honour, even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a model with that Battle Honour in your Order of Battle, you cannot add **SAMMAEL** to your Order of Battle.

If **LAZARUS** is added to your Order of Battle, he automatically gains the Keeper of the Unseen Ritual Battle Honour, even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a model with that Battle Honour in your Order of Battle, you cannot add **LAZARUS** to your Order of Battle.



KEEPER OF THE UNSEEN RITUAL

20

The Master of the Dark Angels 5th Company is responsible for curating what scraps of knowledge remain concerning the ancient Calibanite orders. He is expected to be an expert in the martial traditions and codes of honour carried forward through the millennia amongst the Unforgiven Chapters, and to provide his unique strategic insight when it is needed most.

CAPTAIN model only. Once per battle, when you target another unit with a Stratagem, you can use this ability. If you do, that Stratagem costs 0CP.

MASTER OF WATCHERS

15

The Master of the Dark Angels 7th Company is responsible for the vast network of informants and sleeper cells the Chapter has seeded onto worlds across the Imperium. The resultant flow of information – sporadic and maddeningly vague though it can be – provides not only leads on the Fallen but also many other uncovered secrets and hints of grand strategic opportunities to be seized.

At the end of each battle, if your Crusade army for that battle included this model, your Crusade force gains D3 Honour points.



AGENDAS

If your Crusade army is using the Dark Angels Crusade rules, you can select Agendas from those presented here.

DARK RUMOUR

Local rumour has it that an enemy commander was seen dealing with a mysterious black-armoured figure. This commander must be brought in for interrogation.

If the enemy **WARLORD** is destroyed by an attack made by a **DEATHWING**, **RAVENWING** or **INNER CIRCLE** unit from your Crusade army, that unit gains 3XP and your Crusade force gains 2 Honour points.

ENCIRCLE THE FOE

The Ravenwing seek to encircle their foe, corralling them to ensure there can be no escape, before summoning the Deathwing to deliver the killer blow.

At the end of the battle, you can select either three or four **RAVENWING** units from your Crusade army (excluding **AIRCRAFT**). Each unit selected must be wholly within 9" of a different corner of the battlefield. Each of the selected units gains 2XP.

THE DEATHWING COMETH

Deathwing Terminators often stand ready in teleportariums aboard orbiting Dark Angels void ships, ready to strike as soon as crucial enemy units or commanders are identified by their swifter brethren. Upon arrival, devastation follows in their wake.

At the end of your turn, if a **DEATHWING** unit from your Crusade army that arrived using the Deep Strike ability this turn destroyed one or more enemy units this turn, that **DEATHWING** unit gains 2XP. If any of those destroyed enemy units were **CHARACTER** units, that **DEATHWING** unit gains 3XP instead.

MENTAL INTERROGATION

The Librarians of the Dark Angels are well-practised at scanning the minds of their foes for any clues about the Fallen.

At the start of your Shooting phase, you can select one **DARK ANGELS PSYKER** unit from your Crusade army that is not Battle-shocked and is eligible to shoot. If that unit is within 12" of one or more enemy **CHARACTER** units, it gains 1XP.



REQUISITIONS

If your Crusade army includes any ADEPTUS ASTARTES units, you can spend Requisition points (RP) on any of the following Requisitions.

RITE OF HONOUR 1RP

Sombre and stern as they are, the Unforgiven do not revel in glorious victory as do some of their brother Chapters. Rather, they honour successful conquests through ancient and obscure rituals, while the architects of such success are rewarded – if they are judged ready – with advancement into the inner mysteries of the Chapter.

Purchase this Requisition after you have won a battle, once per Oathsworn Campaign. Select one **CHARACTER** model from your Crusade army that participated in that battle; that **CHARACTER** gains 3XP. If that **CHARACTER**'s unit destroyed one or more enemy **CHARACTER** units during the battle, that **CHARACTER** gains 5XP instead. If you were attempting the Capture the Fallen Bonus Agenda during that battle, this Requisition costs 0RP.

PENITENT'S HOPE 1RP

There can be no more vital a duty for any champion of the Unforgiven than capturing a Fallen brother, and few marks of shame greater than failing to do so. Only rarely does such prey linger long enough to offer a second chance at capture. When they do, however, they unwittingly offer a chance of redemption to the one who first failed to apprehend them.

Purchase this Requisition after a battle in which you failed to complete the Capture the Fallen Bonus Agenda. You may re-attempt that Bonus Agenda an additional time in your next battle. After purchasing this Requisition, take note of your Battle tally; you cannot purchase this Requisition again until you have fought at least ten more battles.

VETERAN INITIATES 1RP

By the will of Chapter command and the hidden wisdom of the Inner Circle, the ranks of Unforgiven strike forces may be bolstered with seasoned battle-brothers from the 1st or 2nd Companies. Such reinforcements may well indicate that one of the Fallen has been discovered and the hunt has now begun!

Purchase this Requisition when you add a **DEATHWING INFANTRY** unit or **RAVENWING MOUNTED** unit to your Order of Battle. That unit gains 6XP (and therefore gains the Blooded rank). Select one Battle Honour for that unit as normal.



CYPHER

None amongst the Fallen is as reviled as the enigmatic Cypher. He appears suddenly, a sinister presence who seems always to herald the onset of discord and calamity, before vanishing as abruptly and inexplicably as he arrived. Cypher has come and gone in this fashion for millennia, his disruptive influence felt on worlds from one end of the Imperium to the other. Few amongst the Unforgiven know of his existence, but of those none doubt the supernaturality of his powers: Cypher's incredible longevity; his ability to escape even the most determined pursuit or secure prison as though he vanished into thin air; the rapidly spiralling strife that erupts wherever he goes and the way in which the Fallen seem drawn to his orbit. All suggest this shadowy figure enjoys the patronage of a greater – possibly infernal – power.

Few facts about Cypher are certain. He goes robed and hooded, though glimpses of the insignia upon his ancient power armour leave little doubt of his links to the Dark Angels. He rarely speaks, and never of himself or his ultimate purpose. He bears a mighty blade, sheathed upon his back and never drawn – for he fights with great skill using twinned pistols – that may be the legendary Lion Sword of the Primarch himself. If this is so, it begs the question as to why Cypher of all beings has this precious weapon in his possession and what his ultimate intentions with the blade are. Some amongst the Unforgiven have suggested that Cypher has long safeguarded the weapon that he might return it to the hand of its true owner upon his return. If that is the case, however, the moment of presentation has not yet come despite the Lion's return. Others have suggested darker purposes to Cypher's galactic wanderings and his possession of the ancient relic blade. Indeed, he was apprehended on Terra itself upon the very cusp of the Noctis Aeterna, attempting to gain entry to the Emperor's throne room.

One individual might know the truth of Cypher's nature and his quest, yet if he does, Lion El'Jonson keeps his own counsel on the matter. Indeed he refuses to speak of Cypher at all. Yet equally he has not halted his gene-sons' continued hunt for this enigmatic Fallen…

BATTLE TRAITS

When an ADEPTUS ASTARTES unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

RAVENWING AIRCRAFT UNITS — D6

SILVER TALON

This pilot has been awarded the Silver Talon for their incredible feats of daring flying. Only a handful of Ravenwing pilots have ever been awarded this honour, but the prestige it imparts ensures their name goes down in legend.

Each time this model is selected to shoot, you can re-roll one Hit roll or one Wound roll when resolving those attacks.

LIGHTNING REFLEXES

Combat experience coupled with relentless training and directed combat meditation has improved this pilot's reaction time in battle to nigh-supernatural levels. They are able to anticipate incoming enemy fire and jink their craft around it almost as though the foe's deadly projectiles flew towards them in slow motion.

This model has a 4+ invulnerable save against ranged attacks.

DEATHWING INFANTRY UNITS — D6

Excluding **CHARACTERS**

STAUNCH HUNTERS

These Deathwing battle-brothers have fought together for decades, always surviving against the odds. So ironclad is their will that they can shrug off and ignore hurts that would lay even a normal Space Marine low.

At the start of each player's turn, one model in this unit regains 1 lost wound.

WATCHED OVER

The enigmatic Watchers in the Dark haunt these warriors' steps, flitting through the shadows wherever they go and whispering inscrutable words of guidance and warning.

If this unit is equipped with a Watcher in the Dark, it can use that Watcher in the Dark's ability twice per battle instead of only once.

RAVENWING UNITS D6

Excluding **AIRCRAFT**

DEATH ON DARK WINGS

So swift and relentless is the pursuit of these warriors that they fall upon their foes almost before the enemy are aware of their peril. What panicked shots the prey do loose off, the Ravenwing evade with ease.

Each time a ranged attack targets this unit, if this unit Advanced in your previous Movement phase, subtract 1 from the Hit roll.

INESCAPABLE

Even the most cunning or dug-in foes are an easy mark for these veteran hunters, whose accuracy is such that they can place precise and deadly volleys while hurtling at breakneck speeds into battle.

Each time a model in this unit makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and/or to the Hit roll.

'Listen well, initiates, for I bring light to the darkness. It is the weak-minded that crave comforts – the Dark Angels need them not. Wealth? The sons of the Lion covet no baubles, for they are meaningless to us. Sensual gratification? We know well its transitory nature. Pride? We are no whelps of Russ. By our actions alone shall we be known.'

- Brother-Chaplain Valeforr

ADEPTUS ASTARTES INFANTRY UNITS D6

Excluding **DEATHWING**

INDOMITABLE CONQUERORS

Embodying the grim stoicism that is their Chapter's watchword, these battle-brothers stand firm in the face of even the most terrible foes and punishing onslaughts.

While this unit is within range of an objective marker, it has the Feel No Pain 5+ ability.

EVER WATCHFUL

These warriors' hearts burn with cold hatred for the enemies of the Imperium. No foe can escape their steely gaze, nor the vengeful fury of their blasts and blades.

Once per battle, you can target this unit with the Fire Overwatch or Heroic Intervention Stratagem for 0CP.



CRUSADE RELICS

When an ADEPTUS ASTARTES CHARACTER model gains a Crusade Relic, you can select one of the Relics presented here.



ARTIFICER RELICS

ARCHEOTECH ARMAMENT

It is a rare honour for a warrior's firearm to be taken by the Chapter artificers and enhanced with ancient augmentative technologies drawn from the vaults of the Rock. Such adaptations are performed with the greatest of care, for the resultant melding of machine spirits is invariably bellicose in the extreme.

Select one ranged weapon equipped by the bearer (excluding a weapon that has been replaced by an Enhancement or upgraded using the Weapon Modifications Battle Honour). Make a note on the bearer's Crusade card and give that weapon a suitable name. That weapon is now a Crusade Relic; improve its Strength, Armour Penetration and Damage characteristics by 1, and that weapon has the **[HAZARDOUS]** ability.

THE RAVEN'S EYES

The enhanced autosensorium of this artefact helm way-finds for its wearer with hyper-reactive speed, highlighting hazards that lie in their path and guiding them unerringly around or through them.

RAVENWING model only. The bearer's unit can ignore any or all modifiers to its Move characteristic and to Advance and Charge rolls made for it.

BLACK PEARL ROSARIUS

Rare indeed are the chances for an Interrogator-Chaplain to add a black pearl to their rosarius, and even one such accolade has an electrifying effect upon the bearer. Ever after they fight with redoubled zeal and ferocity, especially against the servants of the Ruinous Powers.

CHAPLAIN model only. To be eligible for this Crusade Relic, a **CHAPLAIN** model must have participated in a battle in which you successfully completed the Capture the Fallen Bonus Agenda (see the Hunt the Fallen Oathsworn Campaign). Each time the bearer makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Hit roll. In addition, if that **CHARACTER** unit is a **CHAOS** or **FALLEN** unit, the bearer's melee weapons have the **[LETHAL HITS]** ability for that attack.

ANTIQUITY RELICS

MONSTER SLAYER OF CALIBAN

This weapon was traditionally bestowed upon the most honourable knight of the Order. It is said that as long as its owner stays pure, it will strike down the greatest of foes.

The bearer is equipped with the following melee weapon in addition to its other weapons:

MELEE WEAPON	RANGE	A	WS	S	AP	D
Monster Slayer of Caliban	Melee	7	2+	6	-2	2
[ANTI-MONSTER 4+, ANTI-VEHICLE 4+]						

SHIELD OF CALLOSON

It is believed that this vast shield was once carried into battle by a legendary Dark Angels hero who fought during the Great Crusade. So potent is its aegis, so impenetrable a bulwark of crackling protective energies does it cast about its bearer when roused to wakefulness, that there can be little doubt the device shares its technological roots with the mighty void shield generators of Imperial Titans.

Once per battle, at the start of any phase, the bearer can use this ability. If it does, until the end of the phase, the bearer has the Feel No Pain 4+ ability against mortal wounds and a 2+ invulnerable save.

LEGENDARY RELICS

MANTLE OF THE SENESCHAL

This mantle was fashioned from the skin of a mighty beast of Caliban, slain by the Lion himself. Kept in stasis and only removed in the direst need, only the greatest champions are granted the honour to wear it over their armour. In battle, the bearer becomes a beacon of inspiration to those around them, reminding all of the savagery and martial tradition of lost Caliban.

- Add 1 to the bearer's Move, Toughness and Wounds characteristics and add 1 to the Strength and Attacks characteristics of the bearer's melee weapons.
- While the bearer is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

RECRUITING WORLDS

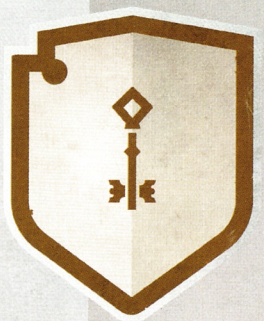
Since the fall of Caliban, the Dark Angels have relied upon a range of different worlds from which to draw recruits. From the Imperium's point of view, this ensures a variety of gene-stocks, as well as ensuring a regular Adeptus Astartes presence on many different planets. For the Dark Angels, it allows them many bases from which to operate. It also keeps their true inflow of recruits hidden.

Although there are many Unforgiven recruiting worlds - the full number of which is known only to the Lion and Supreme Grand Master Azrael - the majority are feudal worlds that echo ancient Caliban. Over time some of these worlds have been lost - either permanently to calamity, such as in the case of Grymmport, or temporarily cut off by warp storm activity as happened with the Plainsworld - but new sites are periodically added. Upon some recruitment worlds the Unforgiven have built fortress monasteries: large, well-defended complexes where hopeful aspirants compete for the honour of being selected. Other planets boast only smaller outposts, ranging from a hardened bunker complex or compact starport to a mere statue, in front of which ceremonies might take place. The most feral of these planets have nothing but legends of mighty visitors descending from the skies at ordained hours to subject the worthy to the God-Emperor's trials.

At need, some established recruiting worlds have been given over by the Dark Angels to successor Chapters or vice versa, and much work is done to ensure that any records held by the Adeptus Administratum concerning such sites are soon lost or destroyed. Nachtwald, for instance, was originally the home world of the Lions Sable Chapter. After their destruction, however, the planet passed into the control of the Angels of Vengeance until - after almost a century of that Chapter's sporadic recruitment efforts - it passed to the Angels of Absolution. The Unforgiven ascribe these efforts at secrecy and obfuscation to a need to prevent traitors or heretics from learning of or endangering their recruitment worlds. Yet critics amongst disparate Imperial institutions mutter all the louder of duplicity and so-called Legion-building.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



RITESWORN INDUCTEE

Your victories and conquests have been noted amongst the upper ranks of the Chapter, as has your stoic obedience of even those commands that tested your loyalty and seemed inexplicable. You have been chosen for advancements into the deeper rites and mysteries of your brotherhood. Oaths you have taken and truths have you learned, your eyes opened through allegory and catechism. Never has your desire for vengeance upon the foes of Mankind burned more fiercely. Use that fire, and your newfound insights, to guide your next steps along the road of righteous war.

- You have completed one Oathsworn Campaign and promoted one or more **CHARACTERS** to Chapter Command or the Inner Circle.
- You have won two or more battles.



ILLUMINATED MASTER

With each martial victory so have you advanced through the rarefied circles of truth that coil ever inwards toward the heart of your Chapter. Every footfall along the spiral brings another dreadful revelation, another spiritual weight to add to the burden you must bear. Yet you are not brought low. Instead, your grim determination only increases. You will fight on for vengeance and redemption no matter the cost.

- You have completed three Oathsworn Campaigns and promoted two or more **CHARACTERS** to Chapter Command or the Inner Circle.
- You have won six or more battles.
- You have successfully completed the Capture the Fallen Bonus Agenda at least once.



INNER CIRCLE GRAND MASTER

If any truth of the Unforgiven remains hidden from you it is only by the will of the Lion himself. The burden you bear is terrible indeed, yet it is matched by the power you wield, the insight you possess and the peerless honour roll of your many victories. You are a trusted champion of the Primarch himself, a bane of the Fallen, a mighty lord amongst the Unforgiven, and all wise foes should tremble at your name.

- You have completed five Oathsworn Campaigns and promoted five or more **CHARACTERS** to Chapter Command or the Inner Circle.
- You have won ten or more battles.
- You have successfully completed the Capture the Fallen Bonus Agenda at least twice.



POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. Scan this QR code to see the latest points values for your army.

Asmodai
1 model ..... 65 pts

Azrael
1 model ..... 105 pts

Belial
1 model ..... 85 pts

Deathwing Knights
5 models ..... 290 pts

Deathwing Terminator Squad
5 models ..... 205 pts
10 models ..... 410 pts

Ezekiel
1 model ..... 70 pts

Inner Circle Companions
3 models ..... 105 pts
6 models ..... 210 pts

Land Speeder Vengeance
1 model ..... 150 pts

Lazarus
1 model ..... 70 pts

Lion El'Jonson
1 model ..... 365 pts

Nephilim Jetfighter
1 model ..... 185 pts

Ravenwing Black Knights
3 models ..... 115 pts
6 models ..... 230 pts

Ravenwing Command Squad
3 models ..... 185 pts

Ravenwing Dark Talon
1 model ..... 200 pts

Ravenwing Darkshroud
1 model ..... 120 pts

Sammael
1 model ..... 135 pts

DETACHMENT ENHANCEMENTS

Company of Hunters
Master of Manoeuvre ..... 15 pts
Master-crafted Weapon ..... 10 pts
Mounted Strategist ..... 30 pts
Recon Hunter ..... 20 pts

Inner Circle Task Force
Champion of the Deathwing ..... 15 pts
Deathwing Assault ..... 30 pts
Eye of the Unseen ..... 10 pts
Singular Will ..... 20 pts

Unforgiven Task Force
Pennant of Remembrance ..... 10 pts
Shroud of Heroes ..... 25 pts
Stubborn Tenacity ..... 20 pts
Weapons of the First Legion ..... 15 pts

