



The Dark Angels Space Marine Chapter



THE UNFORGIVEN

Since the founding of their Legion at the birth of the Imperium, the Space Marines of Dark Angels have been feared by their enemies and held in awe by those they protect. Stubborn and relentless in battle, ever vigilant and zealous in pursuit of their duties, the Dark Angels are among the Emperor's most faithful servants. Yet it was not always so. For ten millennia, the Dark Angels have harboured a sinister secret, an act so terrible and shameful it threatens everything the Dark Angels hold most dear - and may yet bring them eternal damnation.

DARK ANGELS SPECIAL RULES:

Intractable

With the exception of the Deathwing and the Ravenwing, the Dark Angels follow standard Space Marine combat doctrine and their dogged resistance against overwhelming odds is legendary. In situations where even other Space Marines would fall back, the Dark Angels will fight to the bitter end rather than give ground to their foes. This is also reflected in their stubborn refusal to move in the face of the enemy, even in situations where it would sometimes be tactically beneficial for them to do so.

Because of this, all units of a Dark Angels formation, which carry out a Hold action, aren't allowed to move, even if some units of the formation are out of formation (and thus are destroyed, see 1.7.4 in the Epic: Armageddon Rulebook). Also all units in this formation gain *Fearless* for the remainder of the turn.

Units of the Ravenwing are excluded from this rule.

New Units:

DARK ANGELS MASTER				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro-weapon Extra Attack (+1)	
Hellfire	(15cm)	Small Arms	Macro-weapon Extra Attack (+1)	
Notes: Dark Angels Masters can be one of four types: Company Masters, Librarians, Interrogator Chaplains or Grand Masters. All are <i>Characters</i> and have an <i>Invulnerable Save</i> and the <i>Fearless</i> and <i>Leader</i> abilities. Company Masters also have the <i>Commander</i> special ability. Librarians have a <i>Hellfire</i> attack (listed in the weapon section above). Interrogator Chaplains are <i>Inspiring</i> and Grand Masters have the <i>Supreme Commander</i> ability.				

DEATHWING TERMINATOR				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cms)	Small Arms	-	
2 x Assault Cannons	30cm	AP5+/AT5+	-	
Power Weapons	(base contact)	Assault Weapons	Macro-weapon Extra Attack (+1)	
Notes: <i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour</i>				

DEATHWING LAND RAIDER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannons	45cm	AT4+	-	
Heavy bolter	30cm	AP4+	-	
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour, Transport(may carry one Deathwing Terminator unit)</i>				

MORTIS DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Autocannons	45cm	AP4+AT5+	-	
Heavy Bolter	30cm	AP4+	-	
<i>Notes: Walker</i>				

DARK ANGELS TACTICAL				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms	-	
Plasma Cannon	30cm	AP4+/AT4+	Slow-firing	

RAVENWING BIKE				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	
<i>Notes: Leader, Mounted, Scout</i>				

RAVENWING ATTACK BIKE				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Multi-melta	15cms	MW5+ and Small Arms	- Macro-weapon	
<i>Notes: Leader, Mounted, Scout. The Multi-melta canshoot and be used to confer the macro-weapon ability to the unit's firefight value</i>				

RAVENWING LAND SPEEDER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: Leader, Skimmer, Scout</i>				

RAVENWING LAND SPEEDER TORNADO				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: Leader, Skimmer, Scout</i>				

RAVENWING LAND SPEEDER TYPHOON				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Typhoon missile	45cm	AP3+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: Leader, Skimmer, Scout</i>				

Using The Army List

The following army list allows you to field an army based on the Dark Angels Chapter which loosely follows the teachings of the Codex Astartes. It can also be used as a 'stand in' army list for other successor Space Marine Chapters of the Dark Angels such as the Angels of Absolution, the Angels of Redemption and Angels of Vengeance.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of three or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Dark Angels army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Master and one Vindicator. If both were taken it would cost $175 + 50 + 75 = 300$ points.

Dark Angels Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a fourth of the points available to the army may be spent on these formations.

SPECIAL RULE

6.3.1 Space Marine Transports

The Space Marines are a highly mobile army.

Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for planetfall (see section 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

DARK ANGELS ARMY LIST

Dark Angels Space Marine armies have a strategy rating of 5. All Dark Angels and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Dark Angels formations (see 5.1.1).

DARK ANGELS DETACHMENTS

DETACHMENT	UNIT	UPGRADES ALLOWED	POINTS COST
Deathwing Terminator Devastator	Four Deathwing Terminator units	Master, Deathwing Land Raiders, Dreadnought, Vindicator	400 points
	Four Devastator units plus transport	Master, Razorbacks, Dreadnought, Hunter, Land Raider	250 points
Land Raider	Four Land Raiders	Master, Vindicator	400 points
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Master, Vindicator	300 points
Ravenwing Support Scout	Five Ravenwing Land Speeders, Four Scout units plus transport	Master, Tornado/Typhoon	250 points
Strike Cruiser	One Strike Cruiser	Master, Razorbacks, Sniper	150 points
Tactical	Six Tactical units plus transport	Battle Barge	200 points
Thunderhawk Vindicator Whirlwind	One Thunderhawk Gunship, Four Vindicators, Four Whirlwinds	Master, Hunter, Dark Angels Tactical, Dreadnought, Razorback, Vindicator	300 points
		None	200 points
		Master	300 points
		Master, Hunter	300 points

DARK ANGELS UPGRADES

UPGRADE	UNITS	COST
Ravenwing Attack Bike	Replace one or two Ravenwing Bike units with one Ravenwing Attack Bike each.	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Deathwing Land Raiders	Add four Deathwing Land Raiders	400 points
Master	Add one Dark Angel Master character to a unit in the formation. The Dark Angel Master may be a Company Master, Librarian or Interrogator Chaplain. One Dark Angel Commander in the army may be a Grand Master	55 points (50 points if added to a Deathwing Terminator Detachment, +50 points if Grand Master)
Dark Angels Tactical	Replace any number of Tactical units with one Dark Angels Tactical unit each.	Free
Dreadnought	Add up to two Dreadnoughts (standard or Mortis Dreadnoughts or a combination of the two)	50 points each
Hunter	Add one Hunter	75 points
Land Raiders	Add up to four Land Raiders	100 points each
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	+25 points per Razorback
Tornado/Typhoon	Replace up to two Ravenwing Land Speeders with 1 Ravenwing Land Speeder Tornado or Typhoon each	Tornado free + 25 points per Typhoon
Sniper	One Scout unit may be given the Sniper ability	+25 points
Vindicator	Add one or two Vindicators	75 points each

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Reaver Class Titan	650 points
Two Warhound Titans	500 points

SPECIAL SCENARIO
The Holy Mission

The Dark Angels are always on the task to find the Fallen or individuals who might know something about the whereabouts of one of the Fallen.

Choose randomly one unit with a Character in the opponents army (obviously not if the opponent plays Necrons or Tyranids). This Character is a Fallen or knows something of the whereabouts of a Fallen.

The destruction/survival of the unit with this Character is now an additional goal for Victory Conditions.

If the Dark Angel players manage to destroy the unit with this Character he archives this goal.

If the unit with this Character survives its player archives this goal.

Designers Notes:

The reader should know that in Codex: Dark Angels for Warhammer 40.000 all Deathwing and Ravenwing models have the WH40k version of Fearless.

Fearless in WH40k has the effect that the Leadership value is only for show. Fearless units always pass leadership tests. They can't be pinned, they never run away from close combat or due to casualties.

For epic it is represented with the *Fearless* special ability for Deathwing units and characters.

They are stalwart in the face of the enemy and will carry out their given mission no matter the odds.

For the Ravenwing I will try something else. They are stalwart as the Deathwing but are more the eyes and ears of the Deathwing in order to hunt down the Fallen. They all have the *Scout* special ability (as in WH40k too) and *Leader* instead of *Fearless*.

So why you ask? The Ravenwing has to operate mostly independent from the main force. So holding up morale and order is crucial. More crucial than to endure enemy fire. So *Leader* will enable the Ravenwing Detachments to shed all Blastmarkers on a successful rally roll to represent them always regain a clear head.

Also note that I have adjusted the speed and status of the Attack Bike and the Firefight value of the Deathwing Land Raider according to the new Space Marine proposals.