

KILL TEAM LIST

DARK ANGELS

CODEX: DARK ANGELS

This Team List uses the special rules and wargear lists found in Codex: Dark Angels. If a rule differs from the Codex, it will be clearly stated.

SPECIAL & HEAVY WEAPONS LISTS

Various model options in this list reference the **Special Weapons** or **Heavy Weapons** wargear lists. These can be found in the Tactical Squad entry in the Dark Angels Codex.

FORTRESS OF SHIELDS

Models with the Fortress of Shields rule only need to be in base contact with one other model with the same special rule to gain the +1 Toughness.

DEATHWING TERMINATORS

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules). Use the rules for Deathwing Assault and Vengeful Strike as normal (decide which models are using this and when before deployment).

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

TEAM LEADERS

SERGEANT	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	14 Points
Sergeant	4	4	4	4	2	4	1	8	3+	Infantry (Character)	
Veteran Sergeant (upgrade)	4	4	4	4	2	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Grim Resolve
- Assault Squad Leader*

Assault Squad Leader: In a team lead by a Sergeant or Veteran Sergeant with a Jump Pack, you may take more than five Assault Marines

OPTIONS:

- May upgrade to a Veteran Sergeant for *10 pts*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May replace both boltgun and bolt pistol with a pair of lightning claws for *30 pts*.
- May take any of the following:
 - Melta bomb *5 pts*
 - Combat shield *5 pts*
 - Infravisor *5 pts*
 - Back banner¹ *10 pts*
 - Digital weapons *10 pts*
 - Jump pack *10 pts*
- A Veteran Sergeant may take the following:
 - Storm shield *10 pts*
- May take items from the **Dark Angels Armoury**, including Leader and Sergeant items.

¹Counts as a 'banner' when determining combat results.



DEATHWING TERMINATOR SERGEANT										44 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Deathwing Terminator Sergeant	4	4	4	4	2	4	2	9	2+	Infantry (Character)
Deathwing Champion (upgrade)	5	4	4	4	2	4	2	9	2+	Infantry (Character)

WARGEAR:

- Terminator armour
- Storm bolter
- Power Sword

SPECIAL RULES:

- Inspiring Presence
- Deathwing Assault
- Inner Circle
- Vengeful Strike
- Deathwing Leader*

OPTIONS:

- May take items from the **Terminator Weapons** list.
- May replace all weapons with:
 - Two lightning claws *free*
 - Thunder hammer & storm shield *5 pts*
- May take items from the **Dark Angels Armoury**, including Leader, Sergeant and Terminator items.

Deathwing Leader: In a team lead by a Deathwing Terminator Sergeant or a Deathwing Champion, Deathwing Terminators may be taken as Core.

DEATHWING CHAMPION:

A Deathwing Terminator Sergeant may be upgraded to a Deathwing Champion for *5 pts*. A Deathwing Champion replaces all his weapons with the Halberd of Caliban and may only take the following options:

- May take items from the **Dark Angels Armoury**, including Leader and Terminator items.



RAVENWING SERGEANT										27 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ravenwing Sergeant	4	4	4	5	2	4	1	8	3+	Bike (Character)
Ravenwing Veteran Sergeant (upgrade)	4	4	4	5	2	4	2	9	3+	Bike (Character)

WARGEAR:

- Power armour
- Bolt pistol
- Twin-linked Boltgun
- Frag grenade
- Krak grenade
- Teleport Homer

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Grim Resolve
- Hit & Run
- Scouts
- Ravenwing Leader*

OPTIONS:

- May upgrade to a Veteran Sergeant for *10 pts*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May replace bike's twin-linked boltgun with:
 - Plasma talon *15 pts*
 - Ravenwing grenade launcher *15 pts*
- May take any of the following:
 - Melta bomb *5 pts*
 - Infravisor *5 pts*
 - Digital weapons *10 pts*
- May take items from the **Dark Angels Armoury**, including Leader and Sergeant items.

Ravenwing Leader: In a team lead by a Ravenwing Sergeant or Ravenwing Veteran Sergeant, you may take more than three Ravenwing Bikers.

KNIGHT MASTER										51 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Knight Master	5	4	4	4	2	4	3	9	2+	Infantry (Character)

WARGEAR:

- Terminator armour
- Flail of the Unforgiven
- Storm shield

SPECIAL RULES:

- Inspiring Presence
- Deathwing Assault
- Inner Circle
- Fortress of Shields
- Hammer of Wrath

OPTIONS:

- May take items from the **Dark Angels Armoury**, including Leader and Terminator items.

RAVENWING HUNTMASTER										42 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ravenwing Huntmaster	4	4	4	5	2	4	2	9	3+	Bike (Character)
Ravenwing Champion (upgrade)	5	4	4	5	2	4	2	9	3+	Bike (Character)

WARGEAR:

- Power armour
- Bolt pistol
- Plasma talon
- Corvus talon
- Frag grenade
- Krak grenade
- Teleport Homer

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Grim Resolve
- Hit & Run
- Scouts
- Skilled Rider

OPTIONS:

- May replace corvus hammer with:
 - Power sword *12 pts*
 - Power maul *12 pts*
- May replace bike’s plasma talon with:
 - Ravenwing grenade launcher *free*
- May take any of the following:
 - Melta bomb *5 pts*
 - Infravisor *5 pts*
 - Digital weapons *10 pts*
- May take items from the **Dark Angels Armoury**, including Leader items.

RAVENWING CHAMPION:

A Ravenwing Huntmaster may be upgraded to a Ravenwing Champion for *5 pts*. A Ravenwing Champion replaces his corvus talon with the Blade of Caliban and may only take the following options:

- May take items from the **Dark Angels Armoury**, including Leader items.

LEXICANIUM										35 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Lexicanium	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Codicier (upgrade)	5	4	4	4	3	4	2	10	3+	Infantry (Character)

WARGEAR:

- Power armour
- Force weapon
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- Inner Circle
- Psyker (Mastery Level 1)

OPTIONS:

- May upgrade to a Codicier for *20 pts*.
- May take items from the **Melee Weapons and Ranged Weapons** list.
- May take any of the following:
 - Melta bomb *5 pts*
 - Infravisor *5 pts*
 - Digital weapons *10 pts*
 - Psychic hood *10 pts*
 - Jump pack¹ *10 pts*
 - Space Marine bike¹ *15 pts*
- May take items from the **Dark Angels Armoury**, including Leader and Lexicanum items.

PSYKER:

At the start of the battle the model generates a single Primaris Power from the either the **Divination**, **Pyromancy**, **Telekinesis** or **Telepathy** discipline.

¹These pieces of wargear are mutually exclusive.

WARDEN										45 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Warden	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Chaplain (upgrade)	5	4	4	4	3	4	2	10	3+	Infantry (Character)

WARGEAR:

- Power armour
- Crozius arcanum
- Bolt pistol
- Frag grenade
- Krak grenade

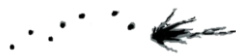
SPECIAL RULES:

- Inspiring Presence
- Zealot
- Grim Liturgies*

OPTIONS:

- May upgrade to a Chaplain for *20 pts*.
- May take items from the **Melee Weapons** and **Ranged Weapons** list.
- May take any of the following:
 - Melta bomb *5 pts*
 - Infravisor *5 pts*
 - Porta-rack *10 pts*
 - Digital weapons *10 pts*
 - Jump pack¹ *10 pts*
 - Space Marine bike¹ *15 pts*
 - Rosarius *25 pts*
- May take items from the **Dark Angels Armoury**, including Leader and Warden items.

Grim Liturgies: Any friendly Dark Angels models within 6" of the model gain the Zealot special rule.



¹These pieces of wargear are mutually exclusive.

SCOUT SERGEANT										12 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Scout Sergeant	4	4	4	4	2	4	1	8	4+	Infantry (Character)
Veteran Scout Sergeant (upgrade)	4	4	4	4	2	4	2	9	4+	Infantry (Character)

WARGEAR:

- Scout armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Infiltrate
- Move Through Cover
- Scouts

OPTIONS:

- May upgrade to a Veteran Scout Sergeant for *10 pts*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May replace boltgun with:
 - Combat knife *free*
 - Space Marine shotgun *free*
 - Sniper rifle *free*
- May take any of the following:
 - Camo cloak *2 pts*
 - Melta bomb *5 pts*
 - Infravisor *5 pts*
 - Digital weapons *10 pts*
- May take items from the **Dark Angels Armoury**, including Leader and Sergeant items.



CORE

TACTICAL MARINE										14 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Tactical Marine	4	4	4	4	1	4	1	8	3+	Infantry

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve

OPTIONS:

- For every five Tactical Marines you take in your team, one model may take one item from the **Special Weapons** or **Heavy Weapons** lists.

SCOUT											12 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Scout	3	3	4	4	1	4	1	8	4+	Infantry	

WARGEAR:

- Scout armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Infiltrate
- Move Through Cover
- Scouts

OPTIONS:

- Any Scout may replace its boltgun with:
 - Combat knife *free*
 - Space Marine shotgun *free*
 - Sniper rifle *free*
- For every five Scouts you take in your team, one may replace their boltgun with:
 - Heavy bolter *8 pts*
 - Missile launcher *15 pts*
- Any Scout may take a camo cloak for *2 pts*.

RESTRICTION: You may take a maximum of five Assault Marines in your team.											
ASSAULT MARINE											17 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Assault Marine	4	4	4	4	1	4	1	8	3+	Jump Infantry	

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade
- Jump pack

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve

OPTIONS:

- One Assault Marine in your team may replace its bolt pistol with one of the following weapons. For every five Assault Marine after the first, another model may do so as well:
 - Flamer *5 pts*
 - Plasma pistol *15 pts*

RESTRICTION: You may take a maximum of three Ravenwing Bikers in your team.											
RAVENWING BIKER											27 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Ravenwing Biker	4	4	4	5	1	4	1	8	3+	Bike	
Ravenwing Attack Bike (upgrade)	4	4	4	5	2	4	2	8	3+	Bike	

WARGEAR:

- Power armour
- Bolt pistol
- Twin-linked boltgun
- Frag grenade
- Krak grenade
- Teleport homer

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve
- Hit & Run
- Scouts

OPTIONS:

- One Ravenwing Biker may take one item from the **Special Weapons** list. For every three or more Ravenwing Bikers after the first, another model may do so as well.
- One Ravenwing Biker in your team may be upgraded to an Ravenwing Attack Bike for *18 pts*, gaining a heavy bolter. The Ravenwing Attack Bike may replace its heavy bolter with a multi-melta for *10 pts*.

SPECIAL

VETERAN											18 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve

OPTIONS:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- One Veteran in your team may take one item from the **Special Weapons** or **Heavy Weapons** list.
- May replace both boltgun and bolt pistol with a pair of lightning claws for *30 pts*.
- May take any of the following:
 - Melta bomb *5 pts*
 - Combat shield *5 pts*
 - Storm shield *10 pts*
- May take items from the **Dark Angels Armoury**.

DEATHWING TERMINATOR											44 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	

WARGEAR:

- Terminator armour
- Storm bolter
- Power fist

SPECIAL RULES:

- Deathwing Assault
- Inner Circle
- Vengeful Strike

OPTIONS:

- May replace power fist with a chainfist for *5 pts*.
- May replace all weapons with:
 - Two lightning claws *free*
 - Thunder hammer & storm shield *5 pts*
- One Terminator in your team may take one of the following options:
 - Replace storm bolter with heavy flamer *10 pts*
 - Replace Storm Bolter with Plasma Cannon *15 pts*
 - Replace storm bolter with assault cannon *20 pts*
 - Take a cyclone missile launcher *25 pts*
- May take items from the **Dark Angels Armoury** including Terminator



RAVENWING BLACK KNIGHT											42 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Ravenwing Black Knight	4	4	4	5	1	4	2	9	3+	Bike	

WARGEAR:

- Power armour
- Bolt pistol
- Plasma talon
- Corvus talon
- Frag grenade
- Krak grenade
- Teleport Homer

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve
- Hit & Run
- Scouts
- Skilled Rider

OPTIONS:

- One Ravenwing Black Knight in your team may replace its Plasma Talon with:
 - Ravenwing Grenade Launcher *free*
- May take items from the **Dark Angels Armoury**.

DEATHWING KNIGHT											46 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Deathwing Knighy	5	4	4	4	1	4	2	9	2+	Infantry	

WARGEAR:

- Terminator armour
- Mace of Absolution
- Storm shield

SPECIAL RULES:

- Deathwing Assault
- Inner Circle
- Fortress of Shields
- You Cannot Hide
- Hammer of Wrath

OPTIONS:

- May take items from the **Dark Angels Armoury**, including Terminator items.

RESTRICTION: You may only take one Apothecary in your team.											
APOTHECARY											35 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Apothecary	4	4	4	4	1	4	2	9	3+	Infantry	

WARGEAR:

- Power armour
- Bolt pistol
- Frag grenade
- Krak grenade
- Narthecium*

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve

OPTIONS:

- May take items from the **Ranged Weapons** list.
- May replace power armour, bolt pistol, frag and krak grenades with Terminator armour, storm bolter and gain the Inner Circle special rule for *25 pts*.
- If not wearing Terminator armour, may take a Space Marine bike (with twin-linked boltgun) and gain the Hit & Run, Scouts and Skilled Rider rules for *20 pts*. The model may replace its bike's twin-linked boltgun with a plasma talon for *15 pts*.
- May take items from the **Dark Angels Armoury**, including Apothecary items.

Narthecium (Rule Amendment): The Apothecary and all friendly models within 6" of the Apothecary gain the Feel No Pain special rule.

RESTRICTION: You may only take one Techmarine in your team.											
TECHMARINE											50 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Techmarine	4	4	4	4	1	4	1	8	2+	Infantry	

WARGEAR:

- Artificer armour
- Bolt pistol
- Frag grenade
- Krak grenade
- Servo-arm

SPECIAL RULES:

- And They Shall Know No Fear
- Grim Resolve
- Blessing of the Ommissiah
- Bolster Defences

OPTIONS:

- May upgrade servo-arm to a servo-harness for *25 pts*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Melta bomb *5 pts*
 - Infravisor *5 pts*
 - Digital weapons *10 pts*
 - Space Marine bike *15 pts*
- May take items from the **Dark Angels Armoury**, including Techmarine items.

DARK ANGELS ARMOURY

WATCHER IN THE DARK (Leader Only) – 15 pts

The Watchers have the ability to resist the warp and other magical entities, and sometimes accompany Dark Angels to battle. The team leader and all models within 12" of him pass Deny the Witch rolls on a 3+. The Watcher (if it has a model) plays no part in the game.

REFRACTOR FIELD (Leader Only) – 15 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

PURITY SEAL (Leader Only) – 10 pts

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

LION CREST (Leader Only) – 5 pts

Given to only the most stalwart and resilient of Dark Angels, the Lion Crest is proudly displayed on the battle-brother's pauldron. The model is immune to the effects of Pinning, Strikedown and Concussive special rules.

NEEDLE OF TRUTH (Sergeant Only) – 25 pts

Replaces one weapon of your choice.

In addition to being a finely crafted power sword, the Needle of Truth has a terrible power over Daemons or any champion of the Dark Gods. The Needle of Truth has the following profile:

	Range	S	AP	Type
Needle of Truth	-	User	3	Melee, Chaosbane* Master-crafted

*The weapon gains the Poisoned (2+) special rule against models with the Daemon or Champion of Chaos special rule.

HEAVENFALL BLADE (Sergeant Only) – 20 pts

Replaces one weapon of your choice.

A Heavenfall Blade is crafted using a single block of jet-black obsidian and has the following profile:

	Range	S	AP	Type
Heavenfall Blade	-	User	2	Melee

PLASMA BLASTER (Sergeant Only) – 20 pts

Replaces one weapon of your choice.

The Plasma Blaster is an ancient weapon, similar to the Storm Bolter but much more deadly. A Plasma Blaster has the following weapons profile:

	Range	S	AP	Type
Plasma Blaster	18"	7	2	Assault 2, Gets Hot

SIGNUM (Sergeant Only) – 5 pts

Rule Amendment: The leader may use his Signum in the Shooting phase instead of shooting. Choose one model within 6" to become BS5 for the rest of the phase.

STAFF OF HELLFIRE (Lexicanium Only) – 10 pts

The Lexicanium may fire a burst of hellfire from the tip of this staff. The Staff of Hellfire counts as a shooting weapon with the following profile:

	Range	S	AP	Type
Staff of Hellfire	Template	5	4	Assault 1, Flaming*

*Counts as a Flaming weapon, see Kill Team rules.

BLADES OF REASON (Warden Only) – 15 pts

Ancient knife-shaped devices, these interrogator blades are etched with a complex set of neural wires which are designed to cause intense pain. The model gains an extra Attack that always strikes at Initiative 1, this extra attack must roll to hit as normal but always wounds on a 2+ with AP-, and never uses any special rules from weapons or its wielder.

LAUREL OF ENDURANCE

(Apothecary Only) – 15 pts

The Apothecary has shown great fortitude in order to protect his brothers. The Apothecary has the Feel No Pain (3+) special rule. Note that this does not increase the Feel No Pain rule conferred from his Narthecium.

PURIFICATION VIALS (Apothecary Only) – 5 pts

These are grenade vials filled with toxic gases that envelop an enemy and choke them to death. Purification Vials use the following profile:

	Range	S	AP	Type
Purification Vials	8"	1	-	Assault 1, Blast, One Shot, Poisoned (2+)

AUTO-LAUNCHERS (Terminator Only) – 10 pts

The model counts as having assault grenades that do not have the One Use rule (i.e. they never run out). These grenades may not be used in the Shooting phase.

CATAPHRACTII ARMOUR

(Terminator Only) – 10 pts

The Cataphractii pattern was amongst the first Terminator armour issued, and suits of this type were even more heavily protected than their contemporaries. Models with Cataphractii Pattern Armour gain a 4+ invulnerable save and the Slow and Purposeful special rule, but lose the Relentless special rule. Models with this armour may not also take Tartaros Pattern Armour.

TARTAROS PATTERN ARMOUR

(Terminator Only) – 5 pts

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance. Models with this armour may not also take Cataphractii Pattern Armour.

TELEPORTER (Terminator Only) – 5 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

PHOTON BEAM (Techmarine Only) – 10 pts

The Photon Beam is a high-powered searchlight which is able to flash in short bursts blinding the enemy. The Photon Beam is a ranged weapon that may be fired in addition to another weapon, and has the following profile:

	Range	S	AP	Type
Photon Beam	36"	*	-	Assault 1, Blind

*The Photon Beam causes no damage when it hits, but still causes a Blind test.

TEAM STANDARD – 15 pts

Only one Team Standard may be taken. May only be taken by a Veteran, Black Knight or non-core Deathwing Terminator. Friendly models within 12" of a model with the Team Standard may re-roll failed Morale checks and Pinning tests. In addition, the Team Standard counts as a 'banner' when working out combat results.

MASTER-CRAFTED WEAPON – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

OVERCHARGED WEAPON – 10 pts

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

SUSPENSORS – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

SMOKE GRENADES – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

AUXILIARY GRENADE LAUNCHER – 5 pts

A tubular device that fires pre-loaded grenades, fixed to the models primary weapon. This attachment allows any grenades to be fired in addition to another weapon in the shooting phase rather than instead of.

AUSPEX – 5 pts

See Codex: Dark Angels

BIONICS – 5 pts

The model gains the Feel No Pain (6+) special rule.

TARGETER – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.