

KILL TEAM 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.

WEAPONS LISTS

Various model options in this list reference the Ranged, Melee, Terminator, Heavy, or Special Weapon wargear lists. These can be found on pg. 97 in the Dark Angels Codex.

FORTRESS OF SHIELDS

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

GRIM RESOLVE

The Unforgiven are renowned for their ruthless tenacity and intractable fire discipline.

You may reroll a failed rout test once per game and may never choose to Voluntarily Rout. All Dark Angels have the Stubborn rule. Unless jinking, count all Dark Angels as BS 2 when firing Overwatch.

MODEL AVAILABILITY

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

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

DEATHWING ASSAULT

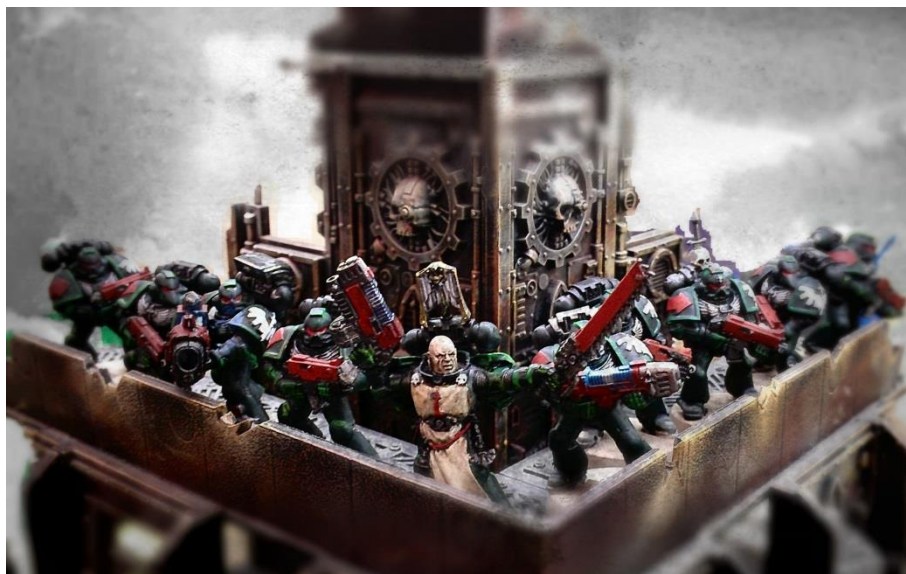
If your team is led by a model in Terminator Armour, all models in Terminator Armour with **Deathwing** special rule that are held in Reserves in the beginning of the game automatically arrive via Deep Strike on turn 2.

DEATHWING TERMINATORS

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

RAVENWING BIKES

Sergeant, Company Champion or Apothecary mounted on a Bike gains the **Hit and Run**, **Scout**, and **Ravenwing** Special Rules. A model mounted on a Mark IV Raven Pattern Bike also gains the **Skilled Rider** rule. All bikes have built-in Teleport Homers.



TEAM LEADERS

SCOUT SERGEANT

11 points

	WS	BS	S	T	W	I	A	Ld	Sv
Scout sergeant	4	4	4	4	2	4	1	8	4+
Veteran scout sergeant	4	4	4	4	2	4	2	9	4+

Unit Type:

Infantry (Character)

Wargear:

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

Special Rules:

- And They Shall Know No Fear
- Grim Resolve
- Infiltrate
- Inspiring Presence
- Move Through Cover
- Scout
- Team Leader*

TEAM LEADER: Scout Sergeant counts towards total Scouts count for weapon availability.

Options:

- May take the following options:
 - Replace Boltgun with Space Marine Shotgun *Free*
 - Replace Boltgun with Close Combat Weapon *Free*
 - Replace Boltgun with Sniper Rifle *1 pt*
 - Camo Cloak *2 pts*
 - Melta bomb *5 pts*
- May upgrade to Veteran Scout sergeant for 10 pts.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost is reduced to 10 pts.
- May take items from the **Dark Angels Armoury**, including **Leader** and **Sergeant** items.

SERGEANT

14 points

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	4	4	4	4	2	4	1	8	3+
Veteran sergeant	4	4	4	4	2	4	2	9	3+

Unit Type:

Infantry (Character)

Wargear:

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

Special Rules:

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

TEAM LEADER: Sergeant counts towards total Tactical marines count for weapon availability. Sergeant on jump pack counts towards total Assault marines count for weapon availability.

ASSAULT SQUAD LEADER: In a team led by a Sergeant with a Jump Pack, you may take more than five Assault Marines.

Options:

- May take any of the following:
 - Melta bomb *5 pts*
 - Combat shield *5 pts*
 - Back Banner¹ *10 pts*
 - Digital weapons *10 pts*
 - Jump pack *10 pts*
- May upgrade to Veteran sergeant for 10 pts.
- A Veteran Sergeant may take the following:
 - Storm Shield *15 pts*
 - Relic Blade *10 pts*
 - Artificer Armour *15 pts*
- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost is reduced to 10 pts.
- May take items from the **Dark Angels Armoury**, including **Leader** and **Sergeant** items.

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

RAVENWING SERGEANT

25 points

	WS	BS	S	T	W	I	A	Ld	Sv
Ravenwing sergeant	4	4	4	5	2	4	1	8	3+
Ravenwing veteran sergeant	4	4	4	5	2	4	2	9	3+

Unit Type:

Bike (Character)

Wargear:

- Power armour

Special Rules:

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

Options:

- May take any of the following:
 - Melta bomb *5 pts*
 - Combat shield *5 pts*
 - Back Banner¹ *10 pts*
 - Digital weapons *10 pts*
- May upgrade to Ravenwing veteran sergeant for 10 pts.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost is reduced to 10 pts.
- May take items from the **Dark Angels Armoury**, including **Leader** and **Sergeant** items.

- Bolt pistol
- Frag grenade
- Krak grenade
- Inspiring Presence
- Ravenwing
- Scout
- Team Leader*
- Ravenwing Squad Leader*

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

TEAM LEADER: Ravenwing Sergeant counts towards total Ravenwing bikers count for weapon availability.

RAVENWING SQUAD LEADER: In a team led by a Ravenwing Sergeant you may take more than three Ravenwing Bikers.

DEATHWING SERGEANT

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Unit Type:

Infantry (Character)

Wargear:

- Terminator armour
- Power sword
- Bolt pistol

Special Rules:

- Deathwing
- Grim Resolve
- Inspiring Presence
- Split Fire
- Vengeful Strike
- Deathwing Squad Leader*

DEATHWING SQUAD LEADER: In a team led by a Deathwing sergeant, you may take Deathwing Terminators as Core.

Options:

- May take the following options:
 - Replace all weapons with pair of Lightning Claws *free*
 - Replace storm bolter with combi-flamer, -melta or – plasma *5 pts*
 - Replace his Power sword with Relic Blade *5 pts*
 - Replace all weapons with Thunder Hammer and Storm shield *10 pts*
- May take items from the **Dark Angels Armoury**, including **Leader** and **Sergeant** items.

COMPANY CHAMPION

35 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit type
Company champion	5	4	4	4	2	4	2	9	3+	Infantry (Character)
Ravenwing champion	5	4	4	5	2	4	2	9	3+	Bike (Character)
Deathwing champion	5	4	4	4	2	4	2	9	2+	Infantry (Character)

Wargear:

- Power armour
- Power weapon
- Bolt pistol
- Combat shield
- Frag grenade
- Krak grenade

Special Rules:

- And They Shall Know No Fear
- Grim Resolve
- Honour or Death
- Inspiring Presence
- Duelist*

Options:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost is reduced to 10 pts.
- May replace power weapon with **Blade of Caliban** for 5 pts.
- May take any of the following:
 - Melta bomb *5 pts*
 - Digital weapons *10 pts*
 - Artificer Armour *15 pts*
 - Storm Shield *15 pts*

A **Company Champion** may upgrade to one of the following:

- A **Ravenwing Champion**, replacing his power weapon with Blade of Caliban, losing combat shield and becoming mounted on a Mark IV Raven Pattern Assault Bike for 21 pts. The **Ravenwing Champion** gains the **Hit & Run**, **Ravenwing**, **Scout**, and **Skilled Rider** Special Rules. He may exchange the Plasma Talon with a Ravenwing Grenade Launcher at no cost.

Ravenwing Champion may take **Sword of Corswain** for 10 pts or **Heavenfall Blade** for 20 pts.

Duelist: When fighting in a challenge, a Company Champion, Ravenwing Champion, or Deathwing Champion may re-roll all To-Hit and To-Wound rolls.

- **Deathwing Champion** equipped with Terminator Armour and the Halberd of Caliban for 12 pts. A Deathwing Champion gains the **Deathwing** special rule.
- May take items from the **Dark Angels Armoury**, including **Leader** and **Champion** items.

LEXICANIUM

45 points

	WS	BS	S	T	W	I	A	Ld	Sv
Lexicanium	4	4	4	4	2	4	2	9	3+
Codicier	5	4	4	4	2	4	2	10	3+

Unit Type:

Infantry (Character)

Wargear:

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

PSYKER: At the start of the battle the model chooses a single Primaris Power from the **Geokinesis**, **Divination**, **Interromancy**, **Librarius**, **Pyromancy**, **Telekinesis** or **Telepathy** disciplines.

Special Rules:

- Deathwing
- Grim Resolve
- Inspiring Presence
- Psyker (Mastery Level 1)

Options:

- May upgrade to a Codicier for 10 pts.
- May replace Bolt Pistol with a Boltgun for free.
- May take any of the following:
 - Melta Bomb *5 pts*
 - Digital weapons *10 pts*
 - Psychic Hood *10 pts*
 - Jump Pack¹ *10 pts*
 - Space Marine Bike¹ *15 pts*
- May take items from the **Ranged Weapons** list. Plasma pistol cost is reduced to 10 pts.
- May take items from the **Dark Angels Armoury**, including **Leader** and **Lexicanium** items.
- If a Space Marine Bike or Jump Pack is not taken, a **Lexicanium** can replace all of his wargear with Terminator Armour, Storm Bolter, and Force Weapon for 20 pts. The model also gains the **Vengeful Strike** rule. A Codicier in Terminator armour may replace his Storm Bolter with a combi-flamer, -melta, or -plasma for 5 pts.

¹ These pieces of wargear are mutually exclusive.

WARDEN

35 points

	WS	BS	S	T	W	I	A	Ld	Sv
Warden	4	4	4	4	2	4	2	9	3+
Excorciator-Chaplain	5	4	4	4	2	5	2	10	3+

Unit Type:

Infantry (Character)

Wargear:

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

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

Special Rules:

- Grim Resolve
- Inspiring Presence
- Zealot
- Grim Liturgies*

Options:

- May upgrade to an **Excorciator-Chaplain** for 20 pts. The Excorciator Chaplain gains the **Fear** and **Preferred Enemy (Chaos Space Marines)** Special Rules.
- An Excorciator Chaplain may replace all wargear with Terminator Armour, a Crozius Arcanum, and a Storm Bolter for 20 points. The Chaplain gains the **Deathwing** and **Vengeful Strike** special rules, and may take a Rosarius for 15 pts.
- The Chaplain in Terminator armour may replace his Storm Bolter with a combi-flamer, -melta, or -plasma for 5 pts.
- May take any of the following:
 - Melta bomb *5 pts*
 - Digital weapons *10 pts*
 - Jump pack¹ *10 pts*
 - Space Marine bike¹ *15 pts*
 - Power fist *25 pts*
 - Rosarius *20 pts*
- May take items from the **Melee Weapons** and **Ranged Weapons** list. Plasma pistol cost is reduced to 10 pts.
- May take items from the **Dark Angels Armoury**, including **Leader** and **Warden** items.

¹ These pieces of wargear are mutually exclusive.

BLACK KNIGHT HUNTMASTER

45 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	2	4	2	9	3+

Unit Type:

Bike (Character)

Wargear:

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

Special Rules:

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

Options:

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

DEATHWING KNIGHT MASTER

55 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	3	9	2+

Unit Type:

Infantry (Character)

Wargear:

- Terminator armour
- Flail of the Unforgiven
- Storm shield

Special Rules:

- Deathwing
- Fortress of Shields
- Grim Resolve
- Hammer of Wrath
- Inspiring Presence
- Precision Strikes

Options:

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

CORE

TACTICAL MARINE

14 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Wargear:

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

Special Rules:

- And They Shall Know No Fear
- Grim Resolve

Unit Type: Infantry

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.
- A Tactical Marine may take **Suspensors** for *10 pts*.
- A Tactical Marine with a weapon taken from the **Heavy Weapons** list can take an Armourium Cherub for *5 pts*.

SCOUT

11 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	4+

Wargear:

- Scout armour
- Boltgun
- Bolt pistol

Special Rules:

- And They Shall Know No Fear
- Grim Resolve

Options:

- Any Scout may replace its Boltgun with:
 - Combat knife *free*
 - Space Marine shotgun *free*
 - Sniper Rifle *1 pt*
- For every five Scouts you take in your team, one may replace their Boltgun with:
 - Heavy Bolter *8 pts*
 - May also take Hellfire Shells *5 pts*

- Frag grenade
- Krak grenade

Unit Type: Infantry

- Missile Launcher
- Any Scout may take a camo cloak for 2 pts.

15 pts

ASSAULT MARINE

14 points

You may take a maximum of five Assault Marines in your team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Wargear:

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

Special Rules:

- And They Shall Know No Fear
- Grim Resolve

Unit Type: Infantry

Options:

- May take jump packs at 3 pts/model.
- For every five Assault Marines in your team one may replace its Bolt Pistol and Chainsword with an Eviscerator for 25 pts.
- For every five Assault Marines in your team one may replace its bolt pistol with one of the following weapons:
 - Flamer 5 pts
 - Plasma Pistol 10 pts

RAVENWING BIKER

25 points

You may take a maximum of three Ravenwing bikers in your team.

	WS	BS	S	T	W	I	A	Ld	Sv
Ravenwing biker	4	4	4	5	1	4	1	8	3+
Ravenwing attack bike	4	4	4	5	2	4	2	8	3+

Unit Type: 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
- Ravenwing
- Scout

Unit Type: Bike

Options:

- A Ravenwing Biker may take one item from the **Special Weapons** list. If there are five or more Ravenwing bikers in your force, another model may do so as well.
- One Ravenwing Biker in your team may be upgraded to a Ravenwing Attack Bike for 20 pts. 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
4	4	4	4	1	4	2	9	3+

Wargear:

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

Special Rules:

- And They Shall Know No Fear
- Grim Resolve

Unit Type: Infantry

Options:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost is reduced to 10 pts.
- 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 15 pts
- May take items from the **Dark Angels Armoury**.

DEATHWING TERMINATOR

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	2+

Wargear:

- Terminator armour
- Power fist
- Storm bolter

Special Rules:

- Deathwing
- Grim Resolve
- Split Fire
- Vengeful Strike

Unit Type: Infantry**Options:**

- May replace power fist with a chainfist for 5 pts.
- May replace all weapons with:
 - Two Lightning Claws *free*
 - Thunder Hammer & Storm Shield *10 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 items.

RAVENWING BLACK KNIGHT

45 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	2	9	3+

Wargear:

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

Special Rules:

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

Unit Type: Bike**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

45 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	1	4	2	9	2+

Wargear:

- Terminator armour
- Mace of Absolution
- Storm shield

Unit Type: Infantry**Special Rules (All):**

- Deathwing
- Fortress of Shields
- Grim Resolve
- Hammer of Wrath
- Precision Strikes

Options:

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

APOTHECARY

30 points

You may only take one Apothecary in your team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

Wargear:

- Power Armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade
- Narthecium

Special Rules:

- And They Shall Know No Fear
- Grim Resolve

Unit Type: Infantry

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

Options:

- May take items from the **Ranged Weapons** list. Plasma pistol cost is reduced to 10 pts.
- May replace Power Armour, Chainsword, Bolt Pistol, Frag and Krak grenades with Terminator armour, Storm Bolter and gain the **Deathwing** special rule for 15 pts.
- If not wearing Terminator armour, may take a Space Marine bike and gain the **Hit & Run**, **Scout** and **Ravenwing** rules for 15 pts.

An Apothecary on a Space Marine Bike may upgrade to a **Black Knight Apothecary**, upgrading his Space Marine Bike to Mark IV Raven Pattern Assault Bike and replacing his chainsword with a Corvus Hammer at 25 pts. The Apothecary gains the **Skilled Rider** Special Rule. He may exchange the Plasma Talon with a Ravenwing Grenade Launcher at no cost.

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

TECHMARINE

65 points

You may only take one Techmarine in your team.

WS	BS	S	T	W	I	A	Ld	Sv
4	5	4	4	2	4	2	9	2+

Wargear:

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

Special Rules:

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

Unit Type: Infantry

Options:

- May upgrade servo-arm to a servo-harness for 25 pts.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma pistol cost is reduced to 10 pts.
- 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

"No soul so changed will recover what was lost. No weapon so savage can be wielded without cost."

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.

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 increase its BS by 1 for the rest of the phase.

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.

Leader's Inspiring Presence radius is increased from 6" to 12".

WATCHER IN THE DARK (Leader Only) –10 pts

The Watchers in the Dark and the presence of the mysterious relics they bear suppresses enemy psykers and fills the enemies of the Unforgiven with dread.

The team leader and all models within 6" of him pass Deny the Witch rolls on 4+.

CONVERSION FIELD (Leader Only) –20 pts

Conversion Fields are arcane force generators that deflect blows with a flash of blinding light.

A Conversion Field confers a 4+ Invulnerable save. At the end of a phase in which the bearer passes one of more saves granted by the Conversion Field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind rule. Friendly units can re-roll this test.

OATH OF THE UNFORGIVEN (Leader Only) –5 pts

The true meaning of this seal is known only to Dark Angels' Inner Circle. With the burden of his Chapter's dark past on his shoulders, the bearer of this seal would let nothing stand between him and the redemption he seeks.

Model must have Deathwing special rule in order to be able to take this item.

The bearer gains the Crusader special rule.

HEAVENFALL BLADE (Sergeant and Champion Only) – 25 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

SWORD OF CORSWAIN (Champion Only) – 15 pts

Replaces the power weapon.

Long ago, Corswain, Paladin of the 9th Order, stood alongside the Lion. This magnificent sword was once lost, buried deep into the back of a traitor Primarch. Now his weapon continues to serve the chapter in the hands of the best swordsman in the Chapter.

	Range	S	AP	Type
Sword of Corswain	-	+1	3	Melee, Master-crafted, Exquisite Swordsman* [*]

Exquisite Swordsman* - the bearer always hits on 3+ in melee regardless of comparative Weapon Skill.

NEEDLE OF TRUTH (Leader Only) – 20 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, Master-crafted, Chaosbane*

* The weapon gains the Fleshbane special rule against models with the Daemon or Champion of Chaos special rule.

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 Flamer weapon, see Kill Team rules.

TELEPORT HOMER (Veteran Scout Sergeant Only) –10 pts

These ancient machines allow deepstriking Deathwing Terminators to enter the fray exactly where they are needed most.

Friendly units in Terminator Armour do not scatter when Deep Striking if placed within 6" of the bearer.

NAAMAN'S STALKER BOLTER (Veteran Scout Sergeant Only) – 20 pts

Veteran Sergeant Naaman carried many weapons during his defence of Piscina IV. Their mission completed, and hopelessly surrounded, this mighty weapon roared out across the bloodied plains and made the Orks pay dearly for every inch of ground.

Naaman's Stalker Bolter replaces one weapon of your choice. You should choose one of the weapon profiles before you roll To Hit for the weapon's wielder.

		Range	S	AP	Type
Subsonic	Stalker	30"	X	5	Heavy 2, Sniper, Shred
Avenger bolts		30"	4	4	Rapid Fire, Shred

BLADES OF REASON (Warden Only) –10 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 of the wielder, 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. Enemy models in base contact with Blades of Reason wielder suffer -1 to Leadership penalty.

TRAITOR'S DOOM (Warden only) – 15 pts

This ancient double-barrelled plasma pistol was once wielded by the most successful of Interrogator-Chaplains, Master Molochia.

Replaces the bolt pistol. This weapon has the following profile:

	Range	S	AP	Type
Traitor's Doom	12"	7	2	Pistol, Gets Hot, Twin-linked, No Escape*

* Models hit by this weapon cannot attempt Look Out Sir!

BLACK PEARL (Warden Only) – 5 pts

This treasured item demonstrates the great fortitude and resolve of its wielder who was able to withstand dreadful temptations of Malmar.

The model gains the Adamantium Will special rule.

PORTA-RACK (Warden Only) – 10 pts

This vile invention was devised in some long-forgotten dark age of Mankind and enhances its wicked potential through energy fields, neuro-stimulators, pain amplifiers and other spike-ridden accoutrements. When fully extended, the porta-rack is a foreboding torture frame taller than a man. By activating its runes, however, the menacing device folds down upon itself until it finally collapses into a hand-sized object, easy to carry or store.

If the bearer kills an enemy character in close combat, then he gains the Fear and Preferred Enemy special rules.

In addition, your army may now use any enemy teleport homers and locator beacons as if they were your own.

THE TOME OF REPENTANCE (Codicier Only) – 10 pts

This book kept from the Chapter's distant past adds 1 Warp Charge to your base Warp Charge pool (to a maximum of 3 WC not counting the Psyker level WCs) and allows you to re-roll one of failed dice during the Psychic test. This additional Warp Charge doesn't count towards your opponent's Deny the Witch Warp Charge pool. The re-roll result is final.

PURIFICATION VIALS (Apothecary Only) –5 pts

These are grenade vials filled with toxic gases that envelop an enemy and choke them to death.

	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 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. Cannot be used with **Armoury** weapons.

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. Cannot be used with **Armoury** weapons.

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.

AUXILIARY GRENADE LAUNCHER –5 pts

A tubular device that fires pre-loaded grenades can be attached to any boltgun or storm bolter. This attachment allows any grenades to be fired in addition to boltgun\storm bolter in the Shooting phase using the original grenade profile.

SMOKE GRENADE –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 the Shrouded special rule until the start of their next turn. You may target friendly models with this weapon.

STASIS GRENADE – 1 pt

These ancient weapons slow the flow of time around the prey of the Dark Angels.

	Range	S	AP	Type
Stasis Grenade	8"	-	-	Assault 1, Stasis, One Use Only

Stasis: A model hit by a stasis weapon has their Initiative and Weapon Skill reduced by 1 until the end of their controlling player's next turn.

AUSPEX –5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

INFRAVISOR –5 pts

This simple visor allows a Space Marine to access a wide range of spectrums. So equipped, he can see better in low-light conditions than a normal human could see in optimal daylight.

A model with an infravisor has the Night Vision special

rule.

However, a model with an infravisor counts as Initiative 1 when taking Blind tests.

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.

ARMORIUM CHERUB –5 pts

One use only. One model equipped with an armorium cherub can re-roll all failed To Hit rolls in one Shooting phase. Ignore the Cherub model for all game purposes.