

DARK ANGELS

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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.

The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear you can find in the “Points values” section of the Codex.

EXPERIENCED LEADER

Special choices that share ALL of their keywords with your team leader may be taken as Core instead. Models in the Core section that share ALL of their keywords with your team leader may double the number of them allowed. This does not affect model availability.

FACTION KEYWORDS

All models in this list have the **Imperium, Adeptus Astartes, Dark Angels** keywords.

GRIM RESOLVE

All models in the opus have the following special rule:

You can re-roll all hit rolls of 1 for this unit whenever it shoots (including when firing Overwatch) so long as it did not move in its prior Movement phase.

In addition, this unit ignores all negative modifiers to Morale tests including Rout and Nerve tests.

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

TEAM LEADERS

SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	6"	3+	3+	4	4	4	2	8	3+	31
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Boltgun- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none">- May replace his Bolt Pistol or Boltgun with weapons from the Sergeant Equipment List.- May take items from the Armoury- May take two choices from Oaths of the Unforgiven									
KEYWORDS	Infantry, Tactical Squad									

VETERAN SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	6"	3+	3+	4	4	4	3	9	3+	36
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Chainsword- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none">- May replace his Bolt Pistol or Chainsword with weapons from the Sergeant Equipment List.- May take a combat shield.- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Company Veterans									
Company Veteran	This model can count towards either Tactical squad or Assault squad Keyword requirements.									

SCOUT SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	6"	3+	3+	4	4	4	2	8	4+	29
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Boltgun- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Concealed Positions									
OPTIONS	<ul style="list-style-type: none">- May replace bolt pistol with an item from the Melee Weapons or Pistols lists.- May replace boltgun with an item from the Pistols list.- May take a Camo Cloak.- May replace his Boltgun with a Sniper Rifle, Astartes Shotgun or a Bolt Pistol.- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Scout, Scout Squad									

SCOUT BIKER SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	16"	3+	3+	4	5	4	2	8	4+	39
EQUIPMENT	<ul style="list-style-type: none">- Astartes Shotgun- Combat Knife- Bolt Pistol- Bike- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Turbo-boost									
OPTIONS	<ul style="list-style-type: none">- May replace bolt pistol with an item chosen from the Melee Weapons or Pistols lists.- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Scout, Scout Bike Squad									

Assault Sergeant										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	6"	3+	3+	4	4	4	2	8	3+	31
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Bolt Pistol with a weapon from the Melee Weapons or the Pistols lists. - May replace his Chainsword with a weapon from the Melee Weapons lists. - May take a Combat Shield. - May take Melta Bombs. - May replace all his weapons with an Eviscerator. - May take a Jump Pack for 3 pts, increasing his Movement to 12" and gaining the Jump Pack, Fly keywords. - May take items from the Armoury - May take a single choice from Oaths of the Unforgiven 									
KEYWORDS	Infantry, Assault Squad									

RAVENWING SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	14"	3+	3+	4	5	4	2	8	3+	41
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Bike- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Turbo-boost- Jink									
OPTIONS	<ul style="list-style-type: none">- May replace bolt pistol with an item chosen from the Melee Weapons or Pistols lists.- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Biker, Ravenwing Bike Squad, Ravenwing									

RAVENWING HUNTMASTER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Huntmaster	14"	3+	3+	4	5	4	3	8	3+	55
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Corvus Hammer- Bike with Plasma Talons- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- Turbo-boost- Jink- Inner Circle									
OPTIONS	<ul style="list-style-type: none">- May replace his Corvus hammer with a power sword, power axe, power maul or power lance.- May take Melta-bombs.- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Biker, Ravenwing Black Knights, Ravenwing									

DEATHWING SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	5"	3+	3+	4	4	4	3	9	2+	40
EQUIPMENT	- Storm Bolter - Power Sword									
RULES	- Teleport Strike - Inner Circle - Crux Terminatus									
OPTIONS	- The Deathwing Sergeant can replace all of its weapons with two Lightning Claws or a Thunder Hammer and Storm Shield. - May take items from the Armoury - May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Terminator, Deathwing Terminator Squad, Deathwing									

DEATHWING CATAPHRACTII SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	4"	3+	3+	4	4	4	3	9	2+	44
EQUIPMENT	<ul style="list-style-type: none">- Combi-Bolter- Power Sword									
RULES	<ul style="list-style-type: none">- Teleport Strike- Inner Circle- Cataphractii Armour									
OPTIONS	<ul style="list-style-type: none">- May replace power sword with a chainfist, a power fist or a lightning claw.- May take a grenade harness.- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Terminator, Deathwing Cataphractii Terminator Squad, Deathwing									

DEATHWING TARTAROS SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	6"	3+	3+	4	4	4	3	9	2+	40
EQUIPMENT	- Combi-Bolter - Power Sword									
RULES	- Teleport Strike - Inner Circle - Tartaros Armour									
OPTIONS	- May replace combi-bolter and power sword with two lightning claws. - May replace power sword with a chainfist or a power fist. - May replace combi-bolter with a plasma blaster or a volkite charger. - May take a grenade harness. - May take items from the Armoury - May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Terminator, Deathwing Tartaros Terminator Squad, Deathwing									

DEATHWING KNIGHT MASTER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Knight Master	5"	3+	3+	4	4	4	3	9	2+	45
EQUIPMENT	- Flail of the Unforgiven - Storm Shield									
RULES	- Teleport Strike - Inner Circle									
OPTIONS	- May take items from the Armoury - May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Terminator, Deathwing Knights, Deathwing									
Flail of the Unforgiven	Change this weapon description to the following: "Excess damage from this weapon is not lost; instead, keep allocating damage to another enemy model 1" or less from the bearer, until either all the damage has been allocated or there are no suitable targets."									

CODICIER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Codicier	6"	3+	3+	4	4	4	2	9	3+	50
EQUIPMENT	<ul style="list-style-type: none"> - Force Stave - Bolt Pistol - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - Psychic Hood - Inner Circle 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol with a Boltgun or weapon from the Pistols or Combi-Weapons lists. - May replace Force Stave with Force Axe or Force Sword - May take a jump pack for 20 pts, gaining the JUMP PACK and FLY keywords, increases its move to 12" and gains the Jump Pack Assault rule. - May take items from the Armoury - May take a single choice from Oaths of the Unforgiven 									
PSYKER	This model can attempt to manifest one psychic power in each friendly psychic phase and attempt to deny one psychic power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Interromancy discipline.									
KEYWORDS	Psyker, Librarian, Infantry, Deathwing									

PRIMARIS LEXICANUM										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Lexicanum	6"	3+	3+	4	4	5	3	9	3+	63
EQUIPMENT	<ul style="list-style-type: none">- Force Sword- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- Psychic Hood- Inner Circle									
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
PSYKER	This model can attempt to manifest one psychic power in each friendly psychic phase and attempt to deny one psychic power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Interromancy discipline.									
KEYWORDS	Psyker, Librarian, Infantry, Primaris, Deathwing									

EXCORCIATOR - CHAPLAIN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Excorciator	6"	3+	3+	4	4	4	3	9	3+	50
EQUIPMENT	<ul style="list-style-type: none"> - Crozius Arcanum - Bolt Pistol - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - Litanies of Hate - Inner Circle - Rosarius - Aura of Dread 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol with a Boltgun, Power Fist, or weapon from the Pistols or Combi-Weapons lists. - May take a jump pack for 15 pts, gaining the JUMP PACK and FLY keywords, increases its move to 12" and gains the Jump Pack Assault rule. - May take items from the Armoury - May take a single choice from Oaths of the Unforgiven 									
KEYWORDS	Chaplain, Excorciator-Chaplain, Infantry, Deathwing									

PRIMARIS WARDEN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warden	6"	3+	3+	4	4	5	3	9	3+	55
EQUIPMENT	- Crozius Arcanum - Absolvor Bolt Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Litanies of Hate - Rosarius									
OPTIONS	- May take items from the Armoury - May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Chaplain, Infantry, Primaris									

SECOND LIEUTENANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
2nd Lieutenant	6"	3+	3+	4	4	4	2	8	3+	43
EQUIPMENT	<ul style="list-style-type: none"> - Master-Crafted Boltgun - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Tactical Precision 									
OPTIONS	<ul style="list-style-type: none"> - May replace master-crafted boltgun with an item from the Pistols, Combi-Weapons or Melee Weapons lists. - May take a Jump Pack for 15 points, gaining the Jump Pack and Fly keywords and Jump Pack Assault ability - May take items from the Armoury - May take a single choice from Oaths of the Unforgiven 									
KEYWORDS	Lieutenant, Infantry, Company Veterans									
Company Veteran	This model can count towards either Tactical squad or Assault squad Keyword requirements.									

PRIMARIS SECOND LIEUTENANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Primaris 2nd Lieutenant	6"	3+	3+	4	4	4	3	8	3+	53
EQUIPMENT	<ul style="list-style-type: none">- Master-Crafted Auto Bolt Rifle- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Tactical Precision									
OPTIONS	<ul style="list-style-type: none">- May replace Master-Crafted Auto Bolt Rifle with Master-Crafted Stalker Bolt Rifle or power sword.- May either replace bolt pistol with a plasma pistol, or take a plasma pistol in addition to other weapons.- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Lieutenant, Infantry, Primaris									

INTERCESSOR SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor Sergeant	6"	3+	3+	4	4	4	3	8	3+	30
EQUIPMENT	<ul style="list-style-type: none">- Bolt Rifle- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none">- May replace bolt rifle with an auto bolt rifle or stalker bolt rifle.- May either replace bolt rifle with a power sword, or take a power sword in addition to other weapons.- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Intercessors, Infantry, Primaris									

Aggressor Sergeant										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aggressor Sergeant	6"	3+	3+	4	5	4	3	8	3+	35
EQUIPMENT	- Auto Boltstorm Gauntlets - Fragstorm Grenade Launcher									
RULES	- And They Shall Know No Fear - Fire Storm - Relentless Advance									
OPTIONS	- May replace Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher with Flamestorm Gauntlets. - May take items from the Armoury - May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Aggressors, Infantry, Primaris, MK X Gravis									

REIVER SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Reiver Sergeant	6"	3+	3+	4	4	4	3	8	3+	30
EQUIPMENT	<ul style="list-style-type: none">- Bolt Carbine- Heavy Bolt Pistol- Krak Grenade- Frag Grenade- Shock Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Terror Troops									
OPTIONS	<ul style="list-style-type: none">- May replace either bolt carbine or heavy bolt pistol with a combat knife.- May take a Grav-Chute and gain the Grav Chute rule- May take a Grapnel Launcher and gain the Grapnel Launchers rule- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Reivers, Infantry, Primaris									

Inceptor Sergeant										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Inceptor Sergeant	10"	3+	3+	4	5	4	3	8	3+	39
EQUIPMENT	- Two Assault Bolters									
RULES	- And They Shall Know No Fear - Meteoric Descent - Crushing Charge									
OPTIONS	- May replace two assault bolters with two plasma exterminators - May take items from the Armoury - May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Inceptors, Fly, Jump Pack, MK X Gravis, Infantry, Primaris									

GRAVIS SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Gravis Sergeant	5"	3+	3+	4	5	4	3	8	3+	35
EQUIPMENT	- Power Sword - Boltstorm Gauntlet									
RULES	- And They Shall Know No Fear									
OPTIONS	- May take items from the Armoury - May take a single choice from Oaths of the Unforgiven									
KEYWORDS	MK X Gravis, Infantry, Primaris									

HELLBLASTER SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Hellblaster Sergeant	6"	3+	3+	4	4	4	3	8	3+	30
EQUIPMENT	<ul style="list-style-type: none">- Plasma Incinerator- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none">- May replace bolt pistol with plasma pistol- May replace plasma incinerator with assault plasma incinerator or heavy plasma incinerator- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Hellblasters, Infantry, Primaris									

COMPANY CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Company Champion	6"	2+	3+	4	4	4	3	8	3+	40
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Blade of Caliban- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Honour or Death- Combat Shield									
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Company Champion, Company Veterans									

DEATHWING CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Deathwing Champion	5"	2+	3+	4	4	4	3	8	2+	55
EQUIPMENT	- Halberd of Caliban									
RULES	- Inner Circle - Honour or Death - Crux Terminatus - Teleport Strike									
OPTIONS	- May take items from the Armoury - May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Infantry, Terminator, Deathwing Champion, Deathwing									

RAVENWING CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Ravenwing Champion	14"	2+	3+	4	5	4	3	8	3+	65
EQUIPMENT	<ul style="list-style-type: none">- Blade of Caliban- Bolt Pistol- Frag Grenades- Krak Grenades- Bike with Plasma Talons									
RULES	<ul style="list-style-type: none">- Inner Circle- Honour or Death- Jink- Turbo-boost									
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury- May take a single choice from Oaths of the Unforgiven									
KEYWORDS	Biker, Ravenwing Champion, Ravenwing									

CORE

Tactical Marine										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Marine	6"	3+	3+	4	4	1	1	7	3+	13
EQUIPMENT	- Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear									
OPTIONS	- For every 5 models with the Tactical Squad keyword in your team, one may take an item from the Special Weapons or the Heavy Weapons list.									
KEYWORDS	Infantry, Tactical Squad									

SCOUT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout	6"	3+	3+	4	4	1	1	7	4+	11
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Boltgun- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Concealed Positions									
OPTIONS	<ul style="list-style-type: none">- May take a Camo Cloak- May replace his Boltgun with a Sniper Rifle, Astartes Shotgun or a Bolt Pistol.- For every 5 models with the Scout Squad keyword in your team, one may take a Heavy Bolter or a Missile Launcher.									
KEYWORDS	Infantry, Scout, Scout Squad									

(maximum 5 models with the Assault Squad Keyword in your team)

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PRIMARIS INTERCESSOR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor	6"	3+	3+	4	4	2	2	7	3+	18
EQUIPMENT	<ul style="list-style-type: none">- Bolt Rifle- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none">- May replace bolt rifle with auto bolt rifle or stalker bolt rifle- For every 5 Intercessors on your team, one may take an Auxiliary Grenade Launcher									
KEYWORDS	Intercessors, Infantry, Primaris									

RAVENWING BIKER										
(maximum 3 models with the Ravenwing Bike Squad Keyword in your team)										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Biker	14"	3+	3+	4	5	2	1	7	3+	25
EQUIPMENT	- Bolt Pistol - Bike - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Turbo-boost - Jink									
OPTIONS	- May swap its Bolt pistol for a Chainsword. - One model may swap its Bolt pistol for a weapon from the Special Weapons list. If you have 3 models with the Ravenwing Bike Squad keyword in your team, another model may do so.									
KEYWORDS	Biker, Ravenwing Bike Squad, Ravenwing									

RAVENWING ATTACK BIKE
(maximum 1 model with the Ravenwing Attack Bike Squad Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Attack Bike	14"	3+	3+	4	5	4	2	7	3+	35

EQUIPMENT	<ul style="list-style-type: none"> - 2 Bolt Pistol - Heavy Bolter - Bike - 2 Frag Grenades - 2 Krak Grenades
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Turbo-boost - Jink
OPTIONS	- May replace Heavy Bolter with a Multi-melta.
KEYWORDS	Biker, Ravenwing Bike Squad, Ravenwing Attack Bike Squad

SCOUT BIKER

(maximum 3 models with the Scout Bike Squad Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout Biker	16"	3+	3+	4	5	2	1	7	4+	23

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Combat Knife - Astartes Shotgun - Bike - Frag Grenade - Krak Grenade
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Turbo-boost
OPTIONS	- One model may swap his bike's twin bolter for an Astartes Grenade Launcher. If there are three models with the Scout Bike Squad keyword in your team, another model may do so.
KEYWORDS	Biker, Scout Bike Squad

SPECIAL

COMPANY VETERAN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Veteran	6"	3+	3+	4	4	1	2	8	3+	16
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> - May replace bolt pistol with a storm shield or an item from the Melee Weapons or Pistols lists. - May replace chainsword with a storm shield, a boltgun, or an item from the Melee Weapons, Pistols, Combi-weapons or Special Weapons list. - One Veteran may replace chainsword with an item from the Heavy Weapons list. - May take a combat shield. - May take items from the Armoury 									
KEYWORDS	Infantry, Company Veterans									

DEATHWING TERMINATOR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator	5"	3+	3+	4	4	2	2	8	2+	26
EQUIPMENT	- Storm Bolter - Power Fist									
RULES	- Teleport Strike - Inner Circle - Crux Terminatus									
OPTIONS	- May swap its Power Fist with a Chainfist. - May replace all of its weapons with two lightning claws or a thunder hammer and storm shield. - One model in your team can swap its Storm Bolter with plasma cannon or a weapon from the Terminator Heavy Weapons list. - May take items from the Armoury									
KEYWORDS	Infantry, Deathwing Terminator Squad, Deathwing									
Deathwing Strike Team	If the team Leader has the Deathwing keyword, up to 5 Terminators may be taken as Core.									

DEATHWING KNIGHT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator	5"	3+	3+	4	4	2	2	8	2+	45
EQUIPMENT	- Mace of Absolution - Storm Shield									
RULES	- Inner Circle - Teleport Strike - Storm Shield									
OPTIONS	- May take items from the Armoury									
KEYWORDS	Infantry, Deathwing Knight Squad, Deathwing									

DEATHWING CATAPHRACTII TERMINATOR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Cataphractii Terminator	4"	3+	3+	4	4	2	2	8	2+	30
EQUIPMENT	<ul style="list-style-type: none">- Combi-Bolter- Power Fist									
RULES	<ul style="list-style-type: none">- Teleport Strike- Inner Circle- Cataphractii Armour									
OPTIONS	<ul style="list-style-type: none">- May replace combi-bolter with a lightning claw.- May replace power fist with a chainfist or a lightning claw.- For every 4 models with Deathwing Cataphractii Terminator Squad keyword in your team, one model in your team may replace its Storm Bolter with a heavy flamer.- May take items from the Armoury									
KEYWORDS	Infantry, Terminator, Deathwing Cataphractii Terminator Squad, Deathwing									

DEATHWING TARTAROS TERMINATOR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Tartaros Terminator	6"	3+	3+	4	4	2	2	8	2+	26
EQUIPMENT	- Combi-Bolter - Power Fist									
RULES	- Teleport Strike - Inner Circle - Tartaros Armour									
OPTIONS	- May replace combi-bolter and power fist with two lightning claws. - May replace power fist with a chainfist. - For every 4 models with Deathwing Tartaros Terminator Squad keyword in your team, one model may replace its combi-bolter with a heavy flamer or a reaper autocannon. - May take items from the Armoury									
KEYWORDS	Infantry, Terminator, Deathwing Tartaros Terminator Squad, Deathwing									

RAVENWING BLACK KNIGHT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Black Knight	14"	3+	3+	4	5	2	2	8	3+	46
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Corvus Hammer- Bike with Plasma Talons- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- Inner Circle- Turbo-boost- Jink									
OPTIONS	<ul style="list-style-type: none">- One Ravenwing Black Knight in your team may replace his plasma talon with a Ravenwing grenade launcher.- May take items from the Armoury									
KEYWORDS	Biker, Ravenwing Black Knights, Ravenwing									

AGGRESSOR										
(maximum 4 models with the Agressors Keyword in your team)										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aggressor	6"	3+	3+	4	5	2	2	7	3+	21
EQUIPMENT	- Auto Boltstorm Gauntlets - Fragstorm Grenade Launcher									
RULES	- And They Shall Know No Fear - Fire Storm - Relentless Advance									
OPTIONS	- May replace Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher with Flamestorm Gauntlets.									
KEYWORDS	Aggressors, MK X Gravis, Infantry, Primaris									

INCEPTOR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Inceptor	10"	3+	3+	4	5	2	2	8	3+	25
EQUIPMENT	- Two Assault Bolters									
RULES	- And They Shall Know No Fear - Meteoric Descent - Crushing Charge									
OPTIONS	- May replace two assault bolters with two plasma exterminators									
KEYWORDS	Inceptors, Fly, Jump Pack, MK X Gravis, Infantry, Primaris									

HELLBLASTER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Hellblaster	6"	3+	3+	4	4	2	2	7	3+	18
EQUIPMENT	<ul style="list-style-type: none">- Plasma Incinerator- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none">- May replace bolt pistol with plasma pistol- May replace plasma incinerator with assault plasma incinerator or heavy plasma incinerator									
KEYWORDS	Hellblasters, Infantry, Primaris									

REIVER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Reiver	6"	3+	3+	4	4	2	3	8	3+	18
EQUIPMENT	<ul style="list-style-type: none">- Bolt Carbine- Heavy Bolt Pistol- Krak Grenade- Frag Grenade- Shock Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Terror Troops									
OPTIONS	<ul style="list-style-type: none">- May replace bolt carbine with combat knife- May take a Grav-Chute and gain the <i>Grav Chute</i> rule- May take a Grapnel Launcher and gain the <i>Grapnel Launchers</i> rule									
KEYWORDS	Reivers, Infantry, Primaris									

APOTHECARY										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Apothecary	6"	3+	3+	4	4	2	2	8	3+	35
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Narthecium Amendment: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER model within 3" of the Apothecary that died this or previous round. On a 4+ a single slain model is returned with 1 wound remaining. If the Apothecary fails to revive a model, he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A model can only be the target of the Narthecium ability once in each turn. You can instead choose to heal a wounded model: it immediately regains D3 lost wounds. No roll is required for healing. 									
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury 									
KEYWORDS	Infantry, Apothecary, Company Veterans, Character									

PRIMARIS APOTHECARY										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Apothecary	6"	3+	3+	4	4	3	3	8	3+	48
EQUIPMENT	- Absolvor Bolt Pistol - Reductor Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Narthecium (see above)									
OPTIONS	- May take items from the Armoury									
KEYWORDS	Infantry, Apothecary, Primaris, Character									

DEATHWING APOTHECARY										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Apothecary	5"	3+	3+	4	4	3	2	8	2+	60
EQUIPMENT	- Storm Bolter									
RULES	- Inner Circle - Crux Terminatus - Teleport Strike - Narthecium (see above)									
OPTIONS	- May take items from the Armoury									
KEYWORDS	Infantry, Apothecary, Deathwing, Terminator, Character									

RAVENWING APOTHECARY										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Apothecary	14"	3+	3+	4	5	3	3	8	3+	70
EQUIPMENT	- Bolt Pistol - Frag Grenade - Krak Grenade - Bike with Plasma Talon									
RULES	- Inner Circle - Jink - Turbo-boost - Narthecium (see above)									
OPTIONS	- May replace its plasma talon with a Ravenwing grenade launcher. - May take items from the Armoury									
KEYWORDS	Biker, Apothecary, Ravenwing, Character									

TECH ADEPT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Tech adept	6"	3+	3+	4	4	2	2	8	2+	33
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Power Axe- Servo-Arm- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Blessing of the Omnissiah- Tools of the Omnissiah: at the start of your turn you may pick one effect. It remains in effect until the start of your next turn.<ol style="list-style-type: none">1. Noospheric Interference: Choose a weapon owned by an enemy model within 18". Your opponent must subtract 1 when rolling to hit with that weapon. Weapons that auto hit now hit on a 2+ instead.2. Psalm of Stability: Pick a friendly model within 12": that model and every friendly model within 3" ignores the penalty to Heavy weapons for moving and shooting or the penalty to Assault weapons for advancing.3. Auspex pulse: One enemy model within 18" cannot claim the bonus for being in cover.4. Cooling vents: A friendly model within 6" gets a 2+ save against being slain from Overcharge effects.5. Servos Overcharge: Pick a friendly model within 12": that model and every friendly model within 3" adds +2" to movement and charge rolls.6. Vox intercept: the first time an opponent spends a TP roll a D6: on a 5+ he or she needs to spend an additional TP									
OPTIONS	<ul style="list-style-type: none">- May replace power axe with an item from the Melee Weapons list.- May replace bolt pistol with an item from the Pistols or Combi-weapons lists.- May take a Servo-Harness- May take items from the Armoury									
KEYWORDS	Infantry, Tech adept, Character									

ARMOURY

ITEM	DESCRIPTION
Armorium Cherub (5 pts)	A gruesomely reanimated infant that acts as both a battlefield familiar and a grim reminder that, in these dark times, no life in service of the Emperor ever truly ends. The stats and abilities for an Armorium Cherub can be found under the Devastator Squad entry in Codex: Space Marines.
Auspex (7 pts)	After your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of the model holding the Auspex, your models within 6" of the Auspex owner can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from all the resulting hit rolls.
Auxiliary Grenade Launcher (5 pts)	If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".
Bionics (5 pts)	Parts of the battle-brother's body have been replaced or augmented with unfeeling adamantium and steel. If this model suffers a wound or mortal wound, roll a D6. On a 6+ the wound is not lost.
Larraman's Blessing (15 pts)	Model, that has lost at least one wound, may attempt to restore it in the end of its turn – roll a D6, on 5+ model restores 1 wound.
Infravisor (10 pts)	If remained stationary during its Movement phase, model equipped with Infravisor ignores any cover bonuses provided by terrain to enemy models in the following Shooting phase.
Master-crafted weapon (10 pts)	Leaders only. One of the owner's melee weapons gains +1D. May not be applied to Armoury-specific weapons or those with "Master-Crafted" in their name.
Watcher in the Dark (5 pts)	Once per game, if an enemy psychic power affects the model that is accompanied by a Watcher in the Dark or or a friendly model within 6" of the Watcher, roll a dice. On a 3+ the power has no effect. Remove the Watcher in the Dark model from play after this roll has been made, whether successful or not. The Watcher in the Dark model must always remain as close to this model as possible, but is otherwise ignored for all other gaming purposes. Remove the Watcher in the Dark if this model is slain.
Teleporter (Terminator Only) (10 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.
Stasis Grenade (10 pts)	Select an enemy model within 6". This model subtracts 2 from any hit rolls it makes and halves its Move and Attacks characteristic (rounding down) till the end of its next turn.
Smoke Grenade (8 pts)	One use only. You may purchase more than one of this item per model. Instead of Shooting, you may choose a point within 8" of the bearer. Until the start of your next turn, all models (friend and foe) within 3" of the chosen point are targeted at -1 to hit by attacks in the Shooting phase. Models can draw line of sight into and out of the affected area, but not through it. These grenades are temperamental and cannot be fired through any kind of Grenade Launcher.

Turbo Maximus (10 pts)	Biker only. Once per game, in the Charge phase, the bearer may roll 3D6 for charge distance and discard the lowest result.
Refractor Field (10 pts)	The model gains a 5+ Invulnerable Save.
Signum (5 pts)	Leaders only. Instead of shooting with this model in the Shooting phase, choose a friendly model within 6". That model adds +1 to its rolls to Hit for that phase.
Stasis shell (15 pts)	Model with Ravenwing grenade launcher only. One use only. Declare the use of this ammo just before your model attacks an enemy model with a Ravenwing Grenade Launcher. Make a single hit roll with the weapon this phase, adding 1 to the result. If the shot hits, the target suffers D3 mortal wounds.
Hypercharger (7 pts)	Choose one of the bearer's ranged weapons. When firing that weapon, you may increase its Strength by up to +2. For each +1 increase in Strength, the bearer takes a -1 penalty to their rolls to Hit. As this requires some careful calibration, you may not use it when firing Overwatch or with weapons that automatically hit. Cannot be used on weapons from the Armoury.
Suspensors (10 pts)	The bearer may ignore the -1 penalty to Hit when firing a Heavy weapon after moving, but must halve the weapon's Range to do so.
Power Field Generator (15 pts)	Leader Only. An enclosing energy field of ancient design, once used as a failsafe in miniature fusion reactors. The bearer gains a 4+ invulnerable save against ranged weapons. If this model would take damage from a ranged weapon with a random Damage value, roll 2 dice and discard the lowest when determining damage.
Marksman's Laurel (10 pts)	Leader Only. If the owner didn't move in the last Movement Phase, it can re-roll one To Wound roll of 1 during the Shooting Phase. Additionally, If the owner is armed with bolter-type weapons (bolt pistol, boltgun, heavy bolter, storm bolter, combi-weapons, etc.) and didn't move in the last Movement Phase, it can re-roll all To Wound rolls of 1 for bolt profile shots.

Armoury Relics Profiles

++Honoured Relics of the Chapter++

Only one of the following items may be taken in any Kill Team.

Name	Type	Range	Strength	AP	Dmg	Abilities
Sword of Corswain (11 pts)	Melee	-	+1	-3	1	<i>Model with power sword only.</i> When attacking with this weapon in the Fight phase, the bearer always hits on 3+ irrespective of any modifiers.
Naaman's Silence (11 pts)	Heavy 2	36"	4	-2	1	<i>Model with sniper rifle only.</i> Follows the <i>Snipers</i> rules in the HoR rulebook. In addition, a roll to Wound of 6+ with this weapon causes a mortal wound to the target in addition to any other damage.
Heavenfall Blade (16 pts)	Melee	-	U	-4	2	<i>Model with power sword only.</i>
Traitor's Doom (8 pts)	Pistol 2	12"	7	-3	1	<i>Model with plasma pistol only.</i> The bearer can fire this weapon at enemy CHARACTERS even if they are not the closest enemy model. In addition, whenever the bearer piles in or performs a Heroic Intervention, they can move towards the closest enemy CHARACTER instead
	Pistol 2 (supercharge mode)	12"	8	-3	2	

of the closest enemy model. if you roll any hit rolls of 1 when firing in a supercharge mode, the bearer is slain after all the weapon's shots have been resolved.

Executioner's Voice (10 pts)	Assault 3	24"	4	-1	2	<i>Model with boltgun only.</i> Each time you make an attack with this weapon you can re-roll one failed To Wound roll.
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TACTICAL POINTS

Dark Angels teams have exclusive access to some Philosophies and Tactical Actions. Unless a restriction prevents it, you can mix those listed in this Opus with those in the Heralds of Ruin rules. Remember you may only have one Philosophy at a time!

Philosophy: The Emperor Protects: +1TP	You may never use a Tactical Re-Roll.
Philosophy: Unwavering Zeal: +2TP	If you are the first player to fail a Morale test including Nerve test, you lose 2TP
Philosophy: Redemption Force: +1TP	Your team contains only models with the DEATHWING keyword.
Philosophy: Wings of the Angel: +2TP	Your team contains at least one model with RAVENWING keyword, at least one model with DEATHWING keyword and at least 5 models with SCOUT SQUAD, TACTICAL SQUAD or ASSAULT SQUAD keywords.
Philosophy: The Blessed Founding: +1TP	Your team contains only models with the PRIMARIS keyword
Philosophy: Ravenwing Attack Squadron: +1TP	Your team contains only models with the RAVENWING keyword

ACTIONS

Repentance by Death: -1TP	Use at the end of a Fight phase in which your Leader killed an enemy character or Leader. Roll on the Warlord Traits table in the rulebook or codex. Your Leader gains the corresponding trait for the rest of the game. One use only.
Never forgive, Never forget: -1TP	Use this Action when model from your team is chosen to attack in the Fight phase. Each time you make a hit roll of 4+ for this model during this phase, it can, if it was targeting a HERETIC ASTARTES model, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves

	generate any further attacks.
Weapons from the Dark Age:-1TP	Use this Action just before a model from your team attacks in your Shooting phase. Increase the Damage characteristic of that model's plasma weapons by 1 until the end of the phase. For the purposes of this action, a plasma weapon is any weapon profile whose name includes the word 'plasma' (e.g. plasma pistol, plasma talon, plasma incinerator etc.).
Concentrated Fire Discipline:-1TP	Use this Action just before a model in your team fires Overwatch. All Overwatch shots hit on 5+ instead of 6. If that model remained stationary during its previous Movement phase, all Overwatch shots hit on 4+ instead.
Stubborn Tenacity:-1TP	Use this Action when a model from your team that is within 6" of an objective suffers a wound. Roll a D6 for that wound, and each other wound inflicted on this model for the rest of the turn. On a 5+ that wound is ignored.
Deathwing Assault:-1TP(-2TP)	Models with DEATHWING keyword only. Use this Action when a model from your team is set up on the board using the Teleport Strike ability. If the model is equipped with a Heavy weapon, this Action costs 2 TPs, otherwise it costs 1 TP. That model can immediately make a shooting attack as if it were your Shooting phase. This does not prevent it from shooting again in the following Shooting phase.
Shieldmaster:-1TP	Models with DEATHWING keyword only. Use this Action when model from your team is chosen as target either in Shooting or Fight phase. Model must be equipped with a storm shield. Your opponent must subtract 2 from all wound rolls made against that model until the end of the turn.
The Hunt Begins:-1TP	Use this action at the start of the battle. Select a Leader or Special INFANTRY model in your opponent's team. That model is suspected to know the whereabouts of a Fallen, but will not give up its secrets easily. Increase the model's Attacks characteristic by 1, but re-roll failed charge rolls for DEATHWING and RAVENWING models that declare a charge against this model.
Speed of the Raven:-2TP	Models with RAVENWING keyword only. Use this Action when one of your models Advances. That model can still shoot and charge this turn. If this model has Assault weapons, it doesn't receive a to Hit penalty for Advancing.
Teleport Homer:-2TP	Use this Action when a DEATHWING model from your team is set up on the board using the Teleport Strike ability within 6" of a RAVENWING model from your army. Model that is set up this way can be set up less than 9" but more than 6" away from any enemy models.
Intractable:-1TP	Models with RAVENWING keyword only. Use this Action after one of your models has Fallen Back. That model can still shoot this turn.

OATHS OF THE UNFORGIVEN

By mine blade shalt Thou perish

(10 points)

This model re-rolls to Hit rolls of 1 in the Fight phase if it is equipped with a sword. A sword is any weapon whose profile name includes the word “sword” or “blade” (chainsword, power sword, Blade of Caliban, etc.).

Only in death does duty end

(10 points)

If this model ever loses its final wound, roll a d6. On a 1-4, remove the model as normal. On a 5 or 6, the model regains a single wound and may continue to fight but counts both its WS and BS as one worse than its profile indicates. Even if the wounds are recovered later, this penalty remains.

My armour is contempt

(10 points)

This model may attempt to resist one psychic power directed at it in each of your opponent’s Psychic phases.

By the fires of Vengeance shall I remain untouched

(20 points)

If this model shoots any plasma weapon in Supercharge mode and produces any to Hit rolls of 1, it suffers 1 mortal wound for each such result instead of being immediately slain.

Repent, for tomorrow You die!

(15 points)

This model re-rolls failed charge rolls against enemy Leaders and Characters.

Heresy begets Retribution

(15 points)

This model may choose enemy Leaders and Characters as primary targets for its shooting attacks.

