

DARK ANGELS – UNFORGIVEN TASK FORCE

DETACHMENT RULE



No matter the foe or the odds, the proud warriors of the Dark Angels stubbornly refuse to accept defeat. None fight with more grim determination than the battle-brothers of the Dark Angels, and their renowned specialised companies – the Deathwing and Ravenwing – are held in awe by their allies and enemies alike.

If your Army Faction is **ADEPTUS ASTARTES**, you can use this Unforgiven Task Force Detachment rule.

RESTRICTIONS

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

GRIM RESOLVE

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

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





DARK ANGELS – UNFORGIVEN TASK FORCE

STRATAGEMS

If you are using the Unforgiven Task Force Detachment rule, you can use these Unforgiven Task Force Stratagems.

UNFORGIVEN FURY

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

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

WHEN: Your Shooting phase or the Fight phase.

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

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

INTRACTABLE

UNFORGIVEN TASK FORCE – STRATEGIC PLOY STRATAGEM

Although stubborn warriors, even the resolute Dark Angels know that a fighting retreat can be the wisest course of action.

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

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, that unit is eligible to shoot and declare a charge, even though it Fell Back this phase.

ARMOUR OF CONTEMPT

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

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

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

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

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

FIRE DISCIPLINE

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

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

WHEN: Your Shooting phase.

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

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



DARK ANGELS – UNFORGIVEN TASK FORCE

STRATAGEMS

If you are using the Unforgiven Task Force Detachment rule, you can use these Unforgiven Task Force Stratagems.

GRIM RETRIBUTION

UNFORGIVEN TASK FORCE – STRATEGIC PLOY STRATAGEM

1CP

The Dark Angels are renowned for yielding nothing to the enemy, and fighting back with unanswerable fury in the face of odds that would force even other Adeptus Astartes to reconsider their position.

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

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

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

UNBREAKABLE LINES

UNFORGIVEN TASK FORCE – BATTLE TACTIC STRATAGEM

1CP

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

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

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

EFFECT: Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.



DARK ANGELS – UNFORGIVEN TASK FORCE ENHANCEMENTS

If you are using the Unforgiven Task Force Detachment rule, you can use these Unforgiven Task Force Enhancements.

SHROUD OF HEROES

When one of the Dark Angels' mightiest warriors is slain in battle, his recovered remains are wrapped in a death shroud until he can be interred within the crypts of the Lion's Sanctum. Pieces of this fabric are then stitched into a single set of robes known as the Shroud of Heroes, and those who wear it claim they can feel the powers of their predecessors refusing to let them yield while their duty remains unfulfilled.

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

STUBBORN TENACITY

Even for a Chapter as famously stubborn as the Dark Angels, this warrior is known for his intractable nature. Such tenacity and dedication to duty is an inspiration to the warriors who follow him – so fortified, enemy attempts to break them only strengthen their resolve.

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

HEAVENFALL BLADE

This weapon was bestowed upon the most honourable Knight of the Order before a long quest into the wilds of Caliban. Its blade is empowered by a force generator of magnificent strength. It is a weighty responsibility to bear such an heirloom into battle, and a Dark Angel bestowed such an honour would rather die than bring shame to his Chapter.

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

PENNANT OF REMEMBRANCE

This hallowed banner records the names and deeds of the legendary members of the Deathwing that the company's bone-coloured armour commemorates. The legacy of those mighty warriors is one of bravery and defiance in the face of overwhelming odds. Under the shadow of their example, every member of the Chapter fights on through grievous injury to prove themselves worthy successors of such martial paragons.

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





AZRAEL

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



RANGED WEAPONS

Lion's Wrath [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	2	2+	8	-3	2
--	-----	---	----	---	----	---

MELEE WEAPONS

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

ABILITIES

CORE: Leader

FACTION: Oath of Moment

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

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

WARGEAR ABILITIES

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

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS,
CHAPTER MASTER, AZRAEL



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

AZRAEL

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Azrael – EPIC HERO

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

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS,
CHAPTER MASTER, AZRAEL



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

BELIAL

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

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

Strikes of Retribution: Each time a melee attack is allocated to this model, after the attacking model's unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 2+, the attacking unit suffers 1 mortal wound.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, BELIAL



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

BELIAL

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Belial – EPIC HERO

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

LEADER

This model can be attached to the following units:

- DEATHWING COMMAND SQUAD
- DEATHWING KNIGHTS
- DEATHWING SQUAD
- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, BELIAL



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

SAMMAEL

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Leader

FACTION: Oath of Moment

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

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

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, FLY, GRENADES, IMPERIUM, CAPTAIN, SAMMAEL



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

SAMMAEL

Sammael rides to war on the jetbike Corvex, a relic from the Dark Age of Technology. Upon this ancient mount, the Ravenwing's commander charges into the fray, storm bolters and plasma cannon causing hideous damage before he moves in for the kill with the Raven Sword, an heirloom with a razor edge that can never dull.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sammael – EPIC HERO

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

LEADER

This model can be attached to the following units:

- BIKE SQUAD
- OUTRIDER SQUAD
- RAVENWING BLACK KNIGHTS
- RAVENWING COMMAND SQUAD

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, FLY, GRENADES, IMPERIUM, CAPTAIN, SAMMAEL



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

EZEKIEL

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



RANGED WEAPONS

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

MELEE WEAPONS

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

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, EZEKIEL



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ABILITIES

CORE: Leader

FACTION: Oath of Moment

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

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

WARGEAR ABILITIES

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

INVULNERABLE SAVE

4+

EZEKIEL

Ezekiel is often at the forefront of battle. As a master of Interromancy, his warp-whispers claw away the sanity of his enemies. His blade, known as Traitor's Bane, was forged to slay those who dared turn against the Emperor. It is a formidable force weapon that carries within it the rage of the betrayed.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ezekiel – EPIC HERO

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

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, EZEKIEL



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ASMODAI

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Blades of Reason [ANTI-CHARACTER 2+, EXTRA ATTACKS, PRECISION]	Melee	3	2+	4	0	1
Crozius arcumum	Melee	5	2+	6	-1	2

ABILITIES

CORE: Leader

FACTION: Oath of Moment

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

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

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CHAPLAIN, ASMODAI



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ASMODAI

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Asmodai – EPIC HERO

This model is equipped with: bolt pistol; Blades of Reason; crozius arcum.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CHAPLAIN, ASMODAI



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING TALONMASTER

M T SV W LD OC
16" 7 3+ 6 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power weapon	Melee	5	3+	5	-2	1

ABILITIES

CORE: Deadly Demise 1, Leader

FACTION: Oath of Moment

Talonmaster: While this model is within 3" of one or more other friendly ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE units, this model has the Lone Operative ability.

Nowhere to Hide: While a friendly ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE unit is within 6" of this model, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Master of Manoeuvre: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, this model can make a Normal move of up to 6".

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, CHARACTER, FLY, IMPERIUM, RAVENWING TALONMASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING TALONMASTER

Mounted in a Land Speeder outfitted with additional auspe克斯 scanners and vox-casters, it is a Talonmaster's role to direct the Ravenwing's fire, using his equipment to ensure no quarry can hide from them. They even identify foes seeking temporary refuge in dense terrain, revealing their location to all Ravenwing warriors.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ravenwing Talonmaster

This model is equipped with: twin assault cannon; twin heavy bolter; power weapon.

KEYWORDS: VEHICLE, CHARACTER, FLY, IMPERIUM, RAVENWING TALONMASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

LAZARUS

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Leader

FACTION: Oath of Moment

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

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

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS, CAPTAIN, LAZARUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

LAZARUS

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lazarus – EPIC HERO

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

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS,
CAPTAIN, LAZARUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

DEATHWING STRIKEMASTER

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



RANGED WEAPONS

Storm bolter [RAPID FIRE 2]	RANGE	A	BS	S	AP	D
	24"	2	2+	4	0	1

MELEE WEAPONS

Chainfist [ANTI-VEHICLE 3+]	RANGE	A	WS	S	AP	D
	Melee	4	3+	8	-2	2
Mace of absolution	Melee	5	2+	6	-1	3
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Vanquish the Foe: Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, LIEUTENANT,
DEATHWING STRIKEMASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

DEATHWING STRIKEMASTER

Deathwing Strikemasters serve as the Deathwing's Lieutenants. To earn such an esteemed rank they have carried out deeds of enormous bravery on countless battlefields, honing their skills as warriors and leaders. In battle they guide their Deathwing brethren with skill and pride, bringing death to the enemy.



WARGEAR OPTIONS

- This model's storm bolter and master-crafted power weapon can be replaced with either 1 twin lightning claws, or two different weapons from the following list:
 - 1 storm bolter
 - 1 chainfist
 - 1 mace of absolution
 - 1 power fist
 - 1 thunder hammer
 - 1 storm shield

UNIT COMPOSITION

- 1 Deathwing Strikemaster

This model is equipped with: storm bolter; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- DEATHWING COMMAND SQUAD
- DEATHWING TERMINATOR SQUAD
- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

You can attach this model to one of the above units even if one CAPTAIN model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, LIEUTENANT, DEATHWING STRIKEMASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

DEATHWING COMMAND SQUAD

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



RANGED WEAPONS

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

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Halberd of Caliban [PRECISION]	Melee	5	3+	6	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

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

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWING COMMAND SQUAD



INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Narthecium: While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model [excluding CHARACTER models] to this unit.

Astartes Banner: While this unit contains an Ancient, add 1 to the Objective Control characteristic of its models.

Honour or Death: While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

DEATHWING COMMAND SQUAD

On occasion a Deathwing squad will be formed into an honour guard to accompany high-ranking members of the Inner Circle, such as Librarians, Interrogator-Chaplains and even Company Masters. Together, they will lead their brothers straight into the heart of battle, where their skills are most needed.



WARGEAR OPTIONS

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

* The rules for a Watcher in the Dark can be found on the [DEATHWING KNIGHTS datasheet](#).

UNIT COMPOSITION

- 1 Deathwing Ancient
- 1 Deathwing Apothecary
- 1 Deathwing Champion
- 2-7 Deathwing Command Terminators

The Deathwing Ancient is equipped with: storm bolter; power fist.

The Deathwing Apothecary is equipped with: storm bolter; chainfist.

The Deathwing Champion is equipped with: halberd of Caliban.

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

ATTACHED UNIT

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



KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWING COMMAND SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

DEATHWING TERMINATOR SQUAD

M T SV W LD OC

5" **5** **2+** **3** **6+** **1**



RANGED WEAPONS

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

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

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

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWING TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Deathwing: Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected at the start of your Command phase for the Oath of Moment ability, add 1 to the Hit roll.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+

DEATHWING TERMINATOR SQUAD

Deploying rapidly onto the battlefield via blazing teleport strike or within the armoured hull of a large transport, Deathwing Terminator Squads pour heavy fire into their enemies or engage them in brutal melee, smashing them apart with thunder hammers or cutting them to ribbons with lightning claws.



WARGEAR OPTIONS

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

* The rules for a Watcher in the Dark can be found on the **DEATHWING KNIGHTS** datasheet.

UNIT COMPOSITION

- 1 Deathwing Sergeant
- 4-9 Deathwing Terminators

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

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

ATTACHED UNIT

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

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWING TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

DEATHWING KNIGHTS

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



MELEE WEAPONS

Flail of the Unforgiven
[DEVASTATING WOUNDS, SUSTAINED HITS 1]
Mace of absolution

RANGE	A	WS	S	AP	D
Melee	5	2+	6	-2	2
Melee	4	2+	6	-1	3

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

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

WARGEAR ABILITIES

Watcher in the Dark: Once per battle, at any time, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.

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

INVULNERABLE SAVE

4+

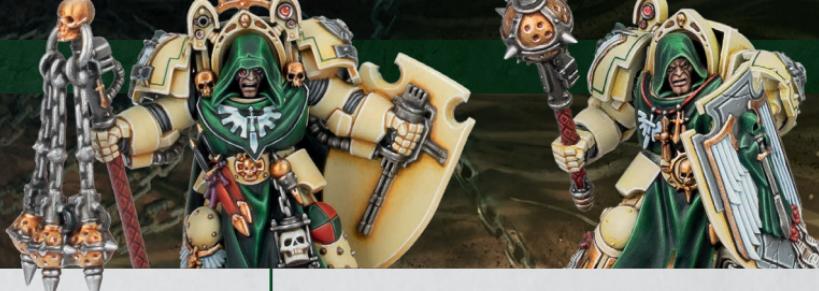
KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWING KNIGHTS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

DEATHWING KNIGHTS

Deathwing Knights are the Chapter's ultimate death-dealers, their strikes breaking the enemy's back in one fell swoop. Equipped with heirloom wargear, they teleport into the heart of the thickest fighting, led by Knight Masters who are whirlwinds of deathly destruction.



WARGEAR OPTIONS

- This unit can be equipped with 1 Watcher in the Dark.

UNIT COMPOSITION

- 1 Knight Master
- 4-9 Deathwing Knights

The Knight Master is equipped with: flail of the Unforgiven.

Every Deathwing Knight is equipped with: mace of absolution.

ATTACHED UNIT

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

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWING KNIGHTS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING COMMAND SQUAD

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



RANGED WEAPONS

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

MELEE WEAPONS

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

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

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, RAVENWING COMMAND SQUAD

ABILITIES

FACTION: Oath of Moment

Nartheclum: While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding CHARACTER models) to this unit.

Astartes Banner: While this unit contains an Ancient, add 1 to the Objective Control characteristic of its models.

Honour or Death: While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP.

INVULNERABLE SAVE

5+



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING COMMAND SQUAD

Bike-mounted Command Squads of elite Ravenwing accompany the Chapter's swiftest commanders. From the battle-surgery of Apothecaries and the inspirational pennants carried by Ancients to the martial excellence of Champions, these specialists provide support for the Company's blisteringly fast missions.



WARGEAR OPTIONS

- For every 3 models in this unit, 1 model's plasma talon can be replaced with 1 Astartes grenade launcher.

UNIT COMPOSITION

- 1 Ravenwing Champion
- 1 Ravenwing Apothecary
- 1 Ravenwing Ancient
- 0-3 Ravenwing Knights

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

The **Ravenwing Apothecary** is equipped with: bolt pistol; plasma talon; Black Knight combat weapon.

The **Ravenwing Ancient** is equipped with: bolt pistol; plasma talon; Black Knight combat weapon.

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

ATTACHED UNIT

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



KEYWORDS: MOUNTED, GRENADES, IMPERIUM, RAVENWING COMMAND SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING BLACK KNIGHTS

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



RANGED WEAPONS

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

MELEE WEAPONS

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

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

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, RAVENWING BLACK KNIGHTS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ABILITIES

FACTION: Oath of Moment

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

INVULNERABLE SAVE

5+

RAVENWING BLACK KNIGHTS

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



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Ravenwing Huntmaster
- 2-5 Ravenwing Black Knights

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

ATTACHED UNIT

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

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, RAVENWING BLACK KNIGHTS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING DARKSHROUD

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

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

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, FLY, IMPERIUM, RAVENWING DARKSHROUD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING DARKSHROUD

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



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Ravenwing Darkshroud

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

KEYWORDS: VEHICLE, FLY, IMPERIUM, RAVENWING DARKSHROUD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING LAND SPEEDER VENGEANCE

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



RANGED WEAPONS

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

MELEE WEAPONS

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

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

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Storm of Vengeance: Once per turn, in your opponent's Shooting phase, when a friendly ADEPTUS ASTARTES unit within 6" of this model is destroyed, this model can use this ability (it cannot use this ability when it is itself destroyed). If it does, after the attacking unit has finished making its attacks, this model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

INVULNERABLE SAVE

5+

RAVENWING LAND SPEEDER VENGEANCE

With a larger chassis and superior anti-gravity engines, the Land Speeder Vengeance can mount heavier weaponry than other Land Speeders, and is thus fitted with a plasma storm battery. In battle, it uses this to deliver devastating firepower while keeping pace with even the fastest Ravenwing ground vehicles.



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Ravenwing Land Speeder Vengeance

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

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING DARK TALON

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



RANGED WEAPONS

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

MELEE WEAPONS

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

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

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Oath of Moment

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

DAMAGED: 1-3 WOUNDS REMAINING

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

INVULNERABLE SAVE

5+

RAVENWING DARK TALON

The Dark Talon possesses strange armaments dating back to the Dark Age of Technology, and is designed to snatch up the Ravenwing's prey. The rift cannon fires a multicoloured beam of oblivion, while the gunship's single stasis bomb is used to slow fleeing enemies so troops can move in for the kill.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ravenwing Dark Talon

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

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

NEPHILIM JETFIGHTER

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Avenger mega bolter [SUSTAINED HITS 1]	36"	10	3+	5	-1	2
Blacksword missiles [ANTI-FLY 2+]	36"	2	3+	8	-2	D6
Nephilim lascannons	48"	2	3+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS

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

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

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Oath of Moment

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

DAMAGED: 1-3 WOUNDS REMAINING

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

INVULNERABLE SAVE

5+

NEPHILIM JETFIGHTER

Sleek air-to-air interceptors, Nephilim Jetfighters perform lightning-fast manoeuvres in high-speed warfare. These pilots continually push the Techmarines for enhancements and modification to their craft to make them faster and deadlier – the results have proven truly substantial.



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Nephilim Jetfighter

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

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

LION EL'JONSON

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



RANGED WEAPONS

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

MELEE WEAPONS

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

PRIMARCH OF THE FIRST LEGION

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

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

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

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

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

ABILITIES

CORE: Deep Strike, Fights First

FACTION: Oath of Moment

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

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

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

INVULNERABLE SAVE

3+



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

LION EL'JONSON

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lion El'Jonson – EPIC HERO

This model is equipped with: Arma Luminis; Fealty.

SUPREME COMMANDER

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

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS