

The logo features a white Imperial Guard symbol, a stylized sunburst with eight points, centered on a black background. The words "DARK ANGELS" are written in a black, sans-serif font across the middle of the symbol.

DARK ANGELS

IMPERIUS
DOMINATUS

DARK ANGELS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

- **DeathWing Companions** – Bound by oaths to protect those command elements under their care.
- **Dreadwing Interemptors** – A grim and infamous breed that uses proscribed weapons to ensure utter destruction on their foes.
- **Firewing Enigmatus** – Extremely mobile, they are the eyes of the Legion as well as striking with surgical precision enemy assets.
- **Ironwing Excindio Class Battle Automata** – Using ancient artificial intelligence, they are a nightmare incarnate on the battlefield.
- **Knights Cenobium** – Elite warriors that are exemplars within their chose field of expertise.



DARK ANGELS



Characteristics

The Dark Angels Legion has the following characteristics:

- Dark Angel infantry gains +1 to CAF to hit value.
- Dark angel infantry and vehicles ignore the long-range penalty
- Any heavy weapon infantry formation causes suppression like artillery
- Dark Angel Vehicles gains the Agile [AG]
- Dark Angel players gain a bonus +2VP for every formation that is eliminated
- Dark Angel players fortification cards count as special cards
- Dark Angel player gains +1 bonus for reserve rolls
- Marshall of the Eskaton – Command of levels 3 [HQ3] and 2 [HQ2], impose a -1 penalty to opposing formations when within 25cms to their hero or fools table rolls.
- Dark Angels may not receive any morale benefits or bonuses from allies
- Dark Angel dreadnaughts gain fear [FR] and +1 to damage table rolls
- Librarius. Lion El' Johnson favored the censure of Magnus but favored no side in the librarius debate. Dark Angel legion may use librarius sections.
- Legion Upgrades
 - Stasis Grenades – Cause suppression to opposing elements engaged in close combat
 - Molecular Acid Shells – Heavy support formations only. Bonus -1 TSM versus infantry (organic) elements.
 - Rad Grenades – Ignores cover in close combat

DARK ANGELS



Characteristics

The Dark Angels Legion has the following characteristics:

- The Hexagrammaton. The First Legion was organized into a formation known as the “Six Hosts of the Angels of Death”. While the legion follows the Principia Belicosa and its basic formations are companies and chapters, these structures can be fitted into the Hexagrammaton to form specialized formations as follows:
 - Dreadwing. When total annihilation of a foe was necessary this wing was called upon. It would house most of the legion’s destroyers with large quantities of Apothecaries and Techmarines. They would also field many heavy assault Dreadnoughts and massed armored formations composed of Land raiders, Spartan Assault Carriers, Mastodons, Whirlwinds, Arquitor Bombards and Fellglaves. Librarians, when used, would also form part of this wing.
 - Deathwing. Specializing in line breaking, they are the tip of the spear. Terminator and Breacher units are used mostly in this regard. However, they also serve as protectors of command elements and the primarchs armor guard.
 - Ironwing. Dedicated to massed overwhelming firepower. Favored using massed artillery, armored vehicles, dreadnoughts, and heavy support. They also relied heavily on Terminators and Breacher formations.
 - Ravenwing. Highly specialized to prioritize speed over firepower. They favor fast cavalry type units, as well as air power. They favor recon or fast-moving infantry as subspecialized formation within the wing.
 - Stormwing. The largest of the wings they specialize in zona mortalis warfare. They use infantry of all types and the bulk of tactical marines where in this wing. It also used breachers and assault marines heavily.
 - Firewing. Specializing in infiltration and destroying command and control elements, they favored the use of formations such as seekers, the Enigmatus Cabal, and recon elements with sniper capabilities. They were a small, but very flexible wing.



UPGRADE DEATHWING COMPANIONS



Replaces power armored standard companies' veteran bodyguards: 2 Deathwing Companions



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathwing Companions	15T	4[6]+	2/-2	Combi-weapon	25	2	-1	[AW], [V],[ID], [MB], Special



Point Value 100
+1 VP



UPGRADE DEATHWING COMPANIONS



Replaces power armored grand companies' veteran bodyguards: 4 Deathwing Companions



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathwing Companions	15T	4[6]+	2/-2	Combi-weapon	25	2	-1	[AW], [V],[ID], [MB], Special



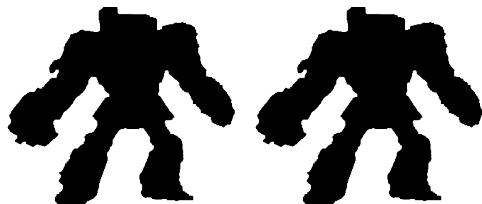
Point Value 250
+3 VP



UPGRADE DEATHWING TERMINATOR COMPANIONS



Replaces terminator standard companies' veteran bodyguards: 2 Deathwing terminator Companions



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathwing Companions Terminators	15T	3[5]+	3/-3	Combi bolter	25	2	-2	[AW], [V],[ID], [MB], Special



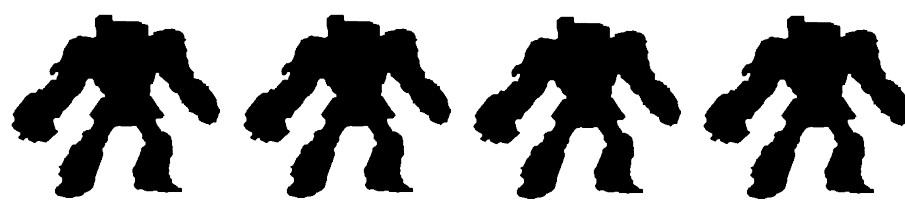
Point Value 150
+2 VP



UPGRADE DEATHWING TERMINATOR COMPANIONS



Replaces terminator standard companies' veteran bodyguards: 4 Deathwing terminator Companions



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathwing Companions Terminators	15T	3[5]+	3/-3	Combi bolter	25	2	-2	[AW], [V],[ID], [MB], Special



Point Value 300
+3 VP





UPGRADE RAD GRENADES



Ignores cover in close combat



Point Value 50/100
+1 VP



UPGRADE STASIS GRENADES



Opponents engaged in close
combat are suppressed



Point Value 100/150
+1/+2 VP



UPGRADE MOLECULAR ACID SHELLS



Heavy Support Formations Only:
gain bonus -1 TSM to weapons
versus organic targets (non-
robotic, non vehicles)



Point Value 50/100
+1 VP





DREADWING INTEREMPTORS



The Dreadwing Interemptors consist of 1 Dreadwing Interemptor Decurion and 5 Dreadwing Interemptors.



Point Value 300



DREADWING INTEREMPTORS



Break Point 4: Dreadwing Interemptors are broken if it has lost 4 stands either the Decurion or Interemptor stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Dreadwing Interemptors have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Plasma Burner [FW, A]	15	4	0	[HQ1], [SU], Special *
Dreadwing Interemptors	10	5+	1/-1	Plasma Burner [FW, A]	15	4	0	[SU], Special *

*They may also use rad grenades (ignores cover in close combat).

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken



GRAND DREADWING INTEREMPTORS



The Grand Dreadwing Interemptors consist of 1 Grand Dreadwing Interemptor Decurion and 10 Grand Dreadwing Interemptors.



Point Value 500



GRAND DREADWING INTEREMPTORS



Break Point 8: Grand Dreadwing Interemptors are broken if it has lost 8 stands either the Decurion or Interemptor stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Grand Dreadwing Interemptors have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Plasma Burner [FW, A]	15	4	0	[HQ1], [SU], Special *
Grand Dreadwing Interemptors	10	5+	1/-1	Plasma Burner [FW, A]	15	4	0	[SU], Special *

*They may also use rad grenades (ignores cover in close combat).

Victory Points 5

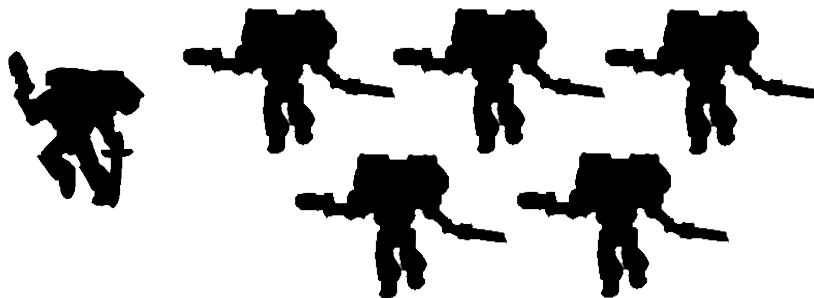
Your opponent gains 3 VP when this Detachment is broken



FIREWING ENIGMATUS CABAL



The Firewing Enigmatus Cabal consist of 1 Firewing Enigmatus Decurion and 5 Firewing Enigmatus stands.



Point Value 200



FIREWING ENIGMATUS CABAL



Break Point 4: Firewing Enigmatus Cabal are broken if it has lost 4 stands either the Decurion or Enigmatus stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Firewing Enigmatus Cabal have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20J	5[7]+	2/-3	Close Combat Weapons	-	-	-	[HQ1], [R], Special*
Firewing Enigmatus	20J	5+	2/-3	Close Combat Weapons	-	-	-	[R], Special*

*They possess shroud bombs (stealth is 20cms and the recon/sniper ability cannot detect them) and all overwatch fire against them impose a -2 penalty. Can re-roll failed armor saves (second result stands).

Victory Points 2

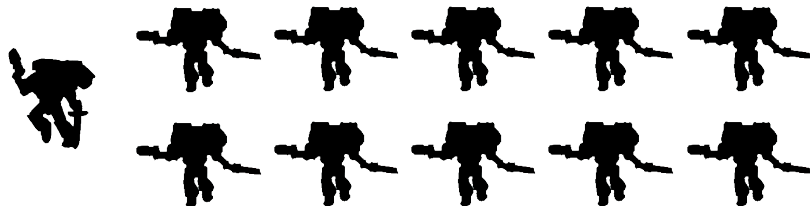
Your opponent gains 1 VP when this Detachment is broken



FIREWING ENIGMATUS GRAND CABAL



The Firewing Enigmatus Cabal consist of 1 Firewing Enigmatus Decurion and 10 Firewing Enigmatus stands.



Point Value 400



FIREWING ENIGMATUS GRAND CABAL



Break Point 8: Firewing Enigmatus are broken if it has lost 8 stands either the Decurion or Enigmatus stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Firewing Enigmatus have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20J	5[7]+	2/-3	Close Combat Weapons	-	-	-	[HQ1], [R], Special*
Firewing Enigmatus	20J	5+	2/-3	Close Combat Weapons	-	-	-	[R], Special*

*They possess shroud bombs (stealth is 20cms and the recon/sniper ability cannot detect them) and all overwatch fire against them impose a -2 penalty. Can re-roll failed armor saves (second result stands).

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE (TYPE 1)

The Ironwing Excindio Class Battle Automata Maniple (Type 1) consists of 3 Excindio Battle Automata (Type 1)

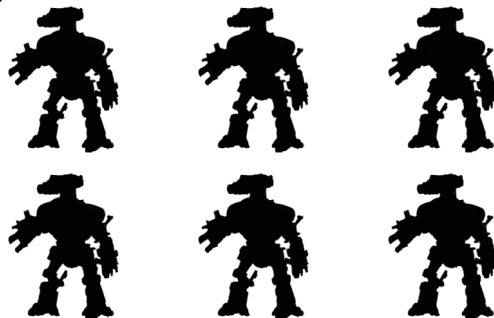


Point Value 200



IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 1)

The Ironwing Excindio Class Battle Automata Maniple (Type 1) consists of 6 Excindio Battle Automata (Type 1)



Point Value 350



IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE (TYPE 1)

Break Point 2: The Excindio Battle Automata Maniple are broken if it has lost 2 stands

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ironwing Excindio Class Battle-Automata Type 1	15	3+	4/-3	Anti-Personnel	25	4	-1	[RC], Special*

* Must charge opposing formations within 15cms. Can re-roll failed armored saves (second result stands).

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 1)

Break Point 2: The Excindio Battle Automata Maniple are broken if it has lost 2 stands

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ironwing Excindio Class Battle-Automata Type 1	15	3+	4/-3	Anti-Personnel	25	4	-1	[RC], Special*

* Must charge opposing formations within 15cms. Can re-roll failed armored saves (second result stands).

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE (TYPE 2)

The Ironwing Excindio Class Battle Automata Maniple (Type 2) consists of 3 Excindio Battle Automata (Type 2)

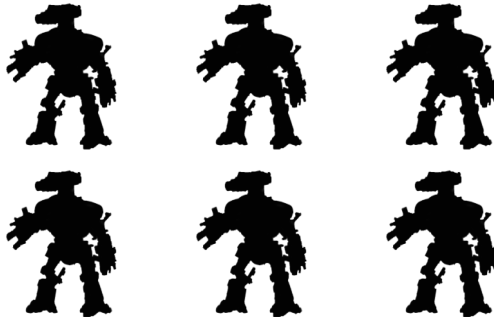


Point Value 200



IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 2)

The Ironwing Excindio Class Battle Automata Maniple (Type 2) consists of 6 Excindio Battle Automata (Type 2)



Point Value 400



IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE (TYPE 2)

Break Point 2: The Excindio Battle Automata Maniple are broken if it has lost 2 stands

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ironwing Excindio Class Battle-Automata Type 2	15	3+	3/-2	Phosphex canister launcher [M]	40	B3	-1	[RC], Special*
				Anti-Personnel	25	4	-1	

* Must charge opposing formations within 15cms. Can re-roll failed armored saves (second result stands).

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 2)

Break Point 2: The Excindio Battle Automata Maniple are broken if it has lost 2 stands

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ironwing Excindio Class Battle-Automata Type 2	15	3+	3/-2	Phosphex canister launcher [M]	40	B3	-1	[RC], Special*
				Anti-Personnel	25	4	-1	

* Must charge opposing formations within 15cms. Can re-roll failed armored saves (second result stands).

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE (TYPE 3)

The Ironwing Excindio Class Battle Automata Maniple (Type 3) consists of 3 Excindio Battle Automata (Type 3)

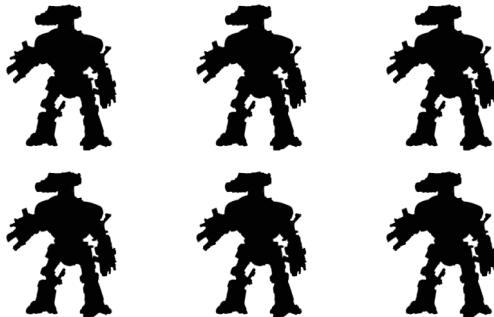


Point Value 200



IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 3)

The Ironwing Excindio Class Battle Automata Maniple (Type 3) consists of 6 Excindio Battle Automata (Type 3)



Point Value 400



IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE (TYPE 3)

Break Point 2: The Excindio Battle Automata Maniple are broken if it has lost 2 stands

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ironwing Excindio Class Battle-Automata Type 3	15	3+	3/-2	Nerve Induction Shredder	25	4TL2	0	[RC], Special*
				Anti-Personnel	25	4	-1	

* Must charge opposing formations within 15cms. Can re-roll failed armored saves (second result stands).

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 3)

Break Point 2: The Excindio Battle Automata Maniple are broken if it has lost 2 stands

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ironwing Excindio Class Battle-Automata Type 3	15	3+	3/-2	Nerve Induction Shredder	25	4TL2	0	[RC], Special*
				Anti-Personnel	25	4	-1	

* Must charge opposing formations within 15cms. Can re-roll failed armored saves (second result stands).

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE (TYPE 4)

The Ironwing Excindio Class Battle Automata Maniple (Type 4) consists of 3 Excindio Battle Automata (Type 4)

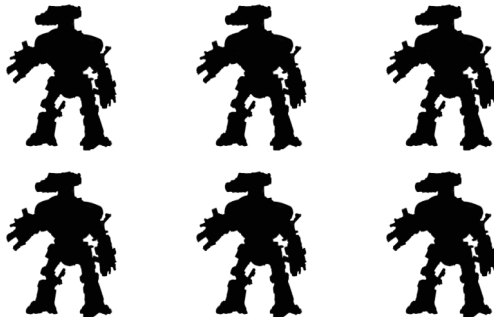


Point Value 200



IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 4)

The Ironwing Excindio Class Battle Automata Maniple (Type 4) consists of 6 Excindio Battle Automata (Type 4)



Point Value 400



IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE (TYPE 4)

Break Point 2: The Excindio Battle Automata Maniple are broken if it has lost 2 stands

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ironwing Excindio Class Battle-Automata Type 4	15	3+	3/-2	Atomantic Pulse Cannon [Dmg+1]	25	3TL1	-3	[RC], Special*
				Anti-Personnel	25	4	-1	

* Must charge opposing formations within 15cms. Can re-roll failed armored saves (second result stands).

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 4)

Break Point 2: The Excindio Battle Automata Maniple are broken if it has lost 2 stands

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ironwing Excindio Class Battle-Automata Type 4	15	3+	3/-2	Atomantic Pulse Cannon [Dmg+1]	25	3TL1	-3	[RC], Special*
				Anti-Personnel	25	4	-1	

* Must charge opposing formations within 15cms. Can re-roll failed armored saves (second result stands).

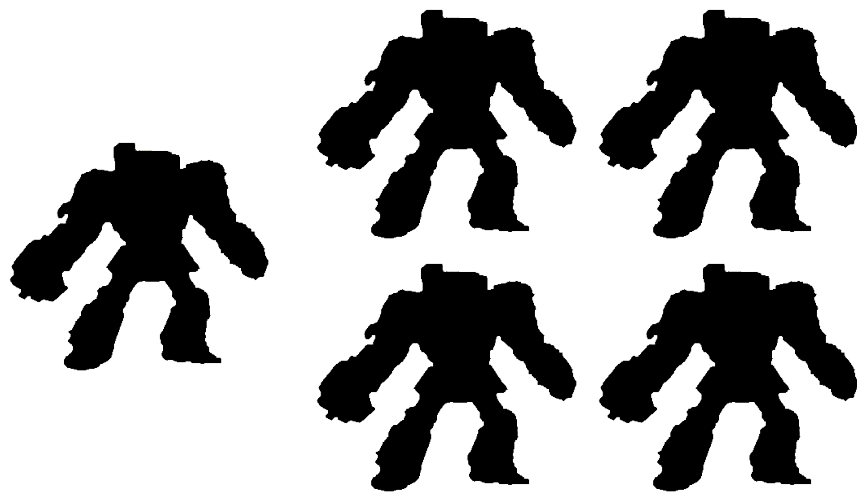
Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

DEATHWING TERMINATOR
COMPANION HONOR GUARD

The Deathwing Terminator Companion Honor Guard consists of 1 Deathwing Terminator Decurion and 4 Deathwing Terminator Companions



Point Value 400



DEATHWING TERMINATOR
COMPANION HONOR GUARD

Break Point 4: The Deathwing Honor Guard are broken if it has lost 4 stands.

Morale Value 4+: has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathwing Companions Terminators	15T	3[5]+	3/-3	Combi bolter	25	2	-2	[AW], [V],[ID], [MB], Special*

* May only be attached to the primarch special formation



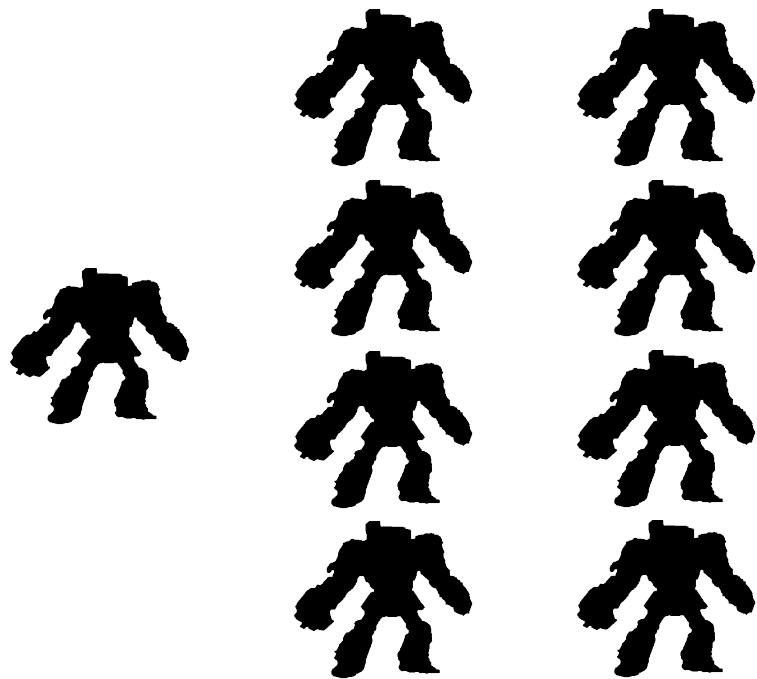
Victory Points 4

Your opponent gains 2 VP when the formation is broken.

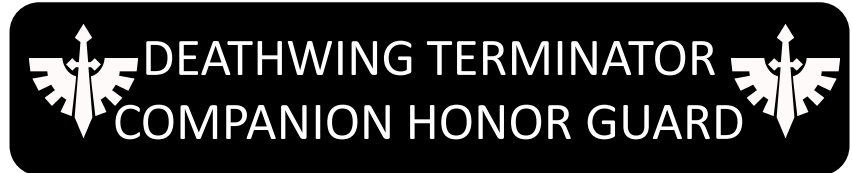
SPECIAL FORMATION



The Deathwing Terminator Companion Honor Guard consists of 1 Deathwing Terminator Decurion and 8 Deathwing Terminator Companions



Point Value 700

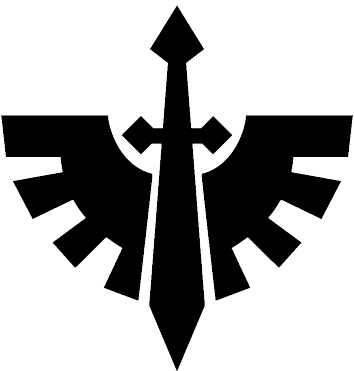


Break Point 6: The Deathwing Honor Guard are broken if it has lost 6 stands.

Morale Value 4+: has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathwing Companions Terminators	15T	3[5]+	3/-3	Combi bolter	25	2	-2	[AW], [V],[ID], [MB], Special*

* May only be attached to the primarch special formation



Victory Points 7

Your opponent gains 4 VP when the formation is broken.

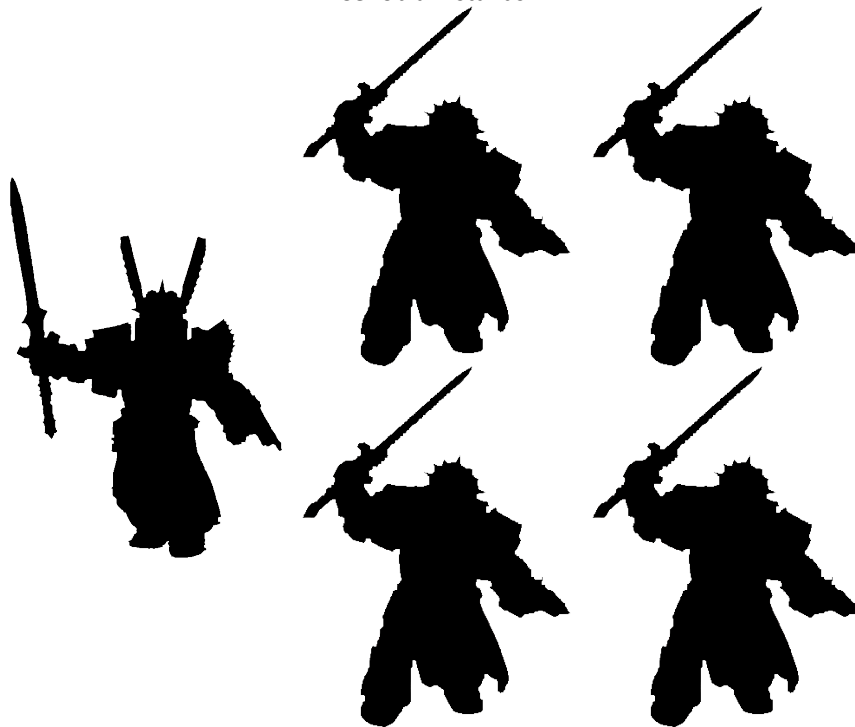
SPECIAL FORMATION



KNIGHTS CENOBIUM



The Knights Cenobuim consists of 1 Knight Cenobium Decurion and 4 Knight Cenobium stands.



Point Value 300



KNIGHTS CENOBIUM



Break Point 4: The Knight Cenobium are broken if it has lost 4 stands.

Morale Value 4+: has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10T	3[5]+	3/-3	Plasma Caster [FW, A]	10	2	0	[HQ1], [AW], [V]
Knights Cenobium	10T	3[5]+	3/-3	Plasma Caster [FW, A]	10	2	0	[AW], [V]



Victory Points 3

Your opponent gains 2 VP when the formation is broken.

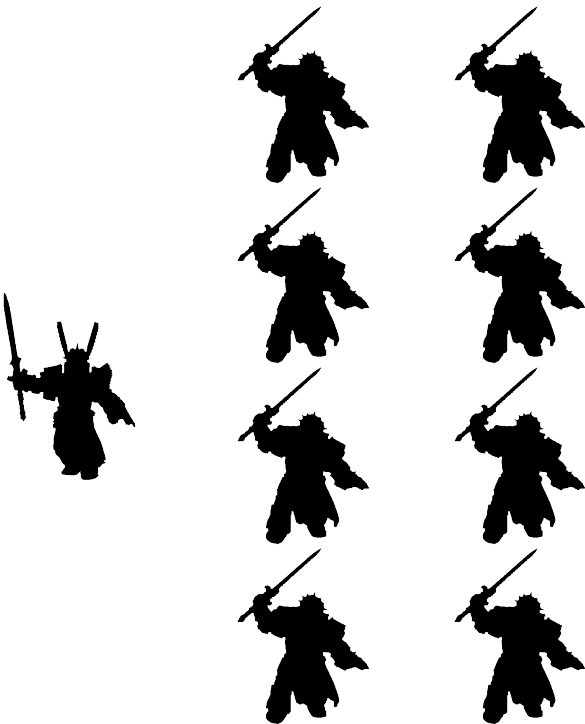
SPECIAL FORMATION



KNIGHTS CENOBIUM



The Knights Cenobuim consists of 1 Knight Cenobium Decurion and 8 Knight Cenobium stands.



Point Value 550



KNIGHTS CENOBIUM



Break Point 6: The Knight Cenobium are broken if it has lost 6 stands.

Morale Value 4+: has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10T	3[5]+	3/-3	Plasma Caster [FW, A]	10	2	0	[HQ1], [AW], [V]
Knights Cenobium	10T	3[5]+	3/-3	Plasma Caster [FW, A]	10	2	0	[AW], [V]



Victory Points 6

Your opponent gains 3 VP when the formation is broken.

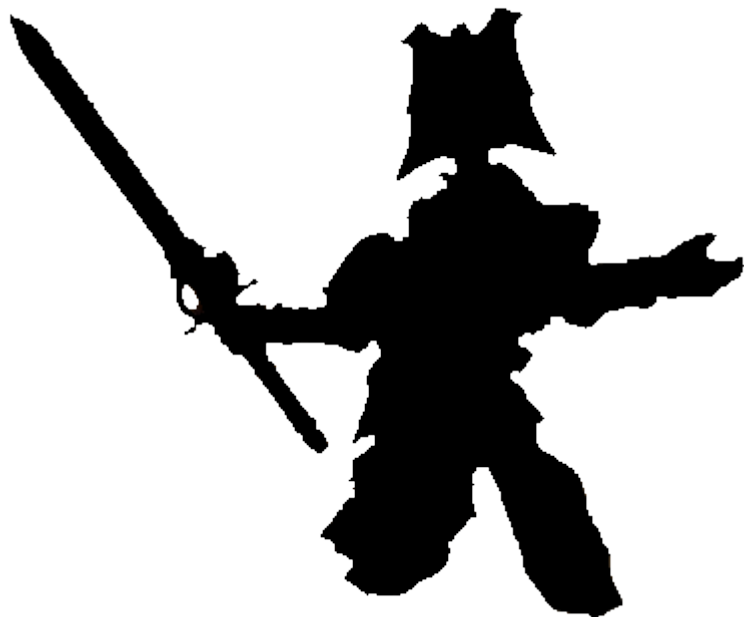
SPECIAL FORMATION



CORSWAIN



Corswain consists one 1 Corswain stand.



Point Value 150



CORSWAIN



Break Point +1: Corswain adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Corswain has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Corswain	10T	3[5]+	6/-4	Combi Bolter	25	2	-1	[HQ3], [V], [ID], Special*

* Formations within command distance gain +1 to the close combat resolution.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

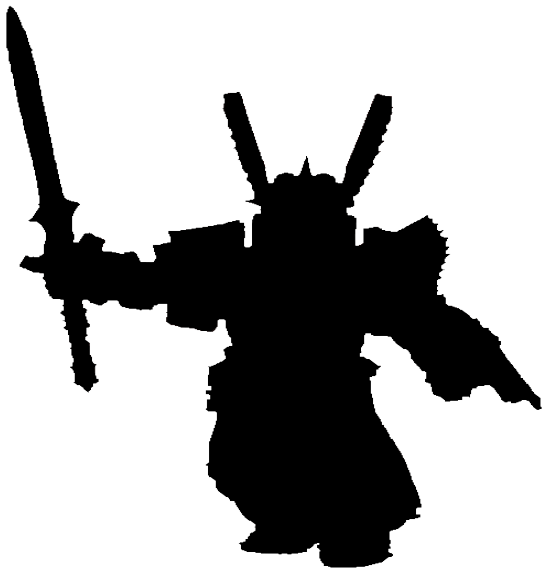
SPECIAL FORMATION



MARDUK SEDRAS



Marduk Sedras consists of 1 Marduk Sedras Stand.



Point Value 150



MARDUK SEDRAS



Break Point +1: Marduk Sedras adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Marduk Sedras has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Marduk Sedras	10T	3[5]+	6/-5	Plasma Burner [FW, A]	15	4	-1	[HQ3], [AW],
				Death of Worlds	-	-	-	[V], Special*

- *His weapon the Death of Worlds reduces opponents invulnerable save by two when engaged in close combat.
- *Formations within command radius may re-roll 1's for all to hit rolls and confers +1 to army reserve rolls.
- *Sedras may attack 1 Knights Cenobium special formation to the company he commands, and this does not count towards the 1 special card limit (may attach one additional special card as per formation building rules).



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION



LION EL'JONSON



Lion El'Jonson constsof 1 Lion El'Jonson Stand.



Point Value 250



LION EL'JONSON

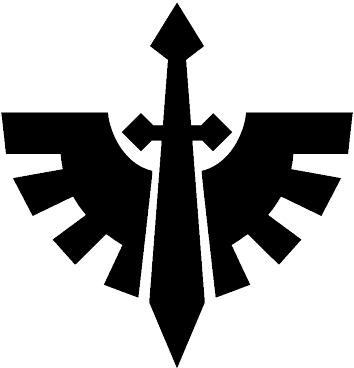


Break Point 1: Lion El'Jonson is only broken when Lion El'Jonson Primarch of the Dark Angels is Destroyed.

Morale Value 4+: Lion El'Jonson has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lion El'Jonson [2]	15T	2[4]+	7/-5	The Fusil [A]	20	4	-2	Primarch, DR 2, Special
				Actinaeus	-	-	-	

- *Besides the standard primarch abilities he has the following abilities:
- o +1 morale bonus to all Dark Angels on the tabletop
 - o +1 to close combat resolution to any Dark Angels formation with 25cms
 - o Formations in command radius ignore difficult terrain tests
 - o His weapon the Fusil Actinaeus causes suppression as artillery.



Victory Points 3

Your opponent gains 3 VP when this model is destroyed.