



DARK ANGELS

FACTION PACK: VERSION 1.0

Legal for matched play from 20th June 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

This is the first iteration of this Faction Pack for this edition of Warhammer 40,000, combining some earlier updates with new revisions designed to smooth the transition. As such, all of the following content should be regarded as new, and individual changes are not highlighted. The next time this document is updated, this section will summarise what has been added or changed.

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DARK AGE ARSENAL



MANY ARE THE SECRETS OF PLASMA WEAPONRY THAT THE DARK ANGELS HARBOUR

DETACHMENT RULES

INVOCATIONS OF ANCIENT FURY

Amongst the ancient mysteries that the Dark Angels keep is knowledge of potent invocations to the most esoteric and mercurial of weapon spirits. With these, their battle-brothers are able to rouse their plasma weaponry to a destructive power that burns like the fiery hearts of stars.

- Friendly **ADEPTUS ASTARTES** units' weapon profiles with 'Plasma' in their names are **plasma** weapon profiles.
- **Plasma** weapon profiles have +1 **S**.

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

ENHANCEMENTS

PETITION OF STABILITY **UPGRADE**

With the correct runic activation sequence – and whispered appeals to the plasma coils' stability matrix – the effective reach of a weapon's killing power can be extended.

ADEPTUS ASTARTES unit only. This unit's **plasma** attacks have +6" **R**.

ENTREATY OF PERPETUAL ARDOUR **UPGRADE**

By stoking the spirits of their weapons, these Hellblasters keep their blazing ire in seething readiness to intercept the enemy's every treacherous act.

HELLBLASTER SQUAD only. This unit's **snap shooting** attacks hit on unmodified **hit rolls** of 5+.

SEARING BURSTS

1CP

DARK AGE ARSENAL STRATAGEM

When correctly calibrated and respectfully invoked, a plasma incinerator can fire blinding bolts that burst with searing energy. Those not killed are scorched and blistered by near misses.

WHEN: Your Shooting phase, when a friendly **HELLBLASTER SQUAD** unit has shot.

TARGET: That **HELLBLASTER SQUAD** unit.

EFFECT: Select one enemy unit hit by your unit's **plasma** ranged attacks. That enemy unit is **seared** until the start of your next turn:

- While a unit is **seared**, that unit has -2" **M**.



NO SACRIFICE TOO GREAT

1CP

DARK AGE ARSENAL STRATAGEM

In extremis, the invoking of plasma coils' output may be pushed past even the tolerances proscribed by Mars. The price is one the Chapter is prepared to make.

WHEN: Your Shooting phase, when a friendly **ADEPTUS ASTARTES** unit is **selected to shoot**.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Your unit's [**HAZARDOUS**] **plasma** ranged attacks have +1 **S**.



REVELATION OF GUILT

1CP

DARK AGE ARSENAL STRATAGEM

The weapon spirits of the Dark Angels are known to despise guilt, and gunners who chant the foe's unrepentant acts may be rewarded with merciless precision.

WHEN: Your Shooting phase, when a friendly **ADEPTUS ASTARTES** unit is **selected to shoot**.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Your unit's **plasma** ranged attacks have +1 to **hit rolls**.



DARKFLIGHT PURSUIT

BLACK-ARMoured COMBAT CRAFT HUNT THEIR PREY UPON WINGS OF DARK FURY



DETACHMENT RULES

BLACK-WINGED VIGILANCE

The anti-grav skimmers and combat aircraft of the Ravenwing bristle not only with potent weapons but also with powerful augurs and trackers, whose sleepless machine spirits are as vigilant as the black-armoured battle-brothers.

Friendly **RAVENWING FLY** units' ranged attacks have **[IGNORES COVER]**.

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

ENHANCEMENTS

THUNDERCOWL TURBINES **UPGRADE**

These master-wrought engines from the Dark Age of Technology churn the gloom emanated by the Ravenwing's reliquaries into a billowing cawl that shrouds their advance, allowing them to strike when the foe least expects.

RAVENWING FLY unit only. In your first Movement phase, this unit can make an **ingress move**.

NIGHTFORGED BATTERY **UPGRADE**

Use of these relic plasma storm batteries is granted only by dispensation of the Master of the Rock. They unleash devastating toroids of searing plasma, while their venting subsystems are known to be especially vigilant.

LAND SPEEDER VENGEANCE unit only. This unit can re-roll:

- Rolls to determine the **A** of a weapon.
- **Hazard rolls**.

SKYBORNE SURVEILLANCE

1CP

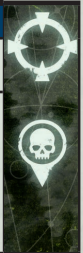
DARKFLIGHT PURSUIT STRATAGEM

The auspicators of the Ravenwing are sleepless, and from ideal hunting vantages, there is nowhere the foe can hide for long.

WHEN: Your Shooting phase, when a friendly **RAVENWING FLY** unit has shot.

TARGET: That **RAVENWING FLY** unit.

EFFECT: **Visible** enemy units within 6" of your unit have +3" **detection range**.



WINGS OF SHADOW

1CP

DARKFLIGHT PURSUIT STRATAGEM

Through subtle manoeuvring and empowered cameleoline armour, the swiftest of the Ravenwing evade attempts to bring their hunt to an end.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **RAVENWING FLY** unit.

TARGET: That **RAVENWING FLY** unit.

EFFECT: Your unit has **Stealth**.



WE ARE VENGEANCE

1CP

DARKFLIGHT PURSUIT STRATAGEM

The Ravenwing's aerial assets are capable of swift and reactive manoeuvring to new firing positions, ensuring opportunities for rapid vengeance.

WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly **unengaged RAVENWING FLY** unit has shot.

TARGET: That **RAVENWING FLY** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".



INTERROGATION CONCLAVE



MASTERS OF PRECISION EXCRUCIATION LEAD THE DARK ANGELS IN CONDEMNATORY STRIKES

DETACHMENT RULES

DREAD CATECHISM

When the Chapter's pitiless and dedicated Interrogator Chaplains mark a foe, they are the target for a torturous and precise excruciation. Matters of truth are kept to the hidden cells of the Rock; these instead are matters of painful battlefield castigation to sow dread and fear in the enemies of the Dark Angels.

- In the Fight phase, when a friendly **CHAPLAIN** unit **destroys** an enemy unit, enemy units within 6" of that **CHAPLAIN** unit make a **battle-shock roll**.
- Friendly **CHAPLAIN** units have the following ability:

Sower of Dread (Aura): While an enemy unit is within 6" of this unit, that enemy unit has -1 **Ld**.

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

ENHANCEMENTS

LIMITLESS ZEAL

This Interrogator-Chaplain is restless and dynamic, not only in his pursuit of enemies but also when eliciting their screamed confessions.

CHAPLAIN model only. This unit has +1 to **charge rolls**.

INESCAPABLE INTERROGATION

Whatever physical obfuscation the enemy hides behind mirrors only the lies shrouding their souls. This experienced Chaplain is deceived by neither.

CHAPLAIN model only. This unit's ranged attacks have **[IGNORES COVER]**.

EXACTING PUNISHMENT

1CP

INTERROGATION CONCLAVE STRATAGEM

With a denunciatory roar, Chaplains lead their battle-brothers in focused assaults to root out the foe's reviled leaders.

WHEN: Your Shooting phase or the Fight phase, when a friendly **CHAPLAIN** unit is **selected to attack**.

TARGET: That **CHAPLAIN** unit.

EFFECT: Your unit's attacks have **[PRECISION]**.



TERRIFYING ZEAL

1CP

INTERROGATION CONCLAVE STRATAGEM

The intensity with which the skull-masked Interrogator-Chaplains plunge into the fray can shake the hardest warriors. All who face them feel the tiniest of guilts eating away at their soul.

WHEN: Your Charge phase, when a friendly **CHAPLAIN** unit ends a **charge move**.

TARGET: That **CHAPLAIN** unit.

EFFECT: Select one enemy unit (excluding **MONSTER/VEHICLE** units) **engaged** with your unit. That enemy unit makes a **leadership roll**:

- If that **leadership roll** fails, that enemy unit's attacks have -1 to **hit rolls** until the end of the turn.



WAGES OF COWARDICE

1CP

INTERROGATION CONCLAVE STRATAGEM

The spiritual leaders of the Dark Angels are ever watchful for lapses of conviction, and when displayed by the foe, they are the first to fervently capitalise on them.

WHEN: Your opponent's Movement phase, when an enemy unit that was **engaged** with a friendly **CHAPLAIN** unit ends a **fall-back** move, if that **CHAPLAIN** unit is **unengaged**.

TARGET: That **CHAPLAIN** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".





LION'S BLADE TASK FORCE

There is no more significant duty to the Dark Angels' Inner Circle than the pursuit and capture of the Fallen. A Lion's Blade Task Force combines the speed, manoeuvrability and firepower of the Ravenwing with the obdurate might of the Deathwing. The bikes, aircraft and speeders of the Ravenwing thunder across the battlefield, smashing through enemy formations to place teleport homers in key positions behind the enemy lines. Then come the Deathwing, appearing in crackling flashes of blue light to enact retribution with brutal efficiency.

DETACHMENT RULE



IN THE LION'S CLAWS

Those unfortunate enough to be caught between the devastating speed of the Ravenwing and the adamantine might of the Deathwing are pinned in place and torn to shreds by their combined fury.

- Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of one or more **RAVENWING** units from your army Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.
- Each time a **DEATHWING** unit from your army declares a charge, if one or more targets of that charge are within Engagement Range of one or more **RAVENWING** units from your army, add 2 to the Charge roll.

RESTRICTIONS



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

ENHANCEMENTS



CALIBANITE ARMAMENTS

The eldest relic weapons of the Dark Angels trace their lineage to ancient Caliban and are wielded only by the greatest champions of the Unforgiven.

ADEPTUS ASTARTES model only. Add 1 to the Damage characteristic of the bearer's melee weapons.

LORD OF THE HUNT

This veteran of the Ravenwing has spent mortal lifetimes in the saddle, leading mechanised cavalry to battle on countless worlds.

RAVENWING model only. The bearer's unit is eligible to shoot and declare a charge in a turn in which it Fell Back and you can re-roll Desperate Escape tests taken for models in the bearer's unit.

STALWART CHAMPION

Possessed of obdurate will, this warrior champion instils an indomitable resolve and absolute refusal to cede ground within his brothers.

CAPTAIN, CHAPLAIN or **LIEUTENANT** model only. While the bearer's unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in the bearer's unit.

FULGUS MAGNA

This ancient teleport homer projects a powerful narrow-band signal, enabling the teleportarium chambers of orbiting vessels to lock on to the bearer even amid severe atmospheric or empyric disturbances.

DEATHWING model only. Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer's unit from the battlefield and place it into Strategic Reserves.



OVERPOWERING EXACTION

LION'S BLADE TASK FORCE – STRATEGIC PLOY STRATAGEM

Engines roar, and teleportation flares erupt across the battlefield. Such is the din and ferocity of the Dark Angels' assault that even the most veteran foes are given cause to cower before it.



1CP

WHEN: Command phase or the start of the Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Select one enemy unit within Engagement Range of your unit. That enemy unit must take a Battle-shock test. When doing so, if your unit has the **DEATHWING** or **RAVENWING** keyword, subtract 1 from the result.

RESTRICTIONS: You can only use this Stratagem once per battle round.



ARMOUR OF CONTEMPT

LION'S BLADE TASK FORCE – BATTLE TACTIC STRATAGEM

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



1CP

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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



STRENGTH IN UNITY

LION'S BLADE TASK FORCE – BATTLE TACTIC STRATAGEM

Combining their specialised methods of warfare, the Ravenwing and Deathwing confound their enemies with high-speed manoeuvrability and stalwart fortitude.



1CP

WHEN: 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: If that enemy unit is within Engagement Range of one or more **RAVENWING** units from your army, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll. If that enemy unit is within Engagement Range of one or more **DEATHWING** units from your army, until the end of the phase, each time a model in that enemy unit makes an attack, if the Strength characteristic of that attack is greater than the Toughness characteristic of the target, subtract 1 from the Wound roll.

RESTRICTIONS: A unit cannot be targeted by this and the Armour of Contempt Stratagem in the same phase.



KNIGHTS OF IRON

LION'S BLADE TASK FORCE – STRATEGIC PLOY STRATAGEM

Atop their snarling mechanical steeds, the warriors of the Ravenwing surge through seemingly impassable terrain, smashing through rubble and ruin to unleash the wrath of the Unforgiven upon unsuspecting targets.



1CP

WHEN: Your Movement phase or your Charge phase.

TARGET: One **RAVENWING** unit from your army.

EFFECT: Until the end of the phase, each time a model in your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.



ILLUMINATING FIRE

LION'S BLADE TASK FORCE – BATTLE TACTIC STRATAGEM

Ravenwing vehicles tear across the battlefield, identifying priority threats and targeting them with valleys of killing fire. The storm of blazing fury serves as a beacon for the wrathful battle-brothers of the Inner Circle, who strive to bring final judgement to the foe.



1CP

WHEN: Your Shooting phase, just after a **RAVENWING** unit from your army has selected its targets.

TARGET: That **RAVENWING** unit.

EFFECT: Select one enemy unit within 12" of your unit that was selected as the target of one or more of the attacking unit's attacks. Until the end of the phase, each time a friendly **DEATHWING** unit makes an attack that targets that enemy unit, add 1 to the Wound roll.



INESCAPABLE WRATH

LION'S BLADE TASK FORCE – STRATEGIC PLOY STRATAGEM

The Dark Angels' Inner Circle warriors pursue the Chapter's sworn foes and any who shield them with relentless endurance and a determination borne of indoctrinated hatred.



2CP

WHEN: End of your opponent's Charge phase.

TARGET: One **DEATHWING INFANTRY** or **DEATHWING WALKER** unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

EFFECT: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

RESTRICTIONS: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.



WRATH OF THE ROCK

When the Dark Angels are roused to war, the constituent elements of the Chapter conspire to form lethal strike forces capable of countering any threat. Warriors of the battle companies stand tall against tides of enemies, their boltguns bellowing a chorus of death. Upon the wings ride the Ravenwing, an ebon-clad blur of bikes and lightning-fast speeders that crashes into the flank of the opposing army and runs down pursuers with ruthless aggression. At the heart of the fighting, into the elite warriors at the forefront of the enemy formation, strike the Deathwing. Clad in Terminator armour and bearing a trove of relic weapons, they break the back of the foe, fighting and killing until their bone-white armour is stained with the crimson blood of their enemies.

DETACHMENT RULE



DUTIFUL TENACITY

Even amongst the Adeptus Astartes, the battle-brothers of the Dark Angels are renowned for their tenacity and resilience on the battlefield. When ordered to war, they are utterly relentless in pursuing their objectives, wading into fields of withering fire and shrugging off blows that would slay mortal warriors outright.

Each time an attack targets an **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** unit from your army, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

ENHANCEMENTS



TEMPERED IN BATTLE (AURA)

A veteran of the Inner Circle, this warrior inspires those around them to hold the line amidst the heat and chaos of battle.

ADEPTUS ASTARTES model only. While a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.

ANCIENT WEAPONS

The vaults of the Dark Angels contain many relics from Humanity's distant past. This soldier has been granted the honour of bearing such a weapon to battle.

ADEPTUS ASTARTES model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 2, and improve the Armour Penetration and Damage characteristics of those weapons by 1.

DEATHWING ASSAULT

A veteran inductee of the Inner Circle, this champion has served amongst the Deathwing for centuries and become an unmatched master of teleportarium insertions.

DEATHWING model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

LORD OF THE RAVENWING

This commander has mastered the art of cavalry combat, instinctively noticing the opportune position to strike and navigating the chaos of battle with preternatural precision.

RAVENWING model only. You can re-roll Advance and Charge rolls made for the bearer's unit.



INESCAPABLE JUSTICE

WRATH OF THE ROCK – BATTLE TACTIC STRATAGEM

The Dark Angels pursue their enemies relentlessly, eliminating one with ruthless precision before turning to the next.

WHEN: Any phase, just after your Oath of Moment target is destroyed.

TARGET: One **ADEPTUS ASTARTES CHARACTER** unit that is on the battlefield.

EFFECT: Select one enemy unit within 12" and visible to your unit. That enemy unit becomes your Oath of Moment target until the start of your next Command phase.

2CP



LION'S WILL

WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

Unflinching in their loyalty to Chapter and Primarch, Dark Angels battle-brothers seize and hold their objectives with unrelenting determination and zealous fury.

WHEN: Command phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit. In addition, until the end of the turn, if your unit does not have the **DEATHWING**, **RAVENWING** or **VEHICLE** keyword, each time a model in your unit makes an attack, add 1 to the Hit roll.

1CP



ARMOUR OF CONTEMPT

WRATH OF THE ROCK – BATTLE TACTIC STRATAGEM

The belligerence 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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1CP



TACTICAL MASTERY

WRATH OF THE ROCK – BATTLE TACTIC STRATAGEM

When the constituent elements of the Dark Angels fight as one, the enemy is often overwhelmed and torn apart by the fluidity of the Chapter's rapid advances, tactical withdrawals and unexpected counteroffensives.

WHEN: Your Movement phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced. If your unit has the **RAVENWING** keyword, it is also eligible to shoot and declare a charge in a turn in which it Fell Back.

1CP



RELICS OF THE DARK AGE

WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

Amongst the many secrets hoarded by the Dark Angels are those technological in nature. The armouries of the Rock contain potent weapons unseen in the armouries of other Chapters.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, add 2 to the Strength characteristic of ranged weapons equipped by models in your unit.

1CP



LEONINE AGGRESSION

WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

The Dark Angels are always aggressive in their waging of war, seizing any opportunity to pounce upon and annihilate their prey.

WHEN: End of your opponent's Charge phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army within 3" of one or more enemy units, or one **DEATHWING** unit from your army within 6" of one or more enemy units.

EFFECT: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

RESTRICTIONS: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1CP



DARK ANGELS

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

COMPANY OF HUNTERS DETACHMENT

Masters of Manoeuvre Detachment Rule

Change to '**ADEPTUS ASTARTES** units from your army are eligible to shoot in a turn in which they Advanced or Fell Back. **ADEPTUS ASTARTES MOUNTED** units from your army are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.'

Keywords Section

Change to '**OUTRIDER SQUAD** units from your army gain the **BATTLELINE** keyword.'

Mounted Strategist Enhancement

Change to '**RAVENWING** model only. You can re-roll Advance and Charge rolls made for the bearer's unit.'

INNER CIRCLE TASK FORCE DETACHMENT

Vowed Target Detachment Rule

Change to:

'At the start of your Movement phase, select one of the following:

- **Defensive Footing:** Select one **objective** you control. Until the start of your next Movement phase, that **objective** is your **Vowed objective**.
- **Aggressive Push:** Select one or more **objective** you do not control. Until the start of your next Movement phase, each of those **objectives** is one of your **Vowed objectives**. If a rule refers to a unit or model being within range of your **Vowed objective**, that rule takes effect if that unit or model is within range of one or more of your **Vowed objectives**. Each time a **DEATHWING INFANTRY** unit from your army makes an attack that targets a unit within range of one or more of your **Vowed objectives**, add 1 to the Wound roll.'

Relic Teleportarium Stratagem, Effect Section

Change 3" to 6".

UNFORGIVEN TASK FORCE DETACHMENT

Grim Resolve Detachment Rule

Change to:

'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 '-1'.

In your Command phase, you can select one **ADEPTUS ASTARTES** unit from your army. Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in that unit.'

Company of Hunters, Inner Circle Task Force, Unforgiven Task Force – Armour of Contempt Stratagem, Effect section

Change to:

'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

DATASHEETS

Nephilim Jetfighter, Ravenwing Dark Talon

- **Core Abilities:** Remove 'Hover'.
- **Profile:** Change **M** and **OC** to '-1'.

Deathwing Terminator Squad, Deathwing Knights – Watcher in the Dark Ability

Change to:

'Once per battle, in any phase, just after a mortal wound is allocated to an **ADEPTUS ASTARTES** model in this unit, 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.'

Deathwing Terminator Squad, Teleport Homer Ability

Change 9" to 8".

Deathwing Knights

- **Teleport Homer Ability:** Change 9" to 8".
- **Melee Weapons:** Change the mace of absolution and power weapon profiles to:

Mace of Absolution

[ANTI-MONSTER 4+, ANTI-VEHICLE 4+]

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

Power Weapon

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

Inner Circle Companions, Calibanite Greatsword Profiles

Change to:

Calibanite Greatsword - Strike [LETHAL HITS]

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

Calibanite Greatsword - Sweep [SUSTAINED HITS 2]

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

Land Speeder Vengeance, Plasma Storm Battery Profiles

Change to:

Plasma Storm Battery - Standard [BLAST, TWIN-LINKED]

RANGE	A	BS	S	AP	D
36"	D6+1	3+	8	-2	2

Plasma Storm Battery - Supercharge

[BLAST, HAZARDOUS, TWIN-LINKED]

RANGE	A	BS	S	AP	D
36"	D6+1	3+	9	-3	3

Lion El'Jonson

- **All Secrets Revealed Ability** – Change to:
'Mist-wreathed Shadow Realms: In your Command phase, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.'
- **Martial Exemplar (Aura) Ability** – Change to:
'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, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.'
- **Primarch of the First Legion Ability** – Change to:
'Primarch of the First Legion: At the start of your Command phase, select two Primarch of the First Legion abilities. Until the start of your next Command phase, this model has those abilities.'
- **The Emperor's Shield Ability** – Change to:
'Each time an attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.'
- **Faithful weapon profile:** change to:

Faithful - Strike [LETHAL HITS]

RANGE	A	WS	S	AP	D
Melee	8	2+	12	-4	4

Faithful - Sweep [SUSTAINED HITS 1]

RANGE	A	WS	S	AP	D
Melee	16	2+	6	-3	2

Ravenwing Black Knights, Ravenwing Command Squad – Black Knight Combat Weapon Profile

Add [DEVASTATING WOUNDS].

Ravenwing Command Squad, Honour or Death Ability

Change to:

'While this unit contains a Ravenwing Champion, add 1 to Advance and Charge rolls made for this unit. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.'

Sammael, Grand Master of the Ravenwing Ability

Change to:

'While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced. If that unit is already eligible to shoot and declare a charge in a turn in which it Advanced, add 1 to Advance and Charge rolls made for that unit instead.'

Land Speeder Vengeance, Ravenwing Darkshroud, Sammael – Keywords Section

Add 'FRAME'.

FAQS

Q: While using the Wrath of the Rock Detachment, can I use the Charge move from the Leonine Aggression Stratagem to move a unit out of Engagement Range with another unit?

A: No.



RAVENWING TALONMASTER

WARHAMMER LEGENDS

M T SV W LD OC

16" 7 3+ 6 6+ 2

5+ INVULNERABLE SAVE

 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**

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: In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" 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".

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS

RAVENWING TALONMASTER

WARHAMMER LEGENDS

Mounted in a Land Speeder outfitted with additional auspex 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.

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FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS



DEATHWING STRIKEMASTER

WARHAMMER LEGENDS

M T SV W LD OC

5" 5 2+ 5 6+ 1

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	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, Support

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.

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



FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS

DEATHWING STRIKEMASTER

WARHAMMER LEGENDS

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**

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



FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS

DEATHWING COMMAND SQUAD

WARHAMMER LEGENDS

M T SV W LD OC

5" 5 2+ 3 6+ 1

4+ INVULNERABLE SAVE

☯ 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, DEATHWING, TERMINATOR, DEATHWING COMMAND SQUAD

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. When you target this unit with the **Heroic Intervention stratagem**, that use is -1 CP.

WARGEAR ABILITIES

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



FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS

DEATHWING COMMAND SQUAD

WARHAMMER LEGENDS

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.

KEYWORDS: INFANTRY, IMPERIUM, DEATHWING, TERMINATOR, DEATHWING COMMAND SQUAD

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.



FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS