

DARK ANGEL DETACHMENTS

| DETACHMENT | UNITS | UPGRADES ALLOWED | COST |
|--------------------|--|---|------------|
| Assault | Four Assault units | Commander, Vindicator | 175 points |
| Devastator | Four Dark Angel Devastator units plus transports | Commander, Razorbacks, Dreadnought, Hunter, Land Raider, Vindicator | 275 points |
| Land Raider | Four Land Raiders | Commander, Vindicator, Hunter | 350 points |
| Landing Craft | One Landing Craft | None | 350 points |
| Predator | Four Predator Destructors | Annihilators, Commander, Vindicator, Hunter | 225 points |
| Ravenwing | Four Ravenwing Bike units and Four Ravenwing Land Speeders | Commander, Attack Bike | 350 points |
| Ravenwing Support | Five Ravenwing Land Speeder Tornados | Commander, Typhoon | 200 points |
| Scout | Four Scout units plus transports | Commander, Razorbacks, Snipers | 150 points |
| 0-1 Strike Cruiser | One Strike Cruiser | Battle Barge | 200 points |
| Tactical | Six Tactical units plus transports | Commander, Dreadnought, Razorbacks, Hunter, Vindicator | 300 points |
| Deathwing | Four Deathwing Terminator units | Commander, Land Raider, Dreadnought, Vindicator | 350 points |
| Thunderhawk | One Thunderhawk Gunship | None | 200 points |
| Vindicator | Four Vindicators | Commander, Hunter | 250 points |
| Whirlwind | Four Whirlwinds | Commander, Hunter | 300 points |

DARK ANGEL UPGRADES

Each allowed upgrade may be taken once per formation.

| UPGRADE | UNITS | COST |
|--------------|---|----------------|
| Annihilators | Replace 2 Predator Destructors with 2 Predator Annihilators or | 25 points |
| | Replace 4 Predator Destructors with 4 Predator Annihilators | 50 points |
| Attack Bike | Replace any number of Bike units with 1 Attack Bike each | Free |
| Battle Barge | Replace Strike Cruiser with Battle Barge | 150 points |
| Commander | Add one Space Marine Captain, Librarian or Chaplain character or | 50 points |
| | Add one Space Marine Supreme Commander character (Max one per army) | 100 points |
| Dreadnought | Add one or two Dreadnoughts | 50 points each |
| Hunter | Add one Hunter or | 75 points |
| | Add two Hunters | 125 points |
| Land Raider | Add up to four Land Raiders | 75 points each |
| Razorbacks | Add up to one Razorback for each infantry unit in the formation (see Space Marine transport rule) | 25 points each |
| Snipers | All Scout units gain the Sniper ability | 50 points |
| Typhoon | Replace any number of Land Speeder Tornados with 1 Land Speeder Typhoon each | 10 per Typhoon |
| Vindicator | Add one or two Vindicators | 50 points each |

CODEX SPACE MARINES – DARK ANGELS

Strategy Rating: 5

Initiative: 1+

| Name | Type | Speed | Armour | C | F | Weapons | Range | Firepower | Notes |
|--------------------------------|-----------|--------|--------|----|----|--|--------------------------------------|---|---|
| Assault | Inf | 30cm | 4+ | 3+ | 5+ | Bolt Pistol Chainsword | (15cm) Base Contact | Small Arms Assault Wpn | Jump Packs |
| Ravenwing Attack Bike | LV | 35cm | 4+ | 5+ | 4+ | Heavy Bolter | 30cm | AP5+ | Inv Save |
| Battle Barge | Spaceship | na | na | na | na | Orbital Bombardment | na | 14BP, MW | Slow and Steady |
| Ravenwing Bike | Inf | 35cm | 4+ | 3+ | 4+ | Bolt Pistol Chainsword | (15cm) Base Contact | Small Arms Assault Wpn | Mounted, Inv Save |
| Captain | CH | na | na | na | na | Power Weapon | Base Contact | Assault Wpn, MW, +1A | Inv Save, Leader, Commander |
| Chaplain | CH | na | na | na | na | Power Weapon | Base Contact | Assault Wpn, MW, +1A | Inv Save, Leader, Inspiring |
| Dark Angel Devastator | Inf | 15cm | 4+ | 5+ | 3+ | 2 x Plasma Cannon | 30cm | AP4+/AT4+ Slow Firing | |
| Dreadnought | AV | 15cm | 4+ | 4+ | 4+ | Missile Launcher Twin Lascannon OR Power Fist Assault Cannon | 45cm 45cm Base Contact 30cm | AP5+/AT6+ AT4+ Assault Wpn, MW, +1A AP5+/AT5+ | Walker |
| Drop Pod | na | na | na | na | na | Deathwind | 15cm | AP5+/AT5+ | One Shot, Transport |
| Hunter | AV | 30cm | 5+ | 6+ | 6+ | Hunter-Killer | 60cm | AT4+/AA4+ | |
| Landing Craft | WE | Bomber | 4+ | 5+ | 3+ | 2 x Twin Lascannon 3 x Twin Heavy Bolter Storm Bolter | 45cm 15cm (15cm) | AT4+ AP4+/AA5+ Small Arms | Planetfall, Fearless, Reinforced Armour, Transport DC 4, Crit - Destroyed (hit on units in 5cm) |
| Librarian | CH | na | na | na | na | Smite Power Weapon | (15cm) Base Contact | Small Arms, MW +1A Assault Wpn, MW +1A | Inv Save, Leader |
| Land Raider | AV | 25cm | 4+ | 6+ | 4+ | 2 x Twin Lascannon Heavy Bolter | 45cm 30cm | AT4+ AP4+ | Reinforced armour, Thick rear armour, Transport |
| Ravenwing Land Speeder | LV | 35cm | 4+ | 6+ | 5+ | Multi-Melta | 15cm | MW5+, Small Arms MW | Skimmer, Scout, Inv Save |
| Ravenwing Land Speeder Tornado | LV | 35cm | 4+ | 6+ | 5+ | Assault Cannon Heavy Bolter | 30cm 30cm | AP5+/AT5+ AP5+ | Skimmer, Scout, Inv Save |
| Ravenwing Land Speeder Typhoon | LV | 35cm | 4+ | 6+ | 5+ | Twin Typhoon Missiles Heavy Bolter | 45cm 30cm | AP3+/AT5+ AP5+ | Skimmer, Scout, Inv Save |
| Predator Annihilator | AV | 30cm | 4+ | 6+ | 5+ | Twin Lascannon 2 x Lascannon | 45cm 45cm | AT4+ AT5+ | |
| Predator Destructor | AV | 30cm | 4+ | 6+ | 4+ | Autocannon 2 x Heavy Bolter | 45cm 30cm | AP5+/AT6+ AP5+ | |
| Razorback | AV | 30cm | 5+ | 6+ | 5+ | Twin Heavy Bolter OR Twin Lascannon | 30cm 45cm | AP4+ AT4+ | Transport |
| Rhino | AV | 30cm | 5+ | 6+ | 6+ | Storm Bolter | 15cm | Small Arms | Transport |
| Scout | Inf | 15cm | 5+ | 4+ | 5+ | Shotgun Heavy Bolter | 15cm 30cm | Small Arms AP5+ | Scout, Infiltrate |
| Strike Cruiser | Spaceship | na | na | na | an | Orbital Bombardment | na | 5BP, MW | |
| Supreme Commander | CH | na | na | na | na | Power Weapon | Base Contact | Assault Wpn, MW, +1A | Supreme Commander, Inv Save |
| Tactical | Inf | 15cm | 4+ | 4+ | 4+ | Bolters Missile Launcher | 15cm 45cm | Small Arms AP5+/AT6+ | |
| Deathwing Terminator | Inf | 15cm | 4+ | 3+ | 3+ | Storm Bolter 2 x Assault Cannon Power Weapon | 15cm 30cm Base Contact | Small Arms AP5+/AT5+ Assault Wpn, MW, +1A | Reinforced armour, Thick rear armour, Teleport Formation containing any Deathwing removes one extra blast marker on rally or regroup. |
| Thunderhawk | WE | Bomber | 4+ | 6+ | 4+ | Battle Cannon 2xTwin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter | 75cm 30cm 15cm 15cm | AP4+/AT4+ FxF AP4+/AA5+ FxF AP4+/AA5+ Right Arc AP4+/AA5+ Left Arc | Planetfall, Reinforced Armour, Transport DC 2, Crit - Destroyed |
| Vindicator | AV | 25cm | 4+ | 6+ | 4+ | Demolisher | 30cm | AP3+/AT4+ Ignore Cover | Walker |
| Whirlwind | AV | 30cm | 5+ | 6+ | 5+ | Whirlwind | 45cm | 1BP | indirect Fire |

Dark Angels Special Rules

They Shall Know No Fear

It takes two blast markers to suppress a Space Marine unit. Space Marine formations are only broken if they have two blast markers per unit. Space Marine formations count as having half the number of blast markers (rounding down to a minimum of one) for assault resolution purposes. Broken formations receive one blast marker per unit when rallying. Space Marine Leaders remove two blast markers when rallying.

The Great Secret

A Dark Angels army may never ally itself with any other Forces of the Imperium.

Superior Tactics

The Space Marine army is a highly flexible and tactical army. Before each tournament game the Space Marine player may choose which formations with the 'plus transport' aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

Space Marine Transport

Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation; you can't take extras along to cover any losses! Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list. To work out a formation's transport

- Add any infantry upgrades to the formation.
- Add Land Raiders to the formation.
- Add Razorbacks to the formation, up to the number of Infantry units not transportable by Land Raiders.
- If there are still infantry units in the formation without transport add the minimum number of Rhinos required for all units in the formation to be transported.

Transport Capacity

Note - Terminators and Dreadnoughts take up 2 transport spaces each in aircraft

| | |
|----------------|--|
| Battle Barge | Sixty Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units. Plus sixty Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators plus nine Thunderhawks and enough drop pods or landing craft to carry any other units on board. |
| Drop Pod | Tactical, Devastator and Dreadnought units may enter play in Drop pods. |
| Landing Craft | Twelve Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units. Plus four Land Raiders or six of the following Rhino, Razorback, Hunter, Whirlwind, Predator or Vindicator. |
| Land Raider | One Terminator or Two Tactical, Devastator or Scout units. |
| Razorback | One Tactical, Devastator or Scout units. |
| Rhino | Two Tactical, Devastator or Scout units. |
| Strike Cruiser | Twenty Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units, plus twenty Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators, plus six Thunderhawks and enough drop pods or landing craft to carry other units on board. |
| Thunderhawk | Eight Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units. |