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Shrouded in mystery are the Space Marines known as the Dark Angels. For ten thousand years they have harboured a dark secret – one that could lead to their destruction should it ever be discovered. The induction of Greyshield Primaris Marines has forced the Dark Angels and their successors to challenge their traditions and test their loyalties.



DARK ANGELS

REPENT! FOR TOMORROW YOU DIE!

By Callum Davis & Elliot Hamer

The Dark Angels were founded in a time older than legend, and since then, they have been amongst the staunchest of Mankind's defenders. Merciless and relentless in the attack and stubborn and zealous in the defence, there are few foes of the Imperium they have not defeated. Their name is held in awe by those who look to them for protection. But for all their fame, a thick air of mystery surrounds them. The Dark Angels keep a terrible secret – one so dreadful and shameful it is kept even from many of their own order. Should outsiders discover what the Lion's sons have hidden for ten thousand years, damnation could follow. In the Era Indomitus, never have the Dark Angels been more awake to such a danger.

ORIGINS

The very earliest days of the Imperium are known to even the most learned of the 41st Millennium largely through texts and records that are little more than collections of myth and allegory. Stories are told of the Unification Wars, the mighty struggles in which the Emperor brought the disparate tribes of Old Terra to heel. With Humanity's homeworld finally secured, it was then that the Emperor's eyes turned to the stars. Countless trillions of human beings toiled on millions of worlds, separated from their planet of origin by warp storms, calamitous events, and worse. The Emperor's aim was nothing less than Mankind's domination of the stars, every man, woman, and child united by a single cause. Thus did he create the Primarchs, his sons, mighty beings who would lead their Legions of Space Marines in a Great Crusade to sweep the stars clean of the traitor and the alien. Twenty such beings did he create. What the Emperor's original plans for them were can never be known, for the twenty incubation capsules holding his greatest works were scattered across the galaxy by forces impossible to understand. The capsule containing the being who would later be known as Lion El'Jonson was cast to the heavily forested death world of Caliban. With Caliban's vast population of mutated and predatory creatures, those humans who called Caliban home lived in feudal societies under constant threat of attack. Their rulers, a warrior elite, dedicated their lives to defending their settlements, on occasion setting out on quests to slay particularly large or dangerous creatures.

How the Lion survived on such a world as a child for years was a mystery. In but a short time, he grew tall and strong, far faster than any human child could. The stories say that he survived for a decade before encountering a single human being. Whether by fate or chance, the Lion was discovered by a group of knights that belonged to a martial organisation known as the Order. Believing him to be a dangerous beast, they

made to strike the young Primarch down. It was by the intervention of a man of their number named Luther, who recognised El'Jonson as undeniably human, that they did not. Instead they realised that El'Jonson was not a threat and brought him with them to civilisation. Due to his wild nature and the place of his discovery, they named him Lion El'Jonson, meaning 'The Lion, the Son of the Forest'. This mysterious man adapted to their language and ways with remarkable speed, and when he was brought to civilisation he quickly assimilated with Caliban society. During this time he and Luther formed a firm friendship, in which the strengths and weaknesses of each melded seamlessly, and a formidable partnership was made. Together, they climbed the Order's ranks, the organisation expanding as its fame grew from word of their great victories. Eventually, the Lion and Luther declared a grand crusade to sweep Caliban clean of its monsters and beasts. It was Luther whose charisma and oratory skill rallied Caliban's nobles and knights to the cause, and it was the Lion's incomparable strategic genius that resulted in the crusade's victory after a decade of hard fighting.

Upon this achievement, the Lion was proclaimed the new Supreme Master not only of the Order, but the whole of Caliban. It was at this point that the scattered fragments of apocryphal tales, many of which conflict or even contradict on a

multitude of points, agree that the first stirrings of envy murmured in Luther's heart.

During this time, the Emperor's campaign to unite the stars under Humanity's rule had been raging for some years. When the Imperium's outriders finally discovered Caliban, the Emperor was reunited with his lost son. He gave over to the Lion command of the First Legion, those created with El'Jonson's gene-seed. It is said that the Lion accepted the Emperor's rule without hesitation, feeling the powerful bond between them and understanding the drive to unite Mankind. Wishing to follow him in battle across the stars, a great many of Caliban's knights were implanted with the Legion's gene-seed to become Space Marines. Those too old underwent transformative surgery, making them stronger than ever before but still no match for a true member of the Legiones Astartes. Luther was among this cohort, and no doubt the embers of jealousy within him grew, even as he became the Legion's second-in-command. When he was dispatched back to Caliban after a handful of campaigns fighting alongside his Primarch to oversee the Dark Angels' recruitment, it felt more like a dismissal to him. It can only be inferred how the sparks of Luther's jealousies were stoked into a raging inferno by the news of the Lion's great victories and of his valour and courage across hundreds of battlefields as the years ticked by.



THE BETRAYAL

When the terrible betrayal of the Horus Heresy came, the Dark Angels were far from the civil war's main battlefronts, dispatched there by Warmaster Horus where they could not disrupt his plans. Despite the Lion's efforts, his Legion could not reach Terra in time before the Throneworld was besieged by Horus's armies, and by the time they arrived the cataclysmic battle was already over. The only course left to the Dark Angels was revenge, and the Lion's sons played a principal role in the events later named 'the Scouring', when the remaining traitors were destroyed or pushed into the Eye of Terror. Little did the Dark Angels know that there was one final act of treachery left to be discovered.

Returning to Caliban, the Dark Angels fleet moved into orbit and was immediately beset by a barrage of defensive weapons fire from the planet below. Despite the immense shock of such an act, the Lion's superhuman reactions and immense intellect allowed much of the fleet to withdraw to safety in order. He realised that Luther's jealousy must have warped into bitterness and hatred. With his undeniable charisma and powerful oratory, it was easy to see how Luther could have turned generations of new recruits against the Primarch and his warriors. The Ruinous Powers easily exploited Luther's anger as the weakness it was, and he had become their

tool. Both the Lion and the Dark Angels' fury knew no bounds at the thought of their own turning against the Emperor. The Lion orchestrated a strike directly against Luther, the Primarch determined to personally punish the man who was formerly his closest ally even as the Dark Angels' fleet pounded the surface of Caliban. The bombardment was so powerful that it destabilised the planet itself, shattering its crust and unleashing ruinous tectonic forces. Luther, by now made grossly powerful thanks to the Chaos Gods, was more than a match even for the Lion in personal combat, and the Primarch only subdued him after hours of brutal duelling. In the final moments, the Lion could not bring himself to cut down his former friend, and in that moment of hesitation Luther struck him with a furious psychic attack that left him mortally wounded. The deed lifted a veil from Luther's eyes, revealing the extent of his betrayal to him. He cast aside his sword and collapsed to his knees, his sanity shattered by the realisation of what he had done.

If the reports held are true, the Dark Gods were so angered by the loss of this servant that the warp around Caliban convulsed with their rage, and a warp storm engulfed the planet. The unleashed energy swept across the surface, the world itself splitting into fragments on a crust weakened by the intense fury of the Dark Angels'



The squad number is borne upon the right shoulder.



The Dark Angels Chapter icon - the winged sword - is a symbol adopted from the ancient Order of Caliban.



Brother Balor, 5th Company, 3rd Squad (battleline)



Battleline

Veteran

Close support

Fire support

The battlefield role is shown by the icon on the right pauldron.



In the Dark Angels, the brothers of the Battle and Reserve Companies wear their company markings upon their left knee pads.



orbital bombardment. Those of Luther's 'Fallen' Dark Angels who still lived were sucked into the warp vortex and cast into time and space, and all but one part of destroyed Caliban went with them. Protected by an ancient force field, the Legion's fortress monastery and a hunk of bedrock remained. Dark Angels loyalists scoured the devastation, seeking survivors and the whereabouts of their gene-sire. All they found was Luther, curled in a foetal ball and endlessly repeating the same phrase, that the Lion had been taken away by the Watchers in the Dark and that one day he would return to forgive Luther of all the sins he had committed. Luther was locked away in the bowels of the Rock. Of the Primarch, there was no sign.

In the aftermath of these terrible events, the surviving Masters of the Legion decided that none of the events that had transpired would be revealed to the wider Imperium, lest they invite retribution for their Fallen brothers' crimes. The Inner Circle was formed to safeguard the Legion's secrets, and an overlapping system to watch over the Dark Angels was developed to scrutinise any and all of their number for signs of corruption, sowing the seeds of mistrust and secrecy that defines the Dark Angels Chapter in the 41st Millennium. When it was discovered that somehow some of the Fallen Dark Angels

survived the warp storm that had engulfed Caliban, the Masters of the Legion saw both opportunity for redemption and the threat of their secret shame being revealed. The need to pursue and capture or kill the Fallen has been a driving force of the Dark Angels ever since. Until the last Fallen is eliminated, all Dark Angels would be known to each other – but not to the wider Imperium – as Unforgiven, a term given to all successor Chapters following the Legion's acquiescence to the Codex Astartes. For ten thousand years the Unforgiven have together and in secret pursued this mission alongside their primary duty as Space Marines.

DARK IMPERIUM AND THE ERA INDOMITUS

When the Cicatrix Maledictum tore across the galaxy, the Rock was situated in the northern half of the Imperium, known later as the Imperium Nihilus. Totally cut off from the Astronomican, Imperial worlds and assets were and remain to this day highly vulnerable, and the Rock was no exception. When the Fallen Daemon Prince Marbas invaded it, blood flowed in every hall and corridor, dock and dungeon. But without warning, the invaders vanished. The survivors considered themselves fortunate, believing the attack's only purpose to be mindless slaughter. This was false, though only Supreme Grand Master Azrael has any idea of the assault's true aims. Luther, raving

THE ROCK

All that was left of Caliban after Luther's betrayal was the ruins of the Dark Angels' fortress monastery and a vast hunk of bedrock on which it sat. The Dark Angels rebuilt the fortress and dug deep into the bedrock, over time outfitting it with docks and even warp engines. For thousands of years, it has been known simply as the Rock.

Unlike many other Chapters, the Dark Angels have no official homeworld. Instead they recruit from a number of worlds. All aspirants are screened thoroughly, and from the moment they join the Chapter their past lives are made irrelevant. To a Dark Angel, only the Chapter matters.

CAPTAIN LAZARUS OF THE 5TH COMPANY

Captain Lazarus attained his rank when his predecessor, Captain Balthasar, was slain in the chaotic battles that erupted in the aftermath of the Cicatrix Maledictum's emergence. Lazarus fought bravely in War Zone Stygius and in the fighting aboard the Rock in the Fenris System, after which he developed a powerful hatred for the forces of the Thousand Sons and the followers of Tzeentch. An expert strategist and tactician, his leadership prevented a total rout of Imperial forces on the ice world of Rimenok, though he was severely wounded by fell sorcery during the fighting. With even a Dreadnought's sarcophagus incapable of preserving his life, the only option remaining to the Dark Angels' Apothecaries was to put Lazarus through the crossing of the Rubicon Primaris. After days of surgery, Lazarus was a changed man, but very much alive, his determination to punish the servants of Tzeentch stronger than ever. This was a historical event. As a member of the Inner Circle, becoming a Primaris Space Marine made Lazarus the first Primaris in that elite group.

madman and betrayer of Lion El'Jonson, buried deep in the Rock, had vanished. Whether he was taken unwillingly or escaped with the attackers of his own volition, Azrael did not know. Nor could he know why this happened. Nonetheless, Azrael remains ever vigilant for the slightest hint of Luther's whereabouts, paying close attention to battlefield reports, calls for aid, and any other intelligence the Unforgiven have. Never has the Dark Angels' security been breached in such a potentially catastrophic way, and never will Azrael allow his Chapter's secrets come to light.

In the wake of this event, and the Darkmor Massacre in which hundreds of Unforgiven were slain in a brutal ambush whilst in pursuit of the Fallen, Azrael convened an emergency gathering of the Unforgiven. Every loyal son of the Lion made the arduous journey to the Rock. Many never arrived, lost in the warp or embroiled in conflicts en route. Azrael waited as long as he dared for as many of the Unforgiven to arrive as possible. As he prepared to commence the council, one more fleet arrived – not one last Chapter of Unforgiven, but that of Roboute Guilliman, Lord Commander of the Imperium.

Azrael feared the worst, that the returned Primarch had come to destroy the Unforgiven to punish them for their past sins. Azrael considered standing and fighting, or ordering the Chapters of the Unforgiven to withdraw to safety. Either was an admission of guilt, something he had sworn to never do before those outside the sons of the Lion. Instead, he gave permission for Guilliman's fleet to dock. Azrael's fears were unfounded; the Primarch brought reinforcements rather than censure. These were the Primaris Space Marines. There were thousands in the colours of the Dark Angels and their successors as well as entirely new Chapters claiming to be descendants of the Lion. The Supreme Grand Masters pledged their allegiance to the Lord Commander, the Imperium, and the Indomitus Crusade.

Mistrusting of others by nature, the Dark Angels and the Unforgiven were not quick to assimilate these new arrivals. These Primaris had not heard the apocryphal tales or gone through the long

indoctrinations like those of the Unforgiven.

They were not tested in battle. Their loyalty to their parent Chapters had not been ascertained in the painstakingly detailed way the Dark Angels preferred.

But those who had suffered most at the Darkmor Massacre, the Angels of Vengeance, Consecrators, and Guardians of the Covenant, were more eager than others to use the Primaris. Thus began a great period of intensive testing and scrutiny. The Primaris performed superbly in battle, notably in Stygius, Saltire Vex, the Siege of Hive Trall, Allhallow, and the Gratyann Incursion.



The Primaris were found to adapt well to the Unforgiven's ways of war and fight competently alongside their battle-brothers. In addition, their various squad types, weapons, and vehicles proved useful assets for those commanding Dark Angels strike forces across numerous war zones. Bonds were forged in battle, and many observed that their Primaris brethren's temperament and tendencies were very much like their own, presumably as a result of shared gene-seed. The Dark Angels hastened to induct more Primaris Space Marines from scratch after observing their battlefield capabilities, indoctrinating these neophytes as they would any other recruits. Thus were more Primaris added to the Chapter's ranks, moulded in exactly the manner the Chapter desired. Some of the Dark Angels chose to cross the Rubicon Primaris, impressed by the physical feats that their new brethren could achieve. Some traditionalists refused to go through such a process. Others advised against this course of action; with a high risk of death, the Chapter could lose many of its warriors. Some crossed without choice, returned to battle readiness after suffering grievous injuries. The Inner Circle decreed that the Apothecarion would carry this out with seriously wounded battle-brothers to ensure that the Chapter had more Primaris Space Marines who could be fully trusted. The Primaris were undoubtedly powerful and useful, but many of the Inner Circle retained misgivings over the former Greyshields.

Inevitably, questions arose around whether Primaris Space Marines formerly of the Greyshields and of the Ultima Founding Chapters should be inducted into the Inner Circle. Some argued that it simply could not be allowed to happen. Others stated that as inheritors of the Lion's genetic legacy, they should have the mental fortitude to handle the secrets they might learn, and indeed a responsibility to play their part in the eventual defeat of the Fallen. Some took a more pragmatic view, their stance being that battlefield attrition alone might require it. The debate moved from a purely theoretical one as some members of the Inner Circle personally vouched for certain individuals or reported incidents where the Fallen had been observed by those who should not have seen them. One such example was Interrogator-Chaplain Zaeroph, who had been serving alongside the 3rd Company in the Chalnath Expanse. His testimony was of particular significance, given his previous hostility to the reinforcements brought to the Rock by Roboute Guilliman.

All of these arguments informed Azrael's thinking on this most important of questions. His knowledge of the Dark Angels' secrets surpassed all others, and he alone knew the full risks and opportunities in any course of action. All of this

APHARAN OF THE DEATHWING

Brother Apharan joined the Dark Angels directly from the Greyshields. Many battles later, he is the only warrior left alive from his original squad of ten. A grim figure possessed of the taciturn nature observed in most Dark Angels, Apharan knew that wearing Dark Angels colours alone would unlikely be enough to earn his brothers' respect or to be accepted into their cloistered brotherhood. Despite already having a wealth of victorious battles to his name, Apharan made it his personal task to learn every lesson he could from his new brothers, absorbing what little of their history they revealed, their rituals, combat patterns, and more. Rapidly taking in this complex information, Apharan applied it on battlefield after battlefield, swiftly earning a reputation for competence, efficiency, and ruthlessness. During the boarding of the Heretic Astartes strike cruiser *Pain Aeterna*, he single-handedly defended a vital chokepoint against waves of traitor cultists and crew after having run out of ammunition. His actions drew the attention of the Deathwing, who initiated him into their ranks.

information bore upon his thinking, as did his own experience of seeing the Greyshields' impressive skills in battle. He thought long on the matter. Luther's escape weighed heavily on his mind. This burden was only made heavier when rumours reached him of a mustering of the Fallen beginning in the Somnium Stars. He doubted little that Luther himself was in some way responsible. Should these rumours hold any truth, potentially every one of the Unforgiven would have to be ready to meet the threat. No doubt this played a significant role in his decision to permit the induction of the former Greyshields and warriors of the Ultima Founding into the Inner Circle, should they be deemed worthy of such an honour and indeed judged capable of withstanding the shock of the truth.

When Azrael made his decision known, many of the Masters and Chapter Masters were incensed. Knowing that he could not tell them of Luther's escape, Azrael faced the prospect of causing a second schism amongst the sons of the Lion. The gravest threat the Dark Angels and their successors had faced in ten thousand years brewed in the Somnium Stars, and he risked making more of his brothers renegade. Employing all of his diplomatic skill and appealing to the successors' unimpeachable sense of duty, he persuaded all to consider another test. The Deathwing had petitioned him with one Brother Apharan. The former Greyshield had earned their attention, and the Deathwing believed he might be worthy of joining their number. Azrael put to the Chapter Masters and Masters that he had confidence that Apharan would pass the trials, hear the truth, and succeed as any Dark Angel might. Azrael staked his Chapter's entire reputation on a single warrior. Many of those sceptical were moved by Azrael's conviction and humility before them, despite his

superior rank. Many were persuaded by this act alone, knowing that Azrael would never make such a choice without total confidence in future success. Azrael personally oversaw Apharan's trials, which the former Greyshield passed. Whilst some of the successor Masters remained sceptical, they still conformed, their loyalty to and trust in Azrael outweighing their doubts.

With this matter resolved, the Dark Angels and the Unforgiven ply the stars with renewed vigour and unity of purpose just as the Lion and his knights swept old Caliban, purging the galaxy of the traitor, mutant, heretic, and alien wherever they find them. For the Unforgiven, the slaying of every foe is an act of repentance. They break sieges, crush rebellions, and stymie invasions. All the while the Inner Circles remain ever vigilant for signs of the Fallen, following leads wherever they are found. Those Primaris formerly of the Greyshields have knowledge of Mars and the returned Primarch beyond the wildest dreams of the Librarius and Interrogator-Chaplains and provide vital intelligence that the Dark Angels never had access to before.

Despite their eventual embrace of their Primaris brethren, the Dark Angels were less accepting of the Martian magi who accompanied them when Guilliman reached the Rock. These Tech-Priests are essential to the induction of the Primaris Space Marines, a state of affairs the Chapter finds extremely irksome. Many pains have been taken to give them as little access to the Rock as possible and keep them under heavy surveillance. At the same time the Dark Angels' Techmarines and Apothecaries strive to learn all they can from the magi, in the hopes that they can render the Martian priests redundant.

NERAEL OF THE RAVENWING

Recruited on Kimmeria, the very same world as Chapter Master Azrael, Nerael very nearly failed the Dark Angels' punishingly difficult aspirant tests. Nerael pushed through the incredible pain of the monster hunts and the psychic invasion of his mind with sheer force of will alone, earning a place in the 10th Company. He soon began to excel in all areas of training. His dogged determination set him apart, even from those as mentally and physically robust as Space Marine recruits have to be by virtue of their position. Nerael was implanted with the Primaris organs as a part of his induction to the Dark Angels. Upon ascension to full battle-brother, he progressed through many companies before returning to the 10th as a member of the company's standing Vanguard squads. There, serving in a number of different capacities over the course of many battles on Talegoth VII, he unknowingly helped the Ravenwing secure a member of the Fallen. His skills at hunting down quarry without thought of rest impressed the 2nd Company greatly, and as a result battle-brother Nerael was inducted into their number as a member of the Ravenwing.

The Unforgiven operate with great coordination in these most trying of times. Accusations of Legion building are spoken louder than ever before in some Inquisitorial circles, but the counter arguments in defence of the Dark Angels and their successors are now made just as loudly. The Unforgiven's martial might is beyond question, their tally of victories now beyond count. Some make the argument that such a force acts as an essential counterweight to the growing power of Ultramar following Guilliman's return. The ferocity of this debate has grown such that internecine conflict has broken out among some Inquisitors, each participant believing they are doing what is best for the Imperium.

COMBAT DOCTRINE

Though the Dark Angels have spent nearly ten millennia hunting the Fallen, the great majority of their battles have nothing to do with their heretical forebears. As loyal Space Marines, the sons of the Lion deploy to defeat the enemies of the Imperium as would any Space Marine Chapter. Nevertheless, each battle-brother is vigilant for signs of sedition on every battlefield. To most of the Dark Angels this is simply a part of their loyalty to the Emperor. To those of the Inner Circle, anything found could be an essential clue in the hunt for the Fallen.

With the exception of the Deathwing and Ravenwing, the Dark Angels follow standard Space Marine combat doctrine as written in the Codex Astartes. Tactical flexibility, rapid deployment, and combined arms are key components of their strategies. This is common to most Space Marine Chapters, though they have been noted by some observers for their especially dogged resistance even in the face of overwhelming odds.

In the same vein as their father, Dark Angels officers are expert tacticians and specialists, and have been quick to capitalise on the skills of the Primaris Space Marines and the particular capabilities of their different squad types. New specialised formations have been developed to work alongside ancient patterns such as the Hammer of Caliban and Scout Recon Stalker Strike. Caliban's Reach is but one example, which combines the immense firepower of Hellblasters and Devastator Centurions to incredible effect. The advanced infiltration and reconnaissance skills all Primaris Space Marines learn as a part of their training in Vanguard squads is of great value to a Chapter seeking hidden foes whilst keeping secrets of its own. The omniscramblers of Infiltrator Squads can severely disrupt enemy communications, enabling Ravenwing squadrons to strike without the possibility of their quarry being warned. The Divinator-class auspexes and transpectral combat visors of Incursor Squads



collect data from battlefields that previously would have been almost impossible to extract, and yield new intelligence for the Inner Circle to act upon without the Vanguard Space Marines' knowledge.

ORGANISATION

The Dark Angels are, for the most part, strict adherents to the Codex in terms of their Chapter's structure. The 3rd through 5th Companies are Battle Companies, the 6th through 9th are Reserve Companies, and the 10th Company maintains a permanent number of Vanguard Space Marine squads as well as being the home for the Chapter's aspirants and Scouts.

It is the Dark Angels' 1st and 2nd Companies that deviate the most from the Codex Astartes. Roboute Guilliman himself approved of the Unforgiven's continued use of this alternate structure so long as the Dark Angels and their successors continued to serve the Emperor well.

The 1st Company of the Dark Angels is known as the Deathwing. Rather than the Chapter's green, they fight clad in bone-white armour to commemorate the valour of predecessors who fought to cleanse one of the Chapter's recruiting worlds of a Genestealer infestation. Never going to war without the heaviest of Terminator or Mk X armour, they deploy most often by teleporter, Land Raider, or Repulsor. They are the Inner Circle's hammer, each an elite veteran with incredible skill at arms and absolute loyalty to their Chapter.

The Dark Angels 2nd Company is known as the Ravenwing. A highly specialised formation made up of expert riders and pilots, the Ravenwing's warriors are masters of the rapid attack. Though most of their number are unaware of it, their true purpose is to hunt down Fallen Dark Angels. By necessity, therefore, each of their number's faith is of the greatest depth, as it is far from impossible that they might see the Fallen in battle.

GENE-SEED

As the first Space Marine Legion, the Dark Angels' gene-seed is amongst the purest and least degraded strains of all. Remarkably, the Dark Angels' Apothecaries have observed that gene-seed carried by the Primaris Space Marines is universally of the highest quality they have ever seen, and so the Chapter's stock is qualitatively and quantitatively in excellent health.

There are no known aberrations in the Dark Angels' gene-seed, which makes the historic reluctance of the High Lords to utilise it in the founding of new Chapters perplexing. In the Era Indomitus, however, this policy appears to have been relaxed. Some Inquisitorial circles argue that this is due to Roboute Guilliman's direct involvement, the Primarch recognising the Dark Angels' genetic strength and commitment to the Imperial cause. Others contest that it is due instead to a desire in some Terran or Martian circles to increase the Unforgiven's overall strength and thus act as a potential counter-balance to the successors of the Ultramarines.

CRUCIBLE OF WAR THE HUNT

The Dark Angels have identified an agent of the Fallen in the ranks of their enemies. All prior objectives have been abandoned for one goal: the agent must be captured and brought before the Interrogator-Chaplains. Doing so will take the Unforgiven one step further along the road to redemption. For the agent of the Fallen, they must hide amidst their allies and hope the Dark Angels can be held at bay.

THE ARMIES

Each player must muster an army from their collection. The Attacker commands the Dark Angels attempting to apprehend their target. The Defender commands an army that is harbouring an agent of the Fallen. A player can include any models in their army, but if their army is Battle-forged they will also be able to use the appropriate Stratagems included with this mission.

FALLEN AGENT

Before the battle, the Defender must select one model from their army to be the Fallen Agent. If their army includes any **FALLEN CHARACTER** models, they must select one of them to be the Fallen Agent. Otherwise, they must randomly select one **CHARACTER** model from their army that is not a **MONSTER** or **VEHICLE** model. If the Defender has no such models in their army, then their Warlord must be the Fallen Agent. When resolving an attack made by a **DARK ANGELS** model against the Fallen Agent, treat the Fallen Agent as having the **FALLEN** keyword (if it doesn't already have it).

ABHORRED FOE

If **CYPHER** is selected as the Fallen Agent, the Defender cannot make use of the second part of this model's Mysterious Protection ability (note that this model would still have a 4+ invulnerable save). However, the Attacker cannot re-roll hit rolls or wound rolls of 1 for

attacks made by **DARK ANGELS** units whilst they are within 12" of **CYPHER**.

THE BATTLEFIELD

Create the battlefield using the deployment map below and then set up terrain.

DEPLOYMENT

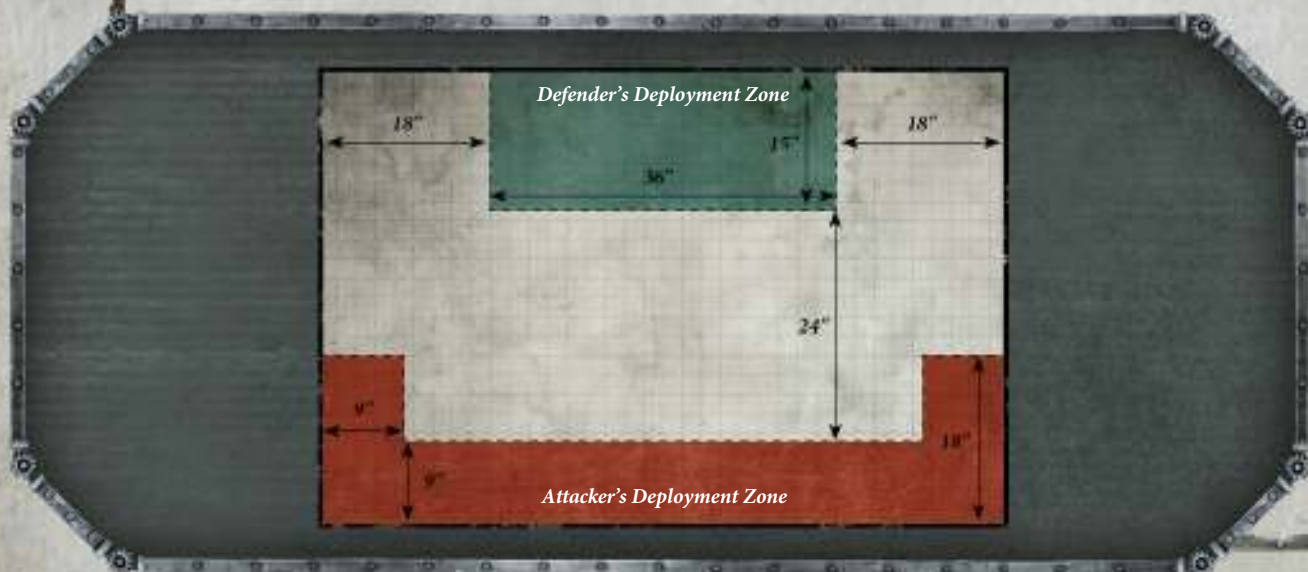
The Defender deploys their army wholly within their deployment zone. The Fallen Agent must be set up on the battlefield during deployment and cannot be set up by any other means, e.g. via Teleport Strike. For the purposes of deployment, a Fallen Agent that starts the battle embarked within a **TRANSPORT** unit counts as being set up on the battlefield so long as the **TRANSPORT** unit itself is set up on the battlefield. The Attacker then deploys their army wholly within their deployment zone.

FIRST TURN

The Attacker chooses who has the first turn.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls one D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls one D6. This time, on a 4+ the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 7.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

NEVER FORGET, NEVER FORGIVE

Attacker Stratagem

A moment of laxity spawns a lifetime of Heresy.
Use this Stratagem before a player rolls, to determine if the game ends. The game continues (do not roll).

2CP

RETRIBUTION OF THE INNER CIRCLE

Attacker Stratagem

The doom that befalls the Fallen is absolute.
Use this Stratagem in your Movement phase, after setting up a DEATHWING unit from your army using the Teleport Strike ability. That unit can move D6" (even though it has arrived as reinforcements).

2CP

SALVATION THROUGH SUFFERING

Attacker Stratagem

The Unforgiven fight to rid the galaxy of their shame.
Use this Stratagem in any phase, when a DARK ANGELS unit from your army within 3" of the objective marker, or that contains a model that has captured the objective marker, would lose a wound. Until the end of the phase roll one D6 for that wound, and for each other wound a model in that unit would lose this phase. On a 4+ that wound is not lost.

1CP

STASIS ROUND

Attacker Stratagem

Ensnaring rounds from the Dark Age of Technology.
Use this Stratagem when a RAVENWING model from your army shoots with a bolt weapon (e.g. twin boltgun, heavy bolter, hurricane bolter, etc.). You can only make one attack with that weapon. If a hit is scored, until the start of your next turn halve the target's Move characteristic and subtract 2 from Advance and charge rolls made for it. The attack sequence then ends.

1CP

SLIP AWAY

Defender Stratagem

The Fallen agent has spent years on the run.
Use this Stratagem in your Movement phase. Until the end of the phase, the Fallen Agent can Advance when Falling Back and can move across other models as if they were not there.

1CP

SURREPTITIOUS NATURE

Defender Stratagem

Naught is left but a shadow as the agent vanishes.
Use this Stratagem at the start of your opponent's Shooting phase. Until the end of that phase, enemy models cannot target the Fallen Agent with attacks made with ranged weapons whilst they are more than 12" away. This Stratagem has no effect if the Fallen Agent has a Wounds characteristic of 10 or more.

2CP

EVADE CAPTURE

Defender Stratagem

The Fallen agent will do anything to avoid capture.
Use this Stratagem in your opponent's Charge phase, when the Fallen Agent is chosen as the target of a charge. Before the charge roll is made, that model can immediately move up to 2D6". You can only use this Stratagem once per battle.

1CP

HEINOUS CANT

Defender Stratagem

The agent taunts the Dark Angels into an ill-disciplined fury.
Use this Stratagem at the start of any phase. Until the end of that phase, subtract 1 from hit rolls for attacks made by DARK ANGELS models whilst their unit is within 6" of the Fallen Agent.

INCAPACITATED

If the Fallen Agent is destroyed, before removing the model from the battlefield, the Defender places one objective marker within 1" of the model to represent the incapacitated Fallen Agent. A model from the Attacker's army can capture the objective marker by finishing a move within 1" of it. The Attacker then removes the objective marker from the battlefield. If the model that has captured the objective marker is destroyed or flees, before removing

the model from the battlefield the Attacker places the objective marker within 1" of the model.

VICTORY CONDITIONS

At the end of the game, if one of the Attacker's models has captured the objective marker, or the Attacker controls the objective marker, the Attacker wins. Otherwise, if the Fallen Agent has been destroyed, the battle is a draw. Any other result is a victory for the Defender.

THE ANGELS OF DEATH

With Dark Angels very much the theme of this month's Warhammer 40,000 section, we got in touch with renowned hobbyist Gareth Etherington, who has been studiously adding Primaris Marines to his Dark Angels collection. Here's his army in all its glory.





If you look closely at Gareth's units, you'll notice that several are under strength. 'I've been collecting the *Warhammer 40,000: Conquest* magazines, and because of the way the models come in each issue, not all of my squads are complete yet,' explains Gareth. 'I paint all the models I receive in an issue before the next ones arrives, which is why, for example, I only have two Inceptors (1). I did buy Shadowspear, too, though. So far I've painted the Librarian, Suppressors, and Eliminators.'

'To paint the Chapter symbol, I started with a white semicircle. Then I painted a green semicircle inside it. Next I painted a vertical green line down the centre, followed by a white one in the middle of that for the sword. Lastly, I cut out the wings.' You can see the Chapter symbols on Gareth's Aggressors below (2).



1



2



3

So how does Gareth get his green power armour looking so smooth? 'I use a basecoat of Caliban Green followed by several thin glazes of Warpstone Glow around the edges of the armour panels,' says Gareth. 'It can take five or six layers to build up the transition of colour, but it's worth it to get the vibrant green on the armour (3). I use Moot Green for the final edge highlights to really make it pop. My inspiration for this style of painting came from Kim Syberg's Space Wolves, which were featured in *White Dwarf* back in the '90s. His power armour was always so smooth and he always used such vibrant spot colours. That's part of the reason all my weapons are red (4).



4

'I have several Imperial armies in my collection, and I've kept the desert bases and spot colours consistent across them all so they look like a unified force (5). For example, all the power weapons, eye lenses, and plasma coils in my Imperial armies are blue.'

You can see more of Gareth's work on his painting blog:

taleofpainters.blogspot.com.



5

DEATHWING REDEMPTOR DREADNOUGHT

This issue's Index Astartes features the green-clad Space Marines of the Dark Angels. But we're not showing you how to paint green this time. Instead, studio miniatures painter James Perry provides stage-by-stage advice for a Deathwing Redeptor Dreadnought.



James painted this Deathwing Redeptor Dreadnought in sub-assemblies, making it easier for him to paint the joints under the arms. He undercoated all the pieces with Corax White spray, then used several thin layers of watered-down Ushabti Bone to get streak-free bone-coloured armour. As this is the predominant colour on the model, it's worth taking the time to make sure it looks good! Next, James applied a wash of Seraphim Sepia to the armour recesses, being careful so that he wouldn't need to tidy it up later. James' top tip: use adhesive putty to figure out where you want all your transfers to sit before applying them.

BONE ARMOUR



BARE METAL



CONVERSION CORNER

Before painting the Redemptor Dreadnought, James added a few extra icons to show that it's a war machine of the Dark Angels Chapter. All three of these pieces come from the Ravenwing Accessory Pack, which is available to order from the Games Workshop website. James also added some spare pieces of Sector Imperialis buildings to the model's base to show that the Dreadnought is fighting in an urban environment.



RED CASING



BLACK CASING



BRASS DETAILS



GREEN PANELS



STONE ICONS



WARHAMMER TV PAINTING GUIDES

There are many painting guides for Dark Angels on the Warhammer TV YouTube channel, including how to paint green power armour (both layering and drybrushing), Deathwing bone armour, tanks, and (gasp!) Fallen.

