



WARHAMMER 40,000

PSYCHIC AWAKENING RITUAL OF THE DAMNED



The text is framed by a highly detailed, dark, and gothic-style border. At the top center is a large, stylized eye with a blue iris, set within a metallic, winged structure. The sides of the frame are adorned with vertical columns of human skulls, some of which are integrated into the mechanical-looking framework. The bottom of the frame features a row of skulls set within arched niches. The overall aesthetic is one of dark, industrial horror.

“NOW IS OUR TIME.”

SUCH A PLATITUDE HAS FALLEN FROM THE LIPS OF LORDS, KINGS AND EMPERORS SINCE MANKIND’S EARLIEST DAYS.

AND ALL WERE WRONG. EVERY FIEFDOM, KINGDOM AND EMPIRE TO THIS DAY HAS COLLAPSED, NO MATTER HOW OPTIMISTIC AND MIGHTY THEY MIGHT ONCE HAVE BEEN. THE GREATEST REALM IN ALL OF HUMANITY’S HISTORY HOLDS ON TO THE VERY PRECIPICE, DANGLING OVER DARK OBLIVION. EACH PASSING DAY SEES ITS GRIP WEAKEN. IT IS BUT MY TASK, MY PURPOSE, TO TREAD UPON ITS DIGITS, AND IT WILL FALL.

“NOW IS OUR TIME.”

THOSE WHO USED THESE WORDS HAD NO IDEA WHAT ‘TIME’ REALLY MEANT. THEIR ARROGANCE AND IGNORANCE KNEW NO BOUNDS, AND FOR THAT THEY WERE PUNISHED WITH DEATH AND DESTRUCTION. BUT WE KNOW TIME. WE KNOW THE WARP. WE KNOW ITS CURRENTS, ITS WAVES, ITS FLOWS, ITS TRIBUTARIES. OUR POWER IS ALMOST LIMITLESS, OUR KNOWLEDGE ALMOST TOTAL.

BEHOLD THE SIGNS. THE GALAXY IS CUT IN TWAIN. SORTIARIUS IS A BRIGHT LIGHT IN THE DARKNESS OF REALSPACE. PROSPERO, OUR HOME OF OLD, HAS BEEN RECLAIMED AND IS BEING REBUILT. WE ARE IN ASCENDANCY, MY SONS. NEVER HAVE WE BEEN STRONGER, NEVER HAS OUR FOE BEEN SO WEAK.

THOSE OF HUMANITY WHO HAVE AWAKENED, THOSE I KNOW TO BE THE FUTURE OF MANKIND, CALL FOR SAVIOURS, LIBERATORS, LORDS THEY CAN TRULY FOLLOW WITHOUT QUESTION OR DOUBT. WE WILL PROVIDE THAT AND, IN TURN, THEY WILL DO WHAT IS NECESSARY. EVEN NOW I CAN SENSE THEIR NUMBERS GROWING, THEIR YEARNINGS TO BREAK THEIR SHACKLES STRENGTHENING AND THEIR ANGER AT THEIR FALSE OVERLORDS RISING. I WILL CALL THEM TO US AND THEY WILL COME. WHEN OUR LABOURS ARE COMPLETE THE GALAXY WILL TREMBLE AT OUR CREATION.

ONCE WE ARE UNLEASHED, NOTHING WILL STOP US. THE FALSE EMPEROR WILL FALL AND HUMANITY WILL RISE.

NOW, MY SONS, IS TRULY OUR TIME, AND FOREVER SHALL IT BE SO’

- Magnus the Red

RITUAL OF THE DAMNED

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INTRODUCTION

Magnus the Red has returned to the galaxy. This embittered demigod sees the winds of fate as they howl across the Imperium. He believes that Humanity must reach its true potential, regardless of the monstrous cost. Within his twisted lair he schemes, but the Emperor's servants would see his foul works undone.

The Emperor's domain has been cut in two, plunged into a level of disorder it has not known in thousands of years. An ever-fluctuating belt of warp storms lies across the galaxy, so that it resembles the eviscerated stomach of a mortally wounded prey animal. Though the Great Rift is a terror to Mankind, to some of their foes it represents opportunities unbounded: for vengeance, for power and for the completion of goals set ten thousand years in the past.

After devastating the Fenris System, home to his old enemies the Space Wolves, Magnus the Red brought the Planet of the Sorcerers into realspace. Were this threat not dire enough for the Imperium, Magnus also reclaimed his old home world of Prospero, ruined millennia ago by Leman Russ and his sons.

The Space Wolves did not fight alone against Magnus and his Thousand Sons. The Grey Knights and Dark Angels Chapters fought by their side, although millennia-old enmities nearly brought the would-be allies to blows.

Despite their differences, the defenders of Humanity prevented Fenris' total destruction and, with Magnus' hand revealed, the threat he poses is now at least visible to the beleaguered Imperium. The Grey Knights and Dark Angels stand ready to counter any moves the Cyclops makes. The Dark Angels suffered more than any others know fighting Tzeentch's fell servants and are eager for revenge. The Grey Knights remain vigilant, knowing that the Crimson King no doubt has in motion plans to bring about his insane visions for Humanity's future.

IN THIS BOOK

This book is part of *Psychic Awakening*, an ongoing series set in the aftermath of the Great Rift. It contains an overview from the perspective of the Grey Knights and Dark Angels – elite champions of Humanity – and a terrible enemy, the Thousand Sons.

Inside you will find:

- The story of the Dark Angels' and Grey Knights' daring raid on Sortarius.
- Theatre of War rules and a mission echoing the narrative of *Ritual of the Damned*.
- Updated rules for the Grey Knights, Dark Angels and Thousand Sons, including datasheets, Relics, psychic powers, Stratagems and more.
- Rules content for the Thousand Sons' nine dreaded cults, including Relics and Cult Powers.



FATE OF THE DAMNED

The emergence of the Great Rift, whilst inflicting untold misery on the Imperium, was a boon joyously welcomed by many of the Emperor's enemies. Magnus the Red and his Thousand Sons were no exception, and the Crimson King wasted no time in formulating new schemes and strategies to bring about his evil ends.

THE THOUSAND SONS

In the wake of the Great Rift's opening, the servants of Chaos enjoyed a freedom that had hitherto been unfathomable to even the most ambitious, fanatical and twisted amongst them. Daemons ran rampant on Imperial worlds and entire systems were cut off from the rest of the galaxy, as vulnerable as a sea creature beached alone upon the shore. The winds of the empyrean had never blown more strongly, and the followers of the Chaos god Tzeentch imbibed them deeply and hungrily.

Upon all of this Magnus the Red smiled, his mind working over every exciting possibility brought about by the new reality. Sorcerers in their hundreds carried out his will with a new level of vigour, whether they knew it or not. They raised vast armies and hunted down treasures older than the Imperium itself. They sought out lore forbidden, hidden and suppressed, a terrifying amount of which lay practically unguarded amidst the mayhem and disorder that beset much of the galaxy.

After ten thousand years of absence, Magnus returned to Prospero, the world upon which he had been raised. Though the planet was in utter ruin following its devastation ten millennia ago, Magnus began the process of restoring it to a level of magnificence beyond anything the masters of old, who mentored him as a youth, could have dreamed. He started with its vast librariums, collating knowledge and wisdom both old and new in towers that glowed with brilliant, ever-changing colours. He rediscovered treasures that had evaded even the

most skilled of those who scoured Prospero for relics and caches of hidden texts, and with these he planned to grow the strength of the Thousand Sons to levels impossible for any foe to overcome.

Even as this great work of reconstruction continued apace, Magnus turned his cyclopean eye upon the wider galaxy and beheld a phenomenon he had long wished for. The Cicatrix Maledictum heralded an unforeseen growth in human psychic potential – something Magnus had wished Humanity to explore without restriction since the Great Crusade.

With the Imperium on its knees, Magnus knew that this was his time. Nothing would stop him.



THE GREY KNIGHTS

Few in the Imperium were as aware of the new threats that assailed Humanity as the Space Marines of the Grey Knights Chapter. No force that had ever been raised by Mankind could meet the threat of the Daemon in the way the Grey Knights could, and in their millennia of existence they had saved countless worlds from

cataclysmic invasions, contained explosions of unreality and cast incalculable numbers of Daemons back into the hell from which they came.

Never, at any point in the Chapter's long and noble history, had their home world of Titan been so thinly garrisoned. Virtually all of its military might was dispatched on campaign in a valiant attempt to restore and maintain order across the Imperium, making haste from one world to the next without thought of recovery or rearmament besides that which could be achieved on the move. The cavernous halls and long corridors of the Chapter's fortress monastery were as silent as the grave. Training weapons gathered dust on racks, untouched for months or even years. Maintenance chambers, normally alive with activity, were almost entirely dormant.

There was but one part of the Citadel of Titan that did not appear completely abandoned. In the Chamber of Trials, home of Chapter recruitment and training, more neophytes than ever before underwent the incredibly arduous processes of becoming a Grey Knight. As the number of people with emergent psychic abilities grew across Humanity's galactic realm, so did the Grey Knights recruitment pool expand. It was a phenomenon of which they took full advantage.

Never before had new recruits been more needed, for the Chapter fought across many war zones and their casualties mounted upon dozens of battlefields. Though the threat was great, the Grey Knights were determined to meet it.

THE DARK ANGELS

When the Great Rift tore across the galaxy, the Dark Angels on the Rock – the Chapter's vast asteroidal fortress monastery – found themselves caught in the region of space that became known as the Imperium Nihilus. There they fought war after war, battling for their very existence against the Arch-enemy. The Rock itself was tainted by the presence of daemonic hordes, which maimed and killed indiscriminately. Hundreds of Dark Angels and warriors of their successor Chapters were slain by traitors in the Darkmor Massacre. With the terrible engagements in the Fenris System imprinted firmly in their minds, the sons of Caliban clashed with the diabolical forces of the Changeling and the Thousand Sons in the Stygius Sector.

Throughout this time their Librarians were wracked with visions. Some suddenly fell to their knees, clutching their heads in agony as they screamed in the middle of pre-battle briefings, training exercises or private meditations. Others did not wake from terrible nightmares that dragged on painfully for days on end. Every report given to Ezekiel, Grand Master of Librarians, told of drops of rain developing into vast deluges that drowned entire worlds, or sparks growing into planetwide firestorms. It seemed that, despite Mankind's new-found power, it was even more vulnerable to the predations of the warp and its foul denizens. The visions foretold the demise of the Imperium among thousands of psychic cataclysms, which was sobering indeed.

Tolbek's armoured boots crunched on crumbled rock and masonry. Flat, smoothed areas amongst the rubble revealed where stone and glass had been melted and fused together by searing temperatures. He had not trodden here in ten thousand years. He remembered grand artifices of wisdom and learning, the hope and the wonder of that time, and a happy, prosperous people. He remembered, too, the coming of the Wolf. Malignant energies crackled around his gauntlets at the mere thought.

'We will rebuild, and they will know what we have suffered.'



THE PLANET OF THE SORCERERS

The Planet of the Sorcerers has been the Thousand Sons' base of operations for ten thousand years. After a ritual fuelled by the deaths of a billion souls it was ripped from its place in the warp and brought into Imperial space.

A nightmare world also known as Sortiarius, the mere sight of the Planet of the Sorcerers can drive mortals insane. It is a warped place populated by the daemonic, the abominable and the evil. Although the planet now orbits a star, the hues of its skies change at random, bearing no resemblance to a pattern of seasons. Featureless planes of glass, constantly changing mazes of twisted mirrors and swamps of mutating flesh adorn its landscape. Its ground is struck by sourceless lightning storms, and the biting winds that race across its surface rage with the screams of tortured souls.

Despite Sortiarius' hellscape, which renders it inimical to normal life, those creatures born out of Tzeentch's crazed imagination thrive on the planet. Packs of Tzaangors hunt among razor-sharp crags and jungles made up of the twisted forms of failed devotees. Roaming Daemon Engines lumber across storm-wracked plains of crystal, preying upon one another in their own ecosystem. Rampaging Horrors, Screamer and Flamers pop randomly into existence or appear through spontaneously opening portals, slaughtering or mutating all that they find before evaporating as quickly as they arrived. Among all these beings live the Chaos Spawn, terrifying beasts as pitiable as they are repulsive to those who have some understanding of their genesis.

The tides of warp energy that drench the Planet of the Sorcerers make the world itself a weapon in the hands of Magnus and the Sorcerers of the Thousand Sons. To them its very surface is malleable, and for rivals and invaders alike every step upon it can be more dangerous than walking the densest minefield. Swarms

of gibbering Daemons are summoned at will by the planet's masters. Entire topographical features grow or die in moments, denying foes valuable cover or trapping them in place while whole sects of Thousand Sons warriors are teleported to the most advantageous attacking positions.



Yet, for an enemy even to set foot on the Planet of the Sorcerers, they must be either extremely powerful or permitted to land by the Thousand Sons, though the latter very often leads to a worse fate. Invisible conjurations surround the planet, sucking any munitions fired upon it into the warp and dissipating powerful lasers into harmless rays of light. Illusory hexes cause attackers to believe that their weapons have hit their target when they have, in fact, proved wayward. Portals absorb city-levelling barrages and turn them back on the firers. Other spells and enchantments cause weapons to detonate while still on-board attacking ships, or initiate the warp drives of enemy vessels, hurling them into the empyrean without shielding. Magnus has had one world destroyed by invaders before. He will not allow it to happen again, and is rarely satisfied by simply warding off the foe.

'Let our world be a beacon of hope. Let it be shelter for the weary exile. Let it be salvation for the falsely damned. Let it be home for the lost. Let it be that here, every forgotten soul can fulfil its true purpose.'

- Magnus the Red



PLANS IN MOTION

With Prospero and Sortarius finally united around his home star, Magnus began the next stage of his plans. Storming the Stygius Sector with a colossal host, he seized a multitude of worlds across several systems. With these takings he had the beginnings of a second empire, on the other side of the Cicatrix Maledictum to Prospero and Sortarius. Magnus also demanded that his scattered sons, many of whom had been fighting across the galaxy independently for millennia, be reunited. The Rehati – most powerful of the Thousand Sons – were set this task and, though many did not answer their summons, nearly a dozen sects were ritually reunited with Legion and Primarch.

The Sorcerers commanding each sect were welcomed with open arms before being gunned down in duplicitous attacks. Magnus

had no interest in suffering their potential rebellions, and wanted them punished for not serving him loyally over the previous ten thousand years.

Magnus also recognised that, to rebuild his Legion's numbers, he needed mortal followers. Pondering conditions within the Imperium, he knew that his fellow psykers – the men and women he believed to represent the future of the human race – were everywhere persecuted, exploited or purged. Magnus envisioned his realm to be a haven from this, a sanctuary for those the Imperium would target, alienate and destroy, and a place from which the superior would begin their war to overthrow the inferior. Thus he sent upon the warp a siren call. To those with psychic ability, such a song would promise them safety, learning and acceptance, if they would only come to the Crimson

King. These followers would not only make the Thousand Sons even more powerful; they would also form a society the likes of which Magnus had always imagined for Mankind.

Magnus knew that there would be a high price. Not all would survive the perilous journey. Not all would have the intellect and mental robustness needed to handle the kind of power that would become available to them. For some, their purpose would be the honour of becoming a ritual sacrifice, the ultimate form of service to the Legion and to Tzeentch. Others would become the privileged hosts of bound Daemons. These people would never get to enjoy the beauty that Magnus would create, but it was a cost deemed entirely worthwhile.

These were but minor steps when compared to what Magnus envisioned for the galaxy at large. Even though more and more humans were being born with psychic power, and those who already possessed it saw their capabilities swell, for Magnus this was not enough. The history of Mankind is full of individuals who led their people out of backward times and into the future. Magnus planned to be the one to lead Humanity to its ultimate potential, the final deliverer of the human race to what he saw as its destiny. Burying himself in texts and lore that had been indecipherable to him ten millennia before, he found new meaning in strange symbols and forgotten languages; after all his learnings in the Eye of Terror he could now read them like a native tongue. In this way he learned of a ritual that could accelerate Humanity's psychic surge a hundredfold across an entire sector. Without hesitation, he ordered each of the Rehati to supply a cadre of Sorcerers to invoke the necessary incantations, and to gather nine hundred and ninety-nine volunteer mortals for the required sacrifice.

HALO STARS

SEGMENTUM
OBSCURUS

CALIXIS
SECTOR

FINIAL
SECTOR

CYPRAMUNDI

DIMMAMAR

NAOGEDDON

STORM OF THE
EMPEROR'S WRATH

THE EYE OF TERROR

MORDIAN

VALHALLA

VIGILUS

CHINCHARE

CADIA

BELIS CORONA

PISCINA

ALARIC

AGRIPINAA

NACHMUND
GAUNTLET

NECRON
MEPHRIT DYNASTY

MOLOV

HYDRAPHUR

ARMAGEDDON

ELYSIA

CICATRIX MALEDICTUM

SEGMENTUM
SOLAR

VORDRAST

LASTRATI

GOLGOTHA

TERRA & MARS

GATHALAMOR

CATACHAN

THE MAELSTROM

SEGMENTUM
PACIFICUS

PROSPERAN RIFT

FORZARE SYSTEM

WAHIK
SYSTEM

SKASSINOR
SYSTEM

RHAMMASYS
SYSTEM

ASZKANO
SYSTEM

UPSILON-
KAPHA SYSTEM

FORZARE
SYSTEM

HARLECRYPT
SYSTEM

SENVORTH
SYSTEM

CHANCYLL
SYSTEM

VACTICINIUM
SYSTEM

MEGHAVEDA
[ABANDONED AMMONIA
EXTRACTION SITE]

PROSPERO
[HERETICUS EXTREMIS]

PLANET OF THE
SORCERERS
[DAEMON WORLD]

TELKHINE
[FORMER METHAN
PROCESSING CENTRE]

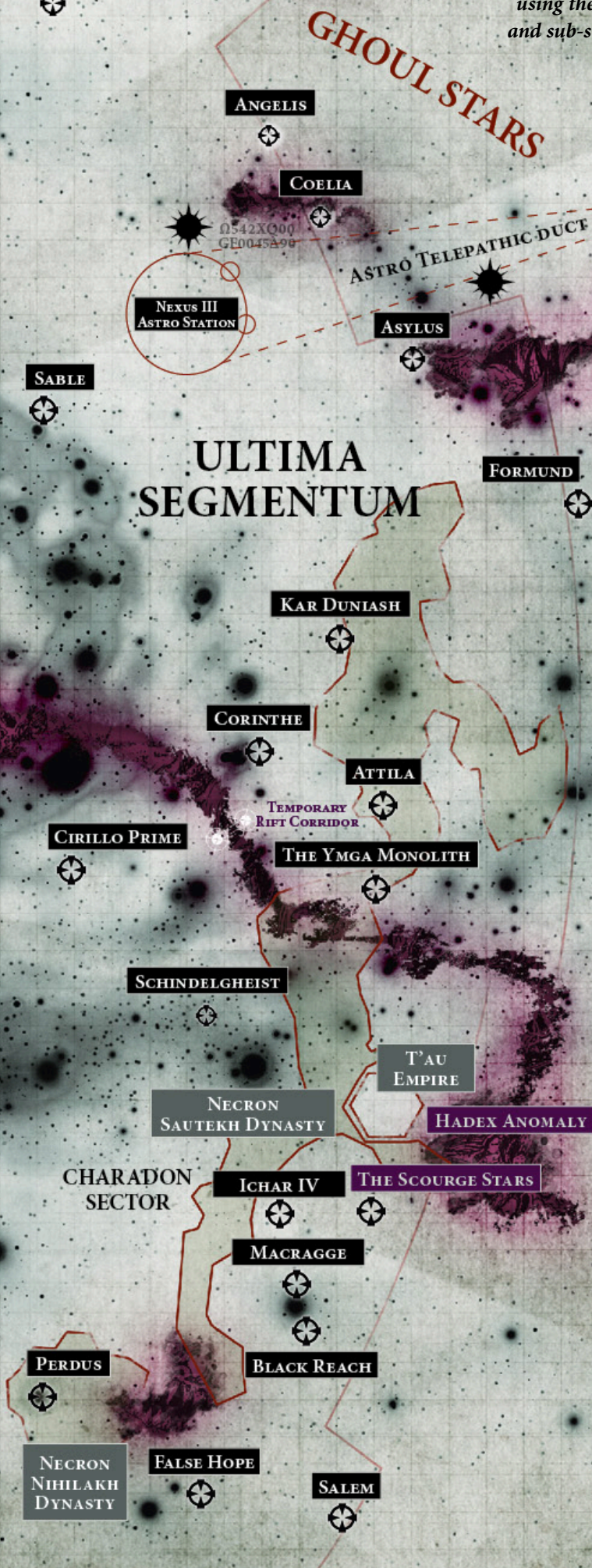
Khalkhon
[DEATH WORLD]

TOWARDS
ARMAGEDDON

TOWARDS RYZA

THE PROSPERAN RIFT WAR

The Prosperan Rift is a group of systems that lies close to the borders of the Segmentum Solar. Ever since Magnus brought the Planet of the Sorcerers into the Forzare System to join his home world of Prospero, the Crimson King has been forming an empire within Imperial space, using these worlds as the bastion from which to influence and control neighbouring systems and sub-sectors. A key part of this strategy is a great ritual, which the Dark Angels and Grey Knights seek to disrupt.



FORCES OF THE PROSPERAN RIFT

The Prosperan Rift is rife with war. Across multiple systems, forces loyal to Magnus the Red and Tzeentch fight to expand Magnus' psychic haven. Populations rise up against their Imperial overlords and the beleaguered soldiery of the Imperium desperately fight back.

IMPERIUM

ASSAULT ON SORTIARIUS

Dark Angels.....1 reinforced company
Grey Knights.....1 reinforced brotherhood

RELIEF OF HARLECRYPT TERTIUS

Death Hunters.....4 companies
Raven Covenant.....5 demi-companies
Vipers Penitent.....3 Vanguard strike forces
Order of the Silver Veil.....7 Preceptories
Order of the Sacred Rose.....9 Preceptories
Wahliikan Raiders.....23 infantry regiments
Vastadt Guards.....27 infantry regiments
Tekarn Iron Fists.....46 armoured regiments
House Derthos.....3 lances
House Dunstan.....5 lances

THE CHANCYLL SUPPRESSION

Dragonspears.....8 companies
Knights of Doom.....3 crusades
Crimson Raptors.....4 demi-companies
Order of the Bloody Rose.....11 Preceptories
Order of the Blessed Martyr.....8 Preceptories
Chancyllian Cannoneers.....35 artillery regiments
Chancyllian Musketry.....65 infantry regiments
Chancyllian Lightfoot.....25 infantry companies
Praetorian Hussars.....18 armoured regiments
House Brahmica.....2 lances
House Hawkwood.....6 lances

Addendum: Lists expanded and detailed in file 684.ΩII.AZ3. Incomplete and subject to alteration. Data partially presented as recovered on 045.243/18.

CHAOS

WARPING OF RHAMMASYS

Lorehost of Apoketh.....4 thrallbands
Masters of the Crystal Serpent.....6 thrallbands
House Mutica.....1 Iconoclast house
Changefyres.....9 Scintillating Legions
Infernal Madness.....9 Scintillating Legions
Clade of Change.....Warcult
Denizens of Sloptube 13...(mutants unnumbered)
Rhammasysian Liberators.....(unknown no.)

SIEGE OF VACTICINIUM PRIME

The Scourged.....3 warbands
Invocators.....5 warbands
House Gurgeon.....12 Infernal lances
The Hellcannonades.....47 artillery regiments
Chronosatyrs.....54 Tzaangor Warflocks
Bulwarks Prismatic.....9 fortresses

THE UPSILON-KAPHA SEVERANCE

True Believers of Zhao.....1,200 macroclades
Beholders of the Cogchange.....1,800 macroclades
Legio Incurvos.....1 Titan Legion
Legio Inardescus.....1 Titan Legion
Disciples of the Eternal Flame.....(unknown no.)
Magisters of the Burning Amethyst.....18 warbands
Talons of Change.....9 Scintillating Legions
Infallible Duplicit.....Subversive Division

Full analysis of heretic forces impossible due to extreme empyric disruption and contradicting reports. Above record has been gathered from varied intercepted vox transmissions and astropathic intercepts. Additional listings in file 567.ΩII.AZ4. Treat with extreme caution.

SONS OF TITAN

The Grey Knights have guarded the Imperium from Chaos for ten thousand years. An elite brotherhood, they are some of the most mysterious of the Emperor's warriors. Few know of their existence, and those who do know little of the truth.

The Speculum Infernus, an archaic device of mysterious provenance held on Titan, had remained silent for years. This pleased the Prognosticators – those of the Grey Knights responsible for tracking daemonic incursions – as the last time the device had spun into life it had foreshadowed Magnus the Red's return to the galaxy, the devastation of the Fenris System and the loss of scores of Grey Knights warriors who had battled against the Crimson King's hordes.

As dark as those days were, the Imperium's fortunes had worsened even further since. Abaddon the Despoiler's 13th Black Crusade had been more effective than any of his campaigns prior. Cadia, long the gatekeeper holding back the Warmaster, had been destroyed, leading to the cataclysmic emergence of the Great Rift. Hundreds of worlds had fallen; some were drowned in deluges of warp-spawned horrors that massacred all in their path, while many others fell to faithless rebellion or collapsed under the weight of traitor assaults. Throughout, the followers of Chaos slaughtered and enslaved unimaginable numbers. The Astronomican had been temporarily extinguished and, even once its light had been restored to the region now designated the Imperium Sanctus, thousands of Imperial worlds remained cut off in the darkness beyond the Rift.

The Grey Knights were stretched thin. Their warriors raced to meet threats along the entire length of the Cicatrix Maledictum. Planets too tainted to save were purged in their entirety, with billions slain to prevent the spread of Chaos. Hordes of Daemons were broken and their diabolical masters banished back into the warp. Many worlds and their peoples were saved thanks to the Grey Knights' bravery and initiative, although very few citizens would ever learn anything of their mysterious saviours.

Throughout all of this the sons of Titan kept an ever-vigilant watch over the Forzare System, home to the Thousand Sons home world of Prospero. They had failed to prevent Sortarius' manifestation in that forbidden region, and were determined not to fail again. All felt a burning desire to see the blasphemous presence utterly annihilated.

It was known to all of the Grey Knights that the longer Magnus was able to maintain his monstrous grip on the region, the more powerful he would grow. A million and one fiendish schemes surely flowed through his mind, and the fruition of any one of them would be a terrible bane to the Imperium. The Grey Knights knew perhaps more than any others the truth of the Imperium's frailty. Should Magnus continue his efforts unmolested, the Emperor's domain might never recover. That the Daemon Primarch would attempt to rebuild his Legion was seen as inevitable, and the Grand Masters agreed that the Crimson King was capable of much worse.



'I see an argent warrior, a fight eternal, a never-fading hope. Lost in the empyric tides, a wanderer never forgotten but seldom seen. He stands before a cyclopean king, defiant but with dread in his soul.'

- Lushian Adantor, Prognosticator

was intended, some of the Grey Knights might even have deemed it unworthy of their attention.

Magnus' amassing of followers only confirmed the Grey Knights' suspicions, and it was with cold inevitability that the Speculum Infernus span into life again. The Prognosticators gave their interpretation of the omens revealed and few Grey Knights were surprised by what they heard. With the empyric balance thrown into tumult across a vast swathe of space around the Forzare System, daemonic incursions plagued multiple systems. Worse still, the Speculum Infernus indicated a growing dark power on Sortiarius, the Planet of the Sorcerers. However, what crimes the Crimson King was planning and committing it was impossible to determine, such was the strength of the arcane shroud that veiled much of the Prosperan Rift. Nevertheless, the Prognosticators advised Grand Master Voldus that this threat be investigated in force. Voldus agreed.

The Grand Master selected Brother-Captain Arvann Stern and the 3rd Brotherhood to be the focal point of the task force that would bring war to Magnus and the Planet of the Sorcerers. Stern and his warriors had fought the Crimson King and his host of traitors, mutants and Daemons before. They yearned to finally exorcise Magnus' baleful presence and earn redemption for failing to prevent him from achieving his aims in the Fenris System.

A number of Paladins and Purifiers were attached to Stern's command, their unique skills and experience deemed essential to a strike into the heart of Magnus' realm. But even with these reinforcements, both Voldus and Stern knew that the staggering power of a Grey Knights brotherhood was not enough to defeat Magnus on his own home world. Aid would be needed to ensure victory. After many hours of discussion and ruminations, it was agreed that Stern would approach the Dark Angels.

Few know of the Grey Knights' existence, and fewer still have the strength to aid them in their fight. Stern had fought alongside the Dark Angels at Fenris, however, and had witnessed their implacable resolve and fury in battle first-hand. He knew that they too had much cause to seek vengeance against the Thousand Sons and their Primarch, recalling that the two sides had clashed in the horrendous conflict of the Stygius Sector.

The Dark Angels were bloodied, angry and determined. Grand Master Voldus had initially cautioned against such an alliance, citing the Dark Angels' untrustworthy nature. Stern too held misgivings, but argued that fighting alongside the secretive sons of Caliban would only give the Grey Knights greater insight into their manner of making war.

With the decision made, a choir of dozens of Titan's most powerful Astropaths was gathered to send the Grey Knights' missive to the Rock.



SONS OF CALIBAN

Sombre and serious, the Dark Angels are a secretive brotherhood. A First Founding Chapter, they have defended the Imperium since the fabled times of the Great Crusade, but their history is not an entirely noble one. Thus, they deem both themselves and their successors the 'Unforgiven', and fight endlessly for redemption.

The Dark Angels Chapter that the Grey Knights' message eventually reached was a shaken one. Reports told of the Fallen mustering in numbers previously thought impossible. The Rock, once thought inviolable, had been befouled by not one but two daemonic invasions, and the fact that the first of these had only been resisted with the aid of the Space Wolves and the Grey Knights brought the Dark Angels great shame.



When Roboute Guilliman had returned, Grand Master Azrael had feared the worst – that the secret the Unforgiven had kept for ten thousand years would finally be their undoing. He had been wrong, as the Primarch Reborn had been plunged into a war of such scale that even he lacked the time to research their history. Instead, a new problem had surfaced. The Primaris Space Marine reinforcements sent by Guilliman, whilst having the Lion's gene-seed and bearing Dark Angels colours, had not gone through the Chapter's initiations, and were thought to represent an extreme security risk. The words 'colours doth not a Dark Angel make' were not uncommonly heard amongst the rank and file battle-brothers on the Rock.

Nonetheless, the Primaris Space Marines performed exceptionally well in battle, and Azrael faced the nagging question of when one would be initiated into the Inner Circle. As fate had it, the decision was made for him in a manner he had not expected.

Master Lazarus of the 5th Company, and member of the Deathwing, had been mortally wounded in the Stygius Sector. In response Apothecaries and Librarians with access to Archmagos Cawl's technology had borne him across the Rubicon Primaris, deeming it the only way to save his life – even a Dreadnought chassis would have been insufficient. Lazarus and the battered remnants of his company had fought in

CROSSING THE RIFT

Communication from the Imperium Sanctus to the Imperium Nihilus is nightmarishly difficult. Whilst rumours of temporary or partial routes in various locations persist, few have been identified as being remotely close to reliable, and journeying through these regions of space remains arduous. The only real alternative is the use of astropathic choirs. These bodies of sanctioned psykers communicate with counterparts around the galaxy – no simple task even before the Great Rift tore it asunder. Sending each message can be an acutely difficult undertaking for the Astropaths, who are vulnerable to the malign forces inhabiting the warp that hunger insatiably for mortal souls.

The Astropaths assembled by the Grey Knights to make contact with the Dark Angels had centuries of service between them, but the message had to be forced through the warp to pierce the Rift, and each knew that the task could kill them. They knew also what could happen if they failed, and all took their places in the relay chamber without hesitation.

Located at the top of one of the Citadel of Titan's many towers, the relay chamber was a small space adorned with dense layers of the most powerful hexagrammatic wards known to Mankind. Censors billowed aromatic incense that bathed those within in blessed fumes. When Stern gave the order, the choir began its work. Over the course of many hours, every Astropath was wracked with terrible pain. Blood poured from their noses and ears. Many succumbed to fits and spasms, limbs snapping and breaking into sickeningly unnatural positions. Several died of catastrophic cranial haemorrhage. All were killed. Even the tower itself buckled from the otherworldly pressures and violently fluctuating empyric energies, eventually collapsing in on itself.

Stern observed all of this from another tower, not once averting his eyes. The bold endeavour was the Astropaths' finest moment and he would have it witnessed, but he mourned them not, for they had done their duty.

the Stygius Sector for many months against the Changehosts of Tzeentch that threatened to overrun that vast region of space, until finally they returned to the Rock for rearmament, repair and reinforcement.

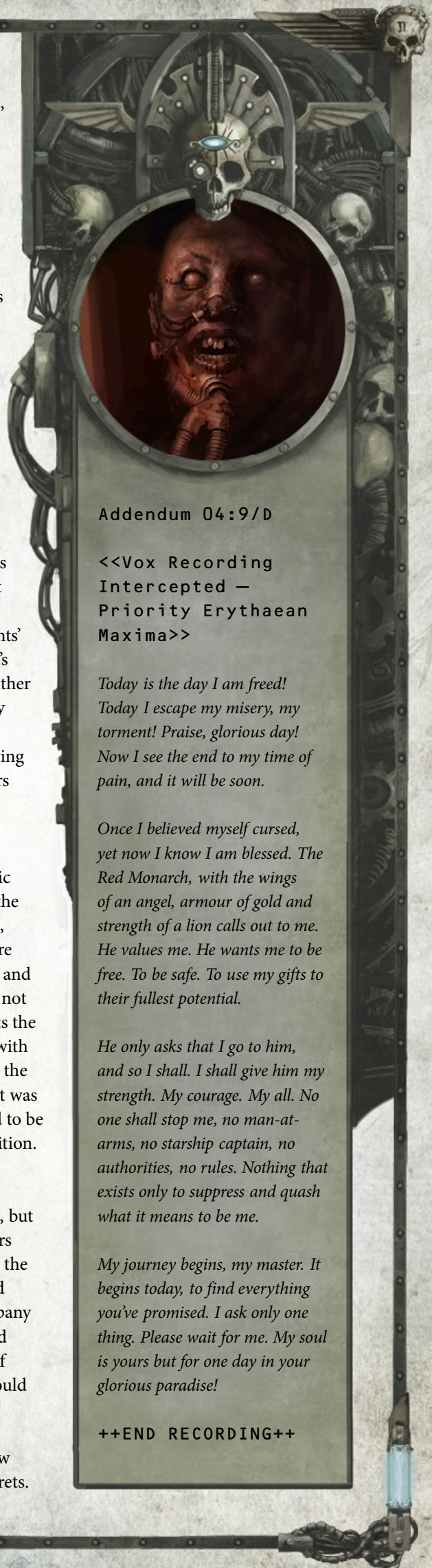
Scant days after the 5th Company's return, one of the Rock's astropathic choirs received a message. For hours they convulsed and writhed as their bodies were flooded with agony. Only one of their number retained any kind of consciousness, and several were driven insane before being given the Emperor's mercy. The Astropath that still stood was thrust before Azrael, Ezekiel and Lazarus, the only Dark Angels senior officers present on the Rock. She was a quivering wreck, too weak to even hold her staff. It clattered to the marble floor, the echoes reverberating around the cold council chamber as she collapsed to her knees. Azrael asked her what she saw, and her response moved randomly between mutters, stammers and ravings. She spoke of a winged monarch, a devastated world reborn, the sixth planet, boulders made of eyes, obelisks of crystal, monsters, Daemons, nightmares, a shield of ivory and crimson, golems of blue, red and gold, the Ouroboros, a warped tome pierced with a sword of silver, a terrifying sense of doom, burning hatred and ominous, eager anticipation.

It took the officers hours to agree on an interpretation of what the Astropath saw. Though they could not be sure, it appeared that the Grey Knights had discovered something about Magnus, the Thousand Sons and the Planet of the Sorcerers. Lazarus had seen what horrors those traitors had inflicted upon the Fenris System, and hated them for it. They had transformed parts of the Stygius Sector into the stuff of nightmares, slaying scores of his warriors. He declared that he would heed the Grey Knights' call. Magnus would bleed.

Azrael and Ezekiel had doubts, however. Why would the Grey Knights summon them, especially after the events in the Fenris System? What had the sons of Titan gleaned from their time upon the Rock? What did their psychic intuitions detect of the fortress monastery's dark history while fighting within it? What mysteries might they wish to explore and solve in their ceaseless mission against the Arch-enemy?

Azrael was not immune to the desire for revenge, however. Only he knew just how deeply the forces of Chaos had struck the Rock, and what the Changeling had done. Nor could he forget the Grey Knights' actions in keeping his Chapter's fortress monastery secure. Neither he nor Ezekiel were completely surprised by what they heard. The Unforgiven had been sharing information with their brothers about the galaxy's events and the wars they had waged. Of late, many anomalous events and patterns of unusual psychic activity had been reported. If the Unforgiven had identified this, it was impossible that a creature with the immense intelligence and psychic power of Magnus had not also observed it. What foul acts the Crimson King could commit with such phenomena occurring in the galaxy none dared guess. What was certain was that those acts had to be prevented from coming to fruition.

Azrael knew that he could not leave the message unanswered, but nor could he ignore the dangers posed by working closely with the Grey Knights. Thus he decided that Lazarus and his 5th Company would respond, but they would not go alone. A complement of Deathwing and Ravenwing would also join the strike force, their orders being, in part, to assess whether the sons of Titan knew anything at all of Caliban's secrets.



THE EMPTYING OF TIZCA

The Dark Angels made all haste to Sortiarius. What they would find they had little idea. Would the Grey Knights already be in orbit, awaiting them? Would they find the sons of Titan destroyed by the fell magicks of Magnus and his Sorcerers? Regardless, they would not leave without victory.

With each passing day, the Dark Angels' journey through the warp grew more arduous. The *Seeker of Redemption's* Navigator was exhausted to the point of near-death. Lazarus ordered the *Seeker* out of the warp. It was during this period of enforced rest that the Grey Knights strike cruiser *Purging Sword* translated from warp space and hove alongside the Dark Angels ship. How the warriors of Titan had located them in the vast gulfs of space remained a mystery to

the Dark Angels, but after a tense exchange coloured by suspicion and the threat of violence, the Grey Knights were cautiously welcomed as allies. Both Lazarus and Stern agreed that their strike must be quick and decisive, and that the Grey Knights' skills were uniquely suited to halting the ritual. Fierce resistance was guaranteed, and a straightforward military victory could not be achieved. They had to focus on ending the ritual at all costs.

Desiring to bleed the Thousand Sons, but fully aware of the strategic situation, Lazarus saw an opportunity. The Grey Knights had identified a temple complex that was a source of power preventing orbital bombardment of the planet. Lazarus' forces would launch an assault on it in an effort to draw defenders out from Tizca, the old Prosperan city transported to Sortiarius millennia ago. Doing so would provide the Grey Knights with the opening they needed to strike the ritual. Destroying the temple complex would be a victory, but weakening Tizca's defences was the true goal.



As soon as the Adeptus Astartes vessels entered realspace in the Prospero System, they began their attack runs. Their engines flared brilliantly as they raced to the Planet of the Sorcerers at maximum speed. Dark Angels and Grey Knights warriors rode lashed into the restraint harnesses of gunships or stood ready in teleportariums. Not a second was to be wasted. Dozens of gunships burst from the *Seeker's* hangar bays, zooming towards the planet below in loose formation. Though they engaged in desperate evasive manoeuvres, no gunship escaped the world's defensive fire unscathed. The Ravenwing and Deathwing formed a reserve, ready to deliver the killing blow the moment Lazarus ordered. Once they reached the surface, Dark Angels leapt from moving gunships before the flyers pulled up into the skies to provide overwatch. The Space Marines found themselves amongst jagged grey rocks in the outskirts of a huge ritual space, the terrain dotted with ravines and crags. Writhing tentacles of azure, maroon and fuchsia wriggled

between gaps in the boulders, and bewitching, midnight-black eyes leered from bulbous growths among multi-coloured crystals as sharp as power weapons. The 5th Company swiftly hacked the sentient tentacles down and burst the ocular lumps with bolter shells. Their target lay in the near distance, a pyramid of emerald-tinted glass surrounded by a ring of nine rune-engraved obelisks of crimson stone. Looking to the east, the Dark Angels could see the Tizca's vast metamorphic structures, their summits towering high above the city's enormous walls.

It was only when the 5th Company arrayed themselves in assault formation that the Thousand Sons and their allies struck, having poured out of Tizca. Vast shoals of wind-riding Daemons blotted out the planet's sun, moving in perfect unison through the skies as savage Helderakes darted among them. Packs of baroque Daemon Engines stampeded forwards, chaotic hordes of Tzaangor braying for blood in their wake. At the very core of the host were Thrallbands from the Thousand Sons cults, ornately armoured Rubricae gleaming with unholy light. The Dark Angels responded. Anti-air tanks cycled their cannons before flooding the tortured skies with shot. Battleline squads took up advanced positions, opening fire at oncoming foes whilst still moving on their objective. Fire support squads locked on to the most heavily armoured targets before unleashing blasts of super-hot plasma and beams of devastating energy.

Still, few plans survive contact with the enemy, and even fewer against a foe as conniving as the Thousand Sons. Squads firing on the attacking Rubricae saw their enemies vanish, only to be teleported behind them by their Sorcerer Lords. With jump packs roaring, the Dark Angels that leapt to engage Tzaangor murder-packs found themselves overwhelmed by the spontaneous

appearance of living flames that bit and slashed with fangs and talons. Even the planet itself turned against them, with tentacles thought neutered regrowing at rapid speed and crushing unsuspecting Space Marines like empty ammunition boxes. For all of these challenges, the Dark Angels fought on with characteristic resolve. The lascannons of Devastators and rumbling battle tanks destroyed Daemon Engine after Daemon Engine as Aggressors scythed down hundreds of deranged Cultists with furious hails of fire.



Though they had doubtless drawn a great many foes from Tizca, Lazarus could see the painful slowness of his warriors' advance. They would have to move more quickly to bring down the temple. When Brother Estrael's sarcophagus was torn open by a pair of deranged Helbrutes, his mortal remains ripped out and set alight by giggling Horrors, Lazarus ordered the Ravenwing and Deathwing into battle.

The Deathwing Terminators teleported into action almost instantaneously, unleashing a storm of firepower as soon as they materialised. They cleared swathes of Daemons and Cultists and gave the Dark Angels new impetus. Thunderhawk Gunships burst through clouds of Screammers, heavy bolters glowing with heat as they launched torrents of rounds into the daemonic flocks. Ravenwing

fighters engaged in fierce aerobic duels with winged Daemon Engines that breathed goutts of warpflame. Below, Bikers roared from the lowered ramps of Thunderhawks, firing their bolters before even striking the ground.

But this counter-attack was not invulnerable to the Thousand Sons' witchcraft. One Deathwing Squad materialised over a magically created bottomless chasm, the veterans falling to an inglorious death. Ravenwing Bikers pursuing fleeing Tzaangors suddenly found themselves directly in the sights of merciless Sekhmet Terminators, their quarry having vanished.

Even with the arrival of powerful reinforcements, Lazarus could see that they were losing. The temple's pyramid did not seem any closer, but a trio of Dark Talons broke from their pursuers and raced towards it. One was shot down even as its rift cannon charged, the wreck crashing to the ground. The remaining pair opened fire on the pyramid's crystalline apex, their weapons' devastating beams scorching its surface and disrupting its energies. What damage this dealt was impossible to determine, but it was clear the Dark Angels' primary objective was achieved. Vast hosts had vacated Tizca to engage Lazarus' warriors, and they had been bled deeply. All the Dark Angels could now do was hold until they received word from the Grey Knights that victory was won. Lazarus ordered a fighting withdrawal to buy more time and draw more foes from Tizca.

At long last the transmission came. The Dark Angels, badly mauled and low on ammunition, finally began their extraction. It was only after a gruelling fight through Tizca's defences, once most of their gunships were aboard the *Seeker*, that they learned to their horror that the Grey Knights were urgently hailing for aid. The Dark Angels had been deceived.

THE PLUNGING OF THE SWORD

With the Dark Angels launching their attack to draw Magnus' forces away, the Grey Knights prepared to teleport deep into Tizca's heart. Each brother steeled his soul against the madness they would face and the horrors they would need to vanquish. If they failed here, the evil unleashed would consume an entire sector.

The Grey Knights landing was unopposed. Squads materialised, nemesis weapons flaring and guns primed, but all was eerily silent. They were in a round plaza, from which nine grand avenues split off. Brother-Captain Stern spat at the sight of the place's ornate decoration. Though hatred coursed through his veins at the blasphemy all around, this site would serve as their place of retreat should such be required, its open space being suitable for gunship landing. The immense evil of the plaza pressed down upon the minds of the Grey Knights, the Librarians most of all. The route to the ritual was obvious to them – to merely look in its direction was to invite incredible psychic pain, but they were Grey Knights all, and would never let such a petty concern as pain prevent them from confronting the Arch-enemy and carrying out their mission.

It wasn't long before their foe struck. Multicoloured mobs of Daemons with flailing tentacles and limbs hooted and giggled as they tossed sorcerous bolts of warp energy at the Grey Knights. Creatures that defied mortal understanding hopped across the marmoreal flooring at frightening speed, hurling gouts of flame of every colour and none. The Grey Knights raced to meet them, firing torrents of blessed ammunition from consecrated weapons. But such was the fury of the Daemons' attack that no effort could secure the plaza as a landing zone. Realising this, Stern ordered all of his warriors to make for the ritual site.

The Grey Knights pushed on through Tizca's narrow streets, passing pyramidal shrines and

bronze statues littered with rotting offerings, obelisks of sapphire and ruby whose surfaces resembled rippling oceans and sphynxes whose penetrating eyes seemed to follow a warrior wherever he moved.

Warriors in Terminator plate led the way, their thick armour bearing the brunt of the punishing daemonic attacks. Purgation Squads followed close behind, their massed heavy weapons fire blowing away the densest knots of Daemons and creating space for the brotherhood to push into.



But for all the Grey Knights' grim determination, peerless equipment and unquenchable resolve, their foes fought hard. Brothers were mutated beyond recognition by warping flames, or dragged down by cavorting Horrors that bit and tore at the minute weak points in the Space Marines' armour.

The Grey Knights cut a red path through the labyrinthine streets, but despite their ferocity they found themselves repeatedly arriving in the very same plaza in which they had started, no matter which route they took. Only the power of Magnus himself could deceive the

Grey Knights in such a way. Vital time had been lost. Knowing that this trickery had to be undone, Stern rallied his Librarians to him. They warned that the power required to break the sorcery was incredibly dangerous and would only attract more foes, but Stern knew they had no choice. As the Librarians formed a loose circle and began their ritual, they felt the tides of the warp shift in strange, unexpected ways. Reality at the centre of the circle shattered and a shimmering portal appeared, its light almost blinding them. Kaldor Draigo strode out of it, raising the Titansword aloft. His lips moved rapidly, the words impossible to hear over the sounds of battle, but their effects impossible not to see. All around the Grey Knights Magnus' spells lifted, and the true face of the plaza was revealed. Proud columns were in fact piles of broken rubble. Pristine mosaics were shattered or defiled. Breathtaking frescoes were roughly daubed over with unholy symbols and blasphemous images.

CALL FOR ANGELS

With the spell lifted, the Grey Knights wasted no time in pushing through yet more winding streets towards the ritual site, but their efforts were met by even more furious attacks by Magnus' Thousand Sons and their mortal followers. The Grey Knights punched through rows of old hab-blocks to outflank Rubricae and Tzaangors. They cut down squad leaders and heavy weapons specialists to spread disorder and reduce any advantage the enemy had. Still the Grey Knights kept moving, fighting running battles and psychic duels with every step.

Despite the Dark Angels' efforts, the enemy numbers were still immense. More than one Grey Knights brother muttered of the unreliability of their so-called allies, convinced that the Dark Angels could not possibly have been carrying out their mission. Others questioned whether the sons of Caliban even lived. Stern realised that, for all their might, the Grey Knights could not succeed here alone. They needed to combine their forces with the Dark Angels. It was a bitter truth for any son of Titan to acknowledge, but there was little choice.

The Grey Knights made vox call after vox call. With each failure they cursed more fiercely, as the silver lines of their warriors grew thinner under constant attack. The Grey Knights knew that psychic communication would be next to impossible on a world such as this, where the tides of the warp ebbed and flowed so strongly.

As the battle raged, Stern desperately sought after any means to contact the Dark Angels while his forces continued to push towards the ritual site. When one of his Interceptor Squads identified a empyric amplifier that would have the potential to boost a psychic signal, Stern seized the opportunity and redirected his brotherhood. Dreadknights grappled with avian Greater Daemons as Grey Knights with personal teleporters outmanoeuvred columns of Rubricae. Purifiers incinerated crazed Cultists as gunships made daring strafing runs against rampaging Daemon Engines. A Thousand Sons Sorcerer with a cadre of Sekhmet Terminator bodyguards held the amplifier – a large nonagonal diamond hovering in the centre of an elevated platform. Leading a squad of Paladins, Stern charged into combat. A clash of minds as well as blades ensued as the Grey Knights were assailed by illusions and hexes. Many Paladins fell, their armour pierced by

ensorcelled khopesh blades or their flesh contorted beyond reason by the Sorcerer's malignant powers. Regardless, they fought on, bringing down their foes one by one. When Stern finally beheaded the Sorcerer, the battle was won.

With the amplifier secured, the remaining Grey Knights Librarians tapped into its powerful energies in an attempt to reach the Dark Angels' own Librarians, their minds scrabbling for their quarry like the hands of a blind man who has lost his cane. Almost any other psykers would have been struck down by such efforts. Not so the Grey Knights Librarians. At last they reached the Dark Angels Librarian Baraqiel, a master of the Obscuration discipline, and learned

that the sons of Caliban believed victory already won, claiming they had heard as much from Brother-Captain Stern himself. Even as Baraqiel spoke, the Dark Angels withdrawal was nearing completion.

Stern was incensed. The trickery of their foe knew no bounds. The Grey Knights needed the Dark Angels now. The conversing Librarians suggested the use of a temporary corridor through the warp to link the two forces, large enough for their armoured vehicles. Such an effort would almost certainly kill the Librarians, but might enable much of the remaining Dark Angels forces to unite with the Grey Knights for a final strike against Magnus' ritual. Stern agreed. No sacrifice was too great.



KNIGHTS AND ANGELS

The Librarians' heroic sacrifice made it possible for Lazarus' forces to cease their withdrawal and unite with Brother-Captain Stern's Grey Knights. With all haste, the combined Space Marine host launched a final, desperate assault to break the Thousand Sons ritual. Few thought survival possible, but still they fought on.

The combined Dark Angels and Grey Knights force made significant progress. Dark Angels Vanguard Squads traced a route through hellish forge-fanes. They escorted thundering battle tanks that scoured the way clear of innumerable Cultists, Tzaangors and daemonic horrors, leaving a trail of frothed blood, shattered corpses and steaming ichor in their wake.

During brutal close quarters fighting they forced a path through the sprawling barrack-complexes of old Tizca's ancient soldiery. With each step closer to the ritual, every psyker among the Space Marines felt greater and greater pressure on their minds, suffering deep, throbbing pain in their skulls. Even those without psychic power began to feel the strain, the fell energies emanating from the ritual site like needles pricking at their brains. The Adeptus Astartes were beset by every kind of illusion, hex and spell. Though the warding incantations of the Grey Knights stopped many of these before they could take their dreadful effect, by their sheer number many broke through. Pink

and blue fire buffeted the Space Marines with deadly bolts of roiling energy. Rubricae striding in plain sight became invisible, impossible to target. Stern and Lazarus fought back to back, striking down foe after foe.



When they reached the ritual site, the Adeptus Astartes saw its true scale for the first time. Magnus himself conducted the malign ceremony, standing on a colossal, ornately carved rostrum with an entourage of Sorcerers surrounding him. In a plaza many times larger than that which the Grey Knights had arrived in, countless thousands of Magnus' followers cheered in adoration as hundreds

of sacrificial victims were put to the knife. Their corpses filled a great pit, the released heat of them hazing the air. There were so many dead that each priest had a pile of discarded sacrificial knives that had been blunted on the tracheas of those slain.

Lazarus knew that to simply fight their way through to those conducting the ritual would be impossible. Instead he ordered his Dark Angels to open fire on Magnus; slaying the Daemon Primarch would surely be the greatest victory of all and would end the ritual. But Magnus contemptuously shrugged off the attacks, and any fire directed at the ritual or the Sorcerers failed in the same way.

Meanwhile, Dark Angels and Grey Knights fought side by side, warriors of the two orders killing and bleeding together against tides of Magnus' followers, who were now alerted to the Adeptus Astartes presence. The last remaining gunships and fighters of both Chapters pushed their engines to their limits in ferocious aerial

Communicatus Admonitus

<<Neo Gravis Ultra>>

Significant, sudden surge in empyric activity in Prosperan Rift. In excess of any previous recordings. Multiple sub-sectors affected. Forty-seven calls and increasing made by local Imperial worlds for vermillion-gravis level reinforcements.

combat to clear the skies of razor-winged Daemons and chiropteran Daemon Engines. Some were destroyed, their burning wrecks crashing into the Tzeentchian hordes below in one final act of defiant heroism.

As brother after brother fell, Stern knew there was little more they could do. Nothing less than an orbital bombardment could end the ritual at this point, the Crimson King and his armies were too powerful. He ordered all of the remaining Adeptus Astartes aircraft to withdraw from the skies in the hope that some of their number would survive the battle.

Stern and his remaining warriors combined with Kaldor Draigo's immense psychic presence to act as a beacon for the *Purging Sword's* lance batteries and macro cannons. Amid all the psychic white noise and contradictory readings that plagued every psyk-augur and auspex aboard the Grey Knights vessel, the blazing white light of the Grey Knights' Aegis shone true. Only Draigo had the psychic strength to reach out to the minds of the gunnery officers on-board to order them to fire. If such action cost all of the Grey Knights their lives, it would be worth it to stop the ritual.

The *Purging Sword* unleashed its salvos. Such was their speed that Magnus barely had time to conjure a psychic barrier for his personal protection before the lance beams and macro-cannon rounds struck. The blasts instantly annihilated tens



of thousands in all directions. Not one sacrificial victim remained, nor did any of the Thousand Sons Sorcerers. Countless mortal followers of Magnus were reduced to little more than dust. The shock waves were so powerful that scores of Space Marines were knocked off their feet, many suffering such severe internal haemorrhaging that they were killed. Battle tanks were flipped in the air, crashing to the ground on their turrets, their crews battered or slain.

The Space Marine gunships rushed to the ground to pick up survivors, knowing that if they failed to evacuate the battlefield

now, all would be lost once Magnus' remaining forces regained some kind of order. Many survivors were unable to board, however. Some had been thrown too far away by the blast, while others had been launched into a sea of enemies or trapped inside their vehicles. A small number stood their ground to cover the retreating warriors and gunships, selling their lives dearly to buy their brothers time. The gunships had no choice but to leave them behind and return to the ships in orbit. The thought of what fate awaited the Space Marines left behind filled those who escaped – Stern, Lazarus and Draigo included – with dread.

Multiple worlds across several sub-sectors around the Prosperan Rift report significant and sudden mutant population increases. Dozens report localised and large-scale uprisings, with particular efforts made by traitors and rebels to seize spaceports and warp-capable craft. What were once barely trackable mutterings of a 'Crimson Saviour' or a 'Cyclopean Champion' have become outright declarations of allegiance to that individual. More ominous still are the cries for assistance from those under direct attack. Eruptions of daemonic assault have become common, and ships bearing the mark of Magnus and his Legion have been identified across a multitude of worlds, moons and orbital stations, proclaiming that deliverance and salvation are at hand as they set about the systematic destruction of the local hierarchy. Let it be made clear: Magnus wants an empire, and more. This is but the start.

++END TRANSMISSION++

Echoes of Awakening

In these dark and malevolent times, the galaxy is cut in twain. Warp phenomena are ever-present, their malignant energies poisoning the stars. To look upon them is to invite madness; to journey near them is to court death. Such is their power that all over the galaxy they affect the souls of mortals, manifesting in surges of empyric energy. As reports reach the higher echelons of the Imperium, a sinister picture forms.

[Vox Intercept: Endolla Sub-sector, Gabeon Reach]

'The blackstone here... there's so much of it. There are more pylons than the records say even Cadia had. There are hundreds, thousands. What's strange though is that they could only have been here for a few decades. Where did they come from? Who put them here?'

Addendum: Zero astropathic communiques detected coming out of the Gabeon Reach for some years. No warp activity identified. Circumstances suspicious. Data despatched to [REDACTED] and nearest Imperial rapid response forces: Black Templars Adeptus Astartes and local Adeptus Sororitas.

+++

Maj. Z.B. Epra
Unides-eta Evacuation
MISSID 67:13PW — GZ East

Gamma Company in Sector Alpha-Three-Seven ambushed by large Aeldari force. Enemy numbers principally formed of 'Striking Scorpion' warrior caste. Attack took place in scrubland.

Survivors report enemy attacking 'from nowhere' or 'appearing out of thin air'. Surviving officers have been shot for incompetence and cowardice. Survivors of enlisted ranks psy-trawled for ineptitude and deliberate failure to carry out appropriate sentry protocols.

+++

Vox Report:
Ordo Hereticus Stealthship
Interbidion
Location: [REDACTED]

We have been tracking a Heretic Astartes fleet of the Emperor's Children Traitor Legion for several months. Whilst unusual, their movement patterns have not been erratic. What is most disturbing is that vulnerable worlds have been bypassed. None of us in all of our experience have ever witnessed such a force ignore the defenceless. They have paused only to harry Aeldari Corsairs in the [REDACTED]. Despite greater numbers they have not destroyed them. We have reason to believe this failure is intentional. The question is why.

+++

Missive Prioritas Alpha // .98.Ω
Category: Aggressus Anomalus

A number of reports have been received from multiple Phidian sub-sectors regarding hysterical astropathic visions. Scores of astropathic choirs have suffered severe losses. Those that remain lucid tell of horrifying images of white fire engulfing an entire world. They hear the hideous death screams of billions of innocent souls, followed by cackles of remorseless mirth. The source is unknown, but believed to be in the Cenitus Sub-sector. An investigation is recommended.

++ Communique received 21.51.004 Terran sidereal. Priority status removed. Allocated to memorandum file KZ\71Σ.984 for later review. ++

+++

Throw off your shackles! Lift your arms high! The Greater Good approaches and it embraces each and every one of us — cast off your oppressors and welcome your liberators!

+++

The Harrowing of Dysephamine

A call for aid has been received. Traitor forces apparently parading as some cheap mockery of the great Adeptus Astartes and noble knightly houses have descended on the Dysephamine System. They have conquered Dyseph IX and appear to be executing selected citizens, claiming them to be 'witches', 'fortune tellers', 'conjurers' and more. The reports make little sense. Our own dealings with the Adeptus Astartes show plainly that they suffer no hidden sorcery. It is my opinion that the ignorant fools of Dyseph IX fail to recognise the heresy that they have allowed to boil up beneath their feet. It is my recommendation that we laud the purging of the unclean.

+++

The galaxy hangs in the balance. Our legacy is on the precipice. The protocols are enacted, our exile over. The great work can begin, and with it our rise.

+++

**Circumspicium Magna:
Obscurus Approximatus**

It is inarguable, lord. The Spider operates in the southern reaches of the Segmentum Obscurus, though upon which world it has yet to be ascertained. Discoveries of hideously mutated creations, vanished populations and tortured survivors correlate with his profile perfectly. What nefarious agenda brings him to the Lord Commander's empire is not known. Whatever his motives, we must intervene. We should seize this opportunity to end him once and for all.

+++

**Vox Echo:
Imperial Navy Fleet Tadios
Last Recorded Location:
Falerian Enclave**

Anomalous empyric auspex readings to port and to starboard. Contacts in the hundreds. Belay that — thousands. Identificus augur data suggests Orkoid vessels, say again, Orkoid vessels! Multiple ships of capital displacement detected, enemy ordnance en route. Launch all wings across the fleet. Hold Horratian-gamma pattern formation. Any captain in breach to face summary execution. Stand firm.

More anomalies detected! Above and below current plane! Fleet is surrou-

+++

**Governor K.X.I. Oforos
Gaol Station Desmotterius — GZ S/E**

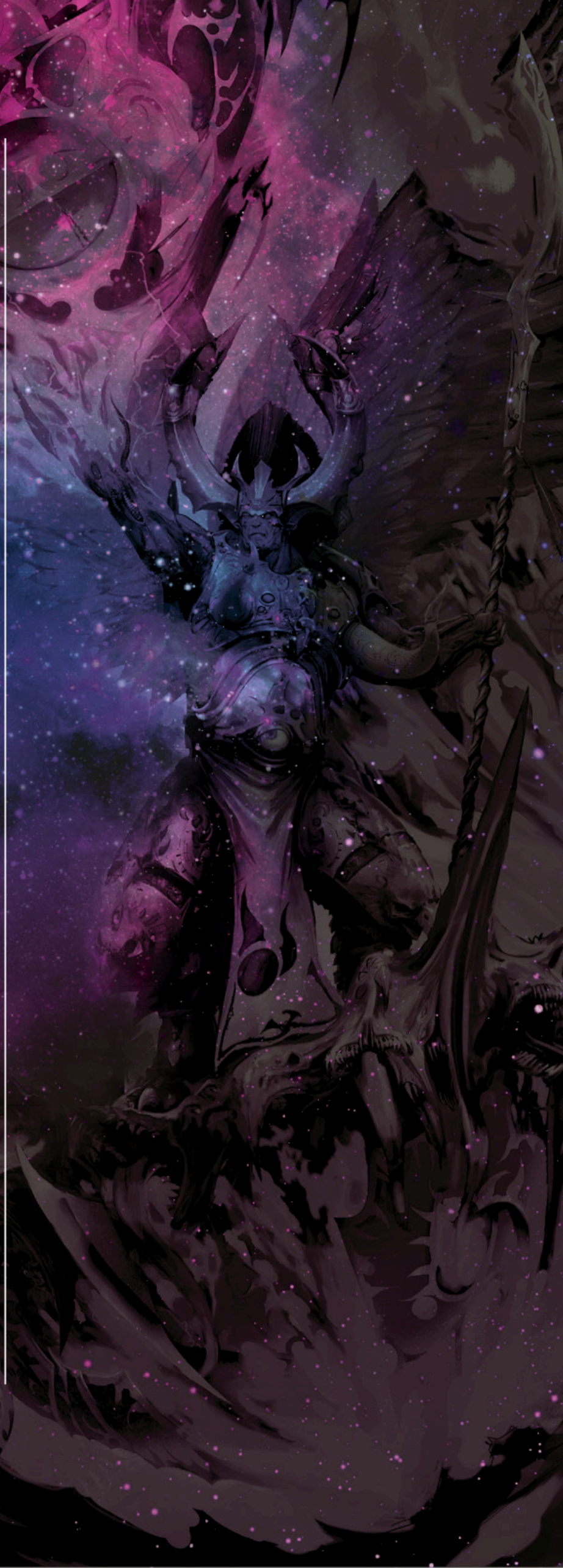
We'd been putting the ones going strange into solitary confinement. Only fed them every three days — even the strongest guards couldn't bear to go near them.

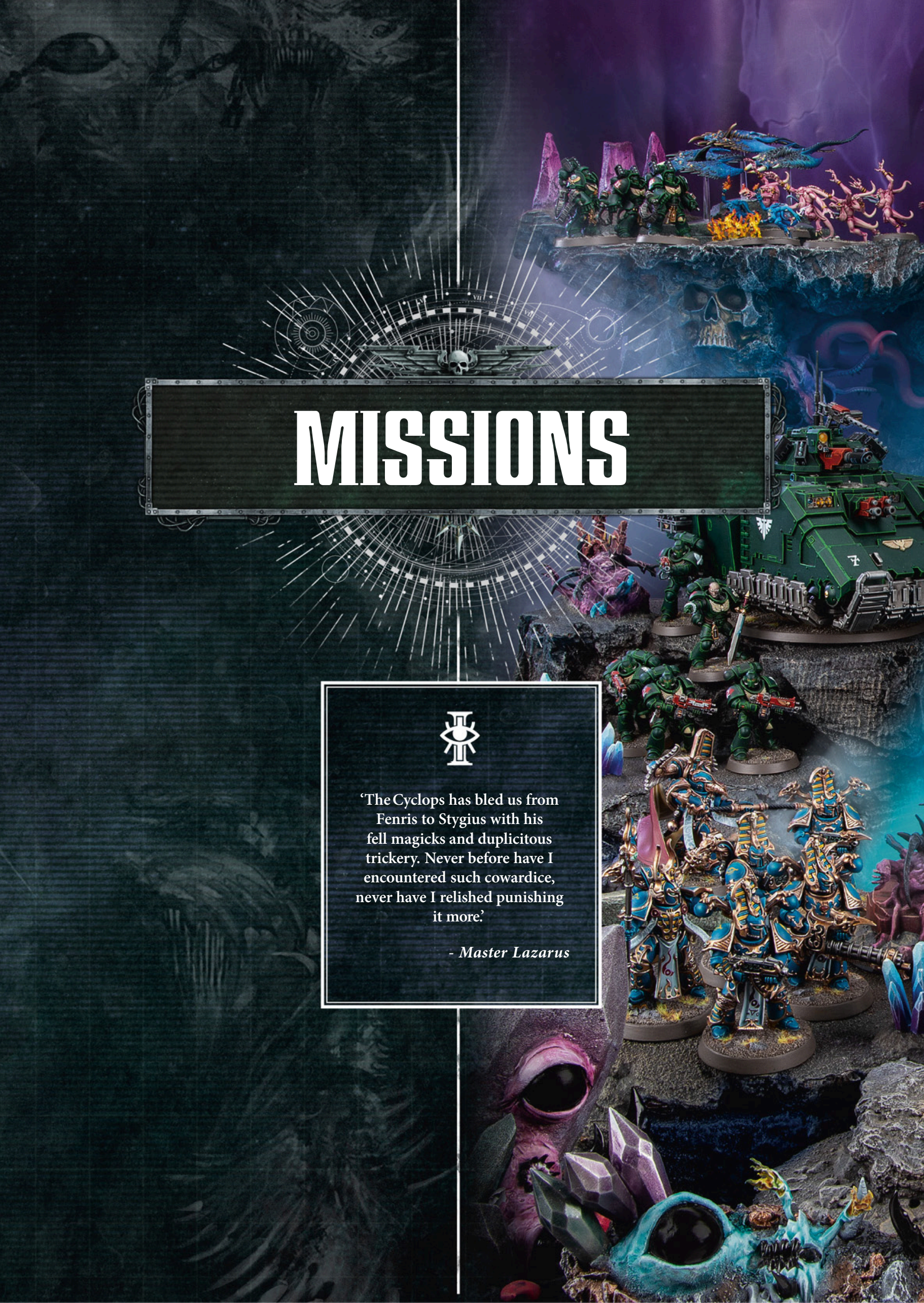
Then the Space Marines arrived in yellow armour, bleeding hearts on their shoulders. They took them all, the other inmates too. We didn't argue.

+++

**Missive Criticus Maxima \\.13.Σ
Category: Obscurus Silendum Priva**

Safety and security of several noctilith extraction sites is in doubt. Reconnaissance units establishing further sites in [REDACTED] were identified and attacked by Heretic Astartes forces. Armour configuration, colour patterns and iconography have a 97.231% match with records of the 'Thousand Sons'. They are reported to have captured blackstone samples. Given recent surge in Thousand Sons activity (cf. Fenris // Prosperan Rift), they are expected to return.





MISSIONS



‘The Cyclops has bled us from Fenris to Stygius with his fell magicks and duplicitous trickery. Never before have I encountered such cowardice, never have I relished punishing it more.’

- Master Lazarus



THEATRE OF WAR: DAEMON WORLD

Where the power of Chaos infuses worlds with empyric energies, lands are transformed into nightmarish hellscape not bound by natural laws. For some planets, this twisted state can come about due to the proximity of warp rifts. With the appearance of the Cicatrix Maledictum, a frightening number of worlds have become subject to daemonic transformation. On other worlds, the landscape is transformed by the sheer psychic power of their rulers, by daemonic invasion, or simply through the mistakes of unwary and untrained psykers.

The theatre of war rules presented below represent the effects of fighting on Daemon worlds in the 41st Millennium. These rules are entirely optional and, so long as you and your opponent agree, they can be used in any Warhammer 40,000 game.

NIGHTMARISH HELLSCAPE

Setting foot on Daemon worlds is enough to drive the weak-willed utterly insane.

Subtract 1 from the Leadership characteristic of all units for the duration of the battle.

DAEMON WORLD

Forever in flux, these worlds are as unpredictable as they are dangerous.

At the start of each battle round, roll one D6 and apply the result shown on the table below.

D6	RESULT
1	The Gods Grow Bored: <i>The attentions of the Chaos pantheon are drawn elsewhere. No effect.</i>
2	Warped Terrain: <i>Inanimate terrain comes alive to strike at those nearby. Each player selects one terrain feature, starting with the player who has the first turn. Roll one D6 for each model that starts or ends the controlling player's Movement phase on or within 1" of that terrain feature. For each roll of a 1, that model's unit suffers 1 mortal wound. This result lasts until the end of the battle round.</i>
3	Fury of the Chaos Gods: <i>The gods are displeased and rain flaming boulders and bolts of coruscating energy down upon the battlefield. Each player rolls one D6, selects up to that many different enemy units and rolls one D6 for each of those units; on a 6, that unit suffers D3 mortal wounds, or 1 mortal wound if that unit is a CHARACTER with a Wounds characteristic of 9 or less.</i>
4	Winds of Chaos: <i>The psychic energy of the immaterium gusts across the battlefield. In your Psychic phase, you can re-roll one Psychic test made for each PSYKER. If a PSYKER suffers Perils of the Warp, they suffer 3 mortal wounds instead of D3. This result lasts until the end of the battle round.</i>
5	Ebb and Flow of Fate: <i>The fickle nature of Chaos pulls on the strands of destiny. Roll one D6. On a 1-3, worsen all invulnerable saves by 1. On a 4-6, improve all invulnerable saves by 1 (to a maximum of 3+). This result lasts until the end of the battle round.</i>
6	Chaos Ascendant: <i>The full power of the warp focuses in on the battlefield. Roll twice on this table and apply both results, re-rolling any duplicate results and any results of 1 or 6.</i>



THEATRE OF WAR: PLANES OF GLASS

The Planet of the Sorcerers' hellscape is ever-changing, and its every feature is twisted by the malignant powers of the warp. Mountain ranges are jagged shards of arcane crystal, oceans are soups of swirling empyric energy and deserts are vast plains of glass.

These rules are designed to reflect one of the many terrible landscapes that form the ever-changing terrain on the Planet of the Sorcerers. These rules are entirely optional and, so long as you and your opponent agree, they can be used in any Warhammer 40,000 game.

LANDSCAPE IN FLUX

Sortiarius' topographical features act as if sentient, moving with empyric winds and tides of Chaos energy.

At the start of each battle round, starting with the player who has the first turn, alternate selecting terrain features that do not have any models from a player's army on or within them. For each terrain

feature selected, the players roll-off. The winner can move that terrain feature up to 2D3". It can be moved over models and other terrain features, but must end the move more than 1" from either player's models and not on or within other terrain features. Any objective markers placed on or within a terrain feature moved in this way do not move with it.

STRATAGEMS

When using this theatre of war, the players can use Command Points (CPs) to use the following Stratagems:

2CP

IMMATERIAL PATHWAYS

Stratagem

Those able to read the winds of change can traverse immaterial pathways to ambush their enemy.

Use this Stratagem at the end of your Movement phase. Select one unit from your army that is on the battlefield. Remove that unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" from any enemy models.

1CP

INVISIBLE WARDS

Stratagem

Eldritch defences suck munitions into the warp and dissipate energy into harmless rays of light.

Use this Stratagem after a unit from your army is chosen as the target of an attack in the Shooting phase. Until the end of the phase, models in that unit have a 5+ invulnerable save.

1CP

ILLUSORY HEX

Stratagem

Deceptive manifestations cause enemy warriors to strike uselessly into nothingness.

Use this Stratagem after a unit from your army is chosen as the target of an attack in the Fight phase. Until the end of the phase, subtract 1 from hit rolls for attacks that target that unit.

ECHOES OF WAR

BREAK THE RITUAL

As the ritual nears completion, the Dark Angels and Grey Knights make a desperate offensive to prevent its completion. With the psychic energy at its peak, a mighty task lies before them, but they are willing to pay the ultimate price to prevent such calamitous events coming to pass.

THE ARMIES

Each player must first muster an army from their collection. The Attacker commands the Dark Angels and Grey Knights trying to stop the ritual. The Defender commands the Thousand Sons attempting to complete it. The Defender's army must include Magnus the Red. 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 (see opposite).

THE BATTLEFIELD

Create the battlefield using the deployment map below and place an objective marker in the location specified on the map to represent the focus point of the ritual. Then set up terrain. The sacrificial pit, marked on the map below, should be clear of terrain other than an assortment of small obstacles and detritus. The rest of the battlefield should resemble a war-torn Daemon world with ruins, wrecks and natural features, making sure not to place a terrain feature that blocks line of sight within 6" of the objective marker's location.

DEPLOYMENT

Magnus the Red must be placed on the objective marker. The Defender deploys their army wholly within their deployment zone. The Attacker then deploys their army wholly within their deployment zone.

FIRST TURN

The Attacker has the first turn.

PSYCHIC RITUAL

Magnus the Red must stay within 3" of the objective marker for the duration of the battle. When resolving an attack made with a ranged weapon against Magnus the Red, Magnus the Red has a Save characteristic of 2+ and a 3+ invulnerable save.

SACRIFICIAL PIT

The deployment map specifies an area that is the Sacrificial Pit. Excluding **INFANTRY**, **SWARM** and models that can **FLY**, no model can be set up or move on or within the Sacrificial Pit. When a unit moves, if any of its models wish to move on or within the Sacrificial Pit, subtract 2" from the maximum distance that every model in that unit can move (to a minimum of 1"). This penalty does not apply when piling in, consolidating or performing

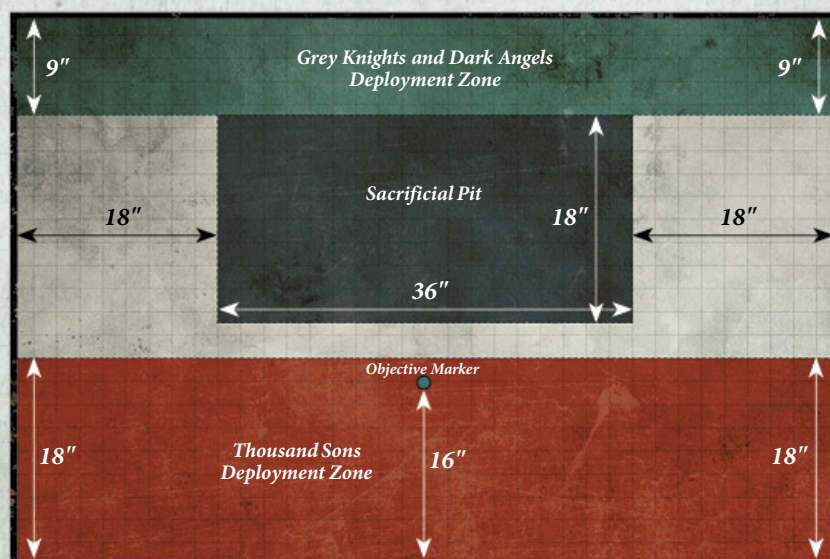
a Heroic Intervention, or if every model in the moving unit can **FLY**.

BATTLE LENGTH

At the end of battle round 5, the Attacker rolls one D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the Defender rolls one D6. On a 4+, the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the battle, if Magnus the Red has been destroyed and a **PSYKER** unit from the Attacker's army is within 5" of the objective marker, the Attacker wins. Otherwise, the Defender wins.



STRATAGEMS

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

1CP

ALL HASTE

Attacker Stratagem

The attackers forego all patience and advance to stop the ritual.

Use this Stratagem at the start of your Movement phase. Until the start of your next Movement phase, when an Advance roll is made for a unit from your army, roll one additional D6 and discard one of the dice.

2CP

CABALISTIC SHIELDING

Defender Stratagem

Psykers link their powers to shield the collective from harm.

Use this Stratagem at the start of your opponent's Shooting phase. Until the end of that phase, whilst there are four or more **THOUSAND SONS PSYKER** units from your army (excluding **TZAANGOR**) within 5" of the objective marker, when resolving an attack made with a ranged weapon against one of those units, subtract 1 from the wound roll.

3CP

PSYCHIC BEACON

Attacker Stratagem

The blazing white light of the Grey Knights' aegis guides a barrage of orbital bombardments.

Use this Stratagem in your Psychic phase, when you choose a **GREY KNIGHTS PSYKER** unit from your army to manifest a psychic power. Instead of manifesting one psychic power with that **PSYKER**, select one point on the battlefield visible to that **PSYKER** and roll one D6 for each unit within D6" of that point. Subtract 1 from the result if the unit being rolled for is a **CHARACTER**, subtracting an additional 1 if the unit being rolled for is Magnus the Red. On a 3+ the unit being rolled for suffers D3 mortal wounds, or D6 mortal wounds if it contains 6 or more models.

1CP

FICKLE ILLUSION

Defender Stratagem

Warriors who were once striding in plain sight disappear before the eyes.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **RUBRIC MARINES** or **SCARAB OCCULT TERMINATORS** unit from your army. Until the start of your opponent's next Shooting phase, enemy models can only target that unit if it is the closest unit from your army that is visible to them or they are firing Overwatch.

1CP

ALL OR NOTHING

Attacker Stratagem

The attackers are willing to forsake their own lives for a slim chance at victory.

Use this Stratagem at the end of battle round 5 or 6, before a player rolls to see if the battle ends. Do not roll the dice; the battle automatically continues.

1CP

PSYCHIC DOMINION

Defender Stratagem

The final stages of the ritual put a strain on the minds of enemies who draw near.

Use this Stratagem at the start of your opponent's Psychic phase, if there are more **PSYKER** units from the Defender's army on the battlefield than there are **PSYKER** units from the Attacker's army on the battlefield. Until the end of the phase, when a Psychic test is taken for a model from the Attacker's army, subtract 1 from the total.



DARK ANGELS



'Knowledge is our greatest ally,
yet our greatest enemy. With
it, we can earn our repentance
and crush our foes. But should
others acquire it, nothing less
than our complete damnation
shall follow.'

- *Grand Master Azrael*







SONS OF THE LION

In this section you will find new and revised content for the Dark Angels and their successors, including background, army-wide abilities, weapon updates, datasheets, Stratagems, psychic powers, Warlord Traits, Relics and Litanies of Battle, as well as up-to-date points values and a name generator for the sons of Caliban.

This section is a supplement to *Codex: Dark Angels* – you will need a copy of that book to use the rules in this section.

Updated Abilities, Weapons and Datasheet Amendments

On pages 34-35 you will find new abilities and a number of weapon profiles for your Dark Angels army that replace those found in the codex.

Datasheets

The datasheets presented on pages 36-49 are new datasheets available for the forces of the Dark Angels. Where the same datasheets are found in both books, the datasheets found in this publication supersede any that exist in the codex. Note that, just as with the datasheets in the codex, when you include a **DARK ANGELS** unit from this section in your army that is not a named character, you can choose for it to be drawn from a Dark Angels successor Chapter. If you do, replace all instances of the **DARK ANGELS** keyword on that unit's datasheet with a successor Chapter keyword of your choice.

Stratagems

If your army is Battle-forged and includes any **DARK ANGELS** Detachments, the Stratagems on pages 51-53 can be used in addition to those presented in the codex.

Psychic Powers

Page 54 presents the Obscuration discipline, psychic powers known to **PHOBOS PSYKER** models.

Warlord Traits

If a **DEATHWING** or **RAVENWING** **CHARACTER** is your Warlord, you can use the Warlord Traits presented on page 56 instead of those found in the *Warhammer 40,000* rulebook and *Codex:*

Dark Angels. If a **DARK ANGELS PHOBOS CHARACTER** is your Warlord you can generate a Warlord Trait from those presented on page 55 instead of those found elsewhere.

Relics of Caliban

Page 57 presents additional relics that can be given to **DARK ANGELS CHARACTER** models from your army instead of those found in *Codex: Dark Angels*.

Special-issue Wargear

Page 58 presents relics that can be given to **CHARACTER** models from your army from Dark Angels Successor Chapters.

Litanies of Battle

All **DARK ANGELS CHAPLAINS** know litanies and can generate them from the Litanies of Battle presented on page 59.

Name Generator

Page 60 provides a useful tool to help you forge a name for mighty warriors of your Dark Angels, further building the background and personality of your army.

Points Values

Page 61 presents updated points values for the Dark Angels to use in games of matched play or games that use a points limit.

'What secrets must they hold in their hidden vaults and libraries? What artefacts of old must they keep locked away? I would sacrifice a dozen worlds for but a glimpse of such treasure, and a hundred to claim it for my own.'

- Inquisitor Ardeus Teth of the Ordo Astartes

MASTER LAZARUS

COMMANDER OF THE 5TH COMPANY

A veteran of many battles and a member of the Inner Circle, Master Lazarus is a superlative warrior and a master strategist. Not a man of fiery oratory, grand speeches or raging fury, few are his words but mighty are his deeds and his determination to achieve victory.

When the Dark Angels waged war in the Fenris System against Magnus the Red, Lazarus was a Sergeant in the 5th Company. There he won great renown for his icy calm under enormous pressure, rallying entire companies of serfs on the Rock to stand firm against the Daemons that assailed it and holding ground from which the Dark Angels and their allies could counter-attack. Whilst no stranger to war with the Arch Enemy, the sully of the Rock affected Lazarus deeply, and he knew that he would make the forces of Chaos pay for their blasphemy.

Lazarus' first opportunity arose during the fighting for Stygius, where Magnus' forces waged a heinous campaign to wrestle an entire sector from the Imperium's grasp. But vengeance would not be his. The 5th Company, now under his command following Master Balthasar's loss in the aftermath of the Great Rift's emergence, fought at what would later be known as the Disaster at Rimenok. On that ill-fated ice world, Imperial forces suffered appalling losses, and Lazarus himself was grievously injured, though through his efforts an utter rout was avoided and the enemy left bloodied.

Such were the catastrophic wounds that the Thousand Sons' fell sorcery inflicted on Lazarus' body and mind that only crossing the Rubicon Primaris could save his life. In a procedure that lasted many days, Lazarus was restored. Every ounce of his formidable tactical acumen remained, and hatred for the Thousand Sons burned deep in his hearts. Lazarus' transformation also marked a unique moment

in Dark Angels history – he was the first Primaris member of the Inner Circle.

As part of his new armour as a Primaris Space Marine, Lazarus was gifted with the Spiritshield Helm, newly forged by the Dark Angels Techmarines. Incorporating a shard of one of old Caliban's Stone Guardians, this masterwork projects a powerful force field, protecting Master Lazarus and nearby warriors from all but the most devastating attacks.

In combat Lazarus is a magnificent warrior, wielding Enmity's Edge with all the martial skill expected of the Dark Angels. Known throughout the Chapter for his cool demeanour, it is only when fighting enemy sorcerers that his composure fades in any way. He has seen many battle-brothers fall to the evils of the warp, and delivers every strike against enemy psykers all the harder in tribute to the lost, whose names he chants as he fights to invoke their memory and inspire himself to courageous deeds.



THE UNFORGIVEN

Battle-brothers of the ancient Dark Angels Chapter are tireless and stubborn defenders of Mankind, their sense of duty without equal. Yet they harbour a dark secret, known only to a select few of their number. Wittingly or otherwise, all Dark Angels fight to preserve it.

The Dark Angels operate out of their space-bound fortress monastery, the Rock, which has been their home since the destruction of their home world Caliban. In this time of darkness and despair, the Dark Angels and their successors spend every waking moment fighting the enemies of Mankind while protecting their hidden secrets.

CHAPLAINS

Chaplains are a Space Marine Chapter's spiritual guardians. Steeped in their brotherhood's ancient lore, they are responsible for the spiritual resilience of their fellow warriors as well as overseeing their Chapter's many rituals and

ceremonies. On the field of battle they fight at the forefront, inspiring their brothers with catechisms of hate and intolerance even as they shatter their enemies' skulls with ferocious blows of their blazing crozius arcanums.

Dark Angels Interrogator-Chaplains are those who have been initiated into the Deathwing and learned of their Chapter's dark past. With a silent intensity to their demeanour, they are ever watchful for the vaguest signs of weakness in their charges. It is the Interrogator-Chaplains who must excise the confessions of captured Fallen, and thus expose themselves to the lies and ramblings of those ill-fated traitors. To do so requires the most

adamant of wills, but even this can prove insufficient to prevent the souring of their own souls.

LIBRARIANS

Librarians are Space Marines that have spent years enduring gruelling mind-moulding sessions and other arduous trials to become masters of their inherent psychic powers. In the Dark Angels Chapter, such is the rigour of the ordeals these warriors survive that all are inducted into the Inner Circle. Towards their Chapter's quest to rid the galaxy of the Fallen, Dark Angels Librarians have developed a highly invasive form of telepathy known as Interromancy. This allows the Librarian to worm his way into



Amongst hellish terrain, Master Lazarus leads the Dark Angels in ferocious combat against the forces of Tzeentch.

the deepest recesses of a traitor's mind, pulling out truths as a dental-chirurgeon extracts teeth.

Like all Primaris Space Marines, Librarians are trained to use Mk X Phobos armour, and join Vanguard forces equipped as such. Many who do so master the Obscuration discipline, becoming so adept in the arts of psychic illusion that they can shroud their brothers in cloaks of warp energy, fog the minds of sentries and pluck secret codes, passwords and battle plans from their foes' minds.

THE VANGUARD

Vanguard Space Marines are elite saboteurs, spies and assassins. Equipped with specialist weaponry and sophisticated signal scramblers and clad in sub-patterns of versatile Mk X Phobos armour, these Space Marines sow fear, disarray and death wherever they tread. Every Primaris Space Marine in a Chapter is trained to fight as a Vanguard warrior, and the 10th Company permanently maintains ten full Vanguard squads. The Dark Angels have been quick to apply the Vanguard's unique expertise and technologies in the hunt for the Fallen.

Infiltrator Squads spend long periods of time behind enemy lines, seeking out vulnerable infrastructure to destroy and communications to disrupt. Armed with smoke grenades and augur-scoped marksman bolt carbines, they strike down the foe while hardly ever being seen. Such is the nature of their role that some Infiltrators are trained as Helix Adepts, tasked with recovering gene-seed and treating the wounded while far from support.

Equipped with Divinator-class auspexes and highly advanced transpectral combat visors, Incursors combine visual and multi-spectral observation-and-analysis technologies to process incoming

battlefield data at preternatural speeds, making them highly adept in an aggressive close-quarters role. Incursors are expected to storm defensive positions and destroy logistically vital targets across fast-moving battlefronts.

Many Reiver Squads are outfitted with grav-chutes and directional fins that allow them to drop behind enemy lines quickly and stealthily. Highly mobile and clad in armour designed to be completely silent, Reivers can reach any target location without detection, before revealing themselves at the perfect time. When they strike, they are silent no more, heralding their assault with violent shock grenades. The harsh sounds of their vox-emitters and rapid-firing bolt carbines are augmented to induce great fear and terror and shatter enemy morale. Even amongst a host as grim as the Dark Angels, the Reivers are sinister indeed.

The Invictor Tactical Warsuit is a stripped-back variant of the Redeptor Dreadnought, though instead of housing a hero in a state of near-death, it is piloted by a live Primaris Space Marine. Armed with a fearsome array of heavy weapons and a gigantic servo-fist, the Invictor is well-suited to line breaking and monster hunting. With its cogs and servos rigged to function in near-silence, this combat walker is optimised to provide armoured fire support to Vanguard squads.

The presence of an Eliminator Squad remains unknown to their enemy until a pinpoint hail of bolt rounds strikes down a vital specialist or skilled commander. Expert marksmen, Eliminators infiltrate to perfect positions from which to take careful aim at their foe. Their primary armament is the Shrike-pattern bolt sniper rifle, used with a host of ammunition types that make Eliminators a deadly threat to swathes of enemy infantry as well as high-value individuals.

Some Eliminator Squads instead take to the field wielding las fusils, rendering their attacks lethal to the heaviest enemy armour.

Suppressors leap into battle, the thrusters of their powerful jump packs burning. Clad in heavy Omnis-pattern armour with inbuilt recoil buffers, Suppressors are perfectly equipped to handle their long-barrelled accelerator autocannons on the move. These mighty weapons can hammer out huge, armour-piercing rounds at a frightening rate, blasting apart enemy infantry with sickening ease and wrecking armoured vehicles in a relentless barrage.



ARMoured MIGHT

Utilising anti-gravity generators and powerful turbine engines, Repulsor Executioners hover menacingly above the battlefield, functioning as both a main line battle tank and an armoured transport. Heavily armed and armoured, the Executioner sacrifices a portion of transport capability to house the additional capacitors, plasma cells and ballistic cogitators its formidable weapons require.

The fast-moving Impulsor can be fitted with a wide array of specialised support equipment, including shield generators, anti-air weaponry and auspex arrays, making it an ideal assault transport for Vanguard squads. The Dark Angels have been quick to capitalise on the Impulsor's versatility, and the vehicle has proved its worth on countless battlefields.

ABILITIES

All **DARK ANGELS** units in *Codex: Dark Angels* (excluding **SERVITORS**) gain the Angels of Death ability:

ANGELS OF DEATH

The Adeptus Astartes are amongst the finest warriors in the Imperium.

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

And They Shall Know No Fear

The Space Marines of the Adeptus Astartes stand unafraid before the greatest terrors of the galaxy.

When a Morale test is taken for this unit, you can re-roll the dice.

Designer's Note: *With the addition of the Angels of Death ability, some units in Codex: Dark Angels will gain the And They Shall Know No Fear ability twice. Such units gain no additional benefit from this.*

Bolter Discipline

To a Space Marine, the boltgun is far more than a weapon – it is an instrument of Mankind's divinity, the bringer of death to his foes, whose howling blast is a prayer to the gods of battle.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is **INFANTRY** and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a **TERMINATOR**, **BIKER**, or **DREADNOUGHT**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type.

A bolt weapon is any weapon whose profile includes the word 'bolt' (boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, etc.). Rules that apply to bolt weapons also apply to the boltgun profile of combi-weapons and Relics that replace bolt weapons.

Shock Assault

The Adeptus Astartes are elite shock troops who strike with the fury of a thunderbolt. Few opponents can withstand this onslaught.

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.



Combat Doctrines

Models in this unit gain a bonus depending on which combat doctrine is active for your army (see below). If you have a Battle-forged army, units only benefit from this bonus if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units). This bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. Bolts of Judgement).

At the start of the battle, the Devastator Doctrine is active. A combat doctrine remains active for the duration of the battle, though you can change which combat doctrine is active once at the start of each battle round after the first, as follows:

- If the Devastator Doctrine was active during the previous battle round, you can change it so that the Tactical Doctrine is now active.
- If the Tactical Doctrine was active during the previous battle round, you can change it so that the Assault Doctrine is now active.

Devastator Doctrine

The Armour Penetration characteristic of Heavy and Grenade weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

Tactical Doctrine

The Armour Penetration characteristic of Rapid Fire and Assault weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

Assault Doctrine

The Armour Penetration characteristic of Pistol and melee weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

UPDATED WEAPONS AND DATASHEET AMENDMENTS

Since the release of *Codex: Dark Angels*, a number of weapons found in the book have had their profiles revised. Below you will find these profiles; these replace those found in the codex wherever they appear.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 3	4	0	1	-
Demolisher cannon	24"	Heavy D6	10	-3	D6	-
Flamestorm cannon	12"	Heavy D6	6	-2	2	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Hand flamer	6"	Pistol D6	3	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Icarus rocket pod	24"	Heavy D3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll.
Master-crafted auto bolt rifle	24"	Assault 3	4	0	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-
Stalker bolt rifle	36"	Heavy 1	4	-2	2	-

Datasheet Amendment: Reiver Squad

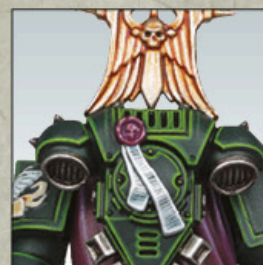
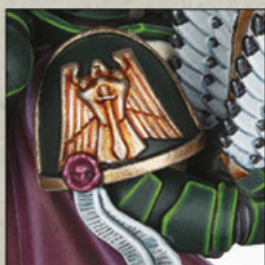
DARK ANGELS REIVER SQUADS (see *Codex: Dark Angels*) gain the **PHOBOS** keyword.





MASTER LAZARUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master Lazarus	6"	2+	2+	4	4	6	5	9	3+
Master Lazarus is a single model equipped with: bolt pistol; Enmity's Edge; frag grenades; krak grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Enmity's Edge	Melee	Melee		+2	-4	D3	When resolving an attack made with this weapon against a PSYKER unit, you can re-roll the wound roll and you can re-roll the damage roll.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (pg 34-35), Inner Circle (see <i>Codex: Dark Angels</i>)						Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.		
	The Spiritshield Helm: When a model in a friendly DARK ANGELS unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6, adding 1 to the result if it is this model that would lose a wound; on a 5+ that wound is not lost.						Intractable Will: When this model is destroyed within 1" of any enemy units, it can immediately fight as if it were the Fight phase before being removed from play. This ability is not cumulative with the Astartes Banner ability or the Only in Death Does Duty End Stratagem.		
	Iron Halo: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, MASTER, LAZARUS								





INTERROGATOR-CHAPLAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain	6"	2+	3+	4	4	5	3	9	3+
An Interrogator-Chaplain is a single model equipped with: bolt pistol; crozius arcanum; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Power fist	Melee	Melee		x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the <i>Pistols</i> list; 1 weapon from the <i>Combi-weapons</i> list; 1 weapon from the <i>Melee Weapons</i> list. • This model can additionally be equipped with 1 power fist. • This model can have a jump pack (Power Rating +1). If a model has a jump pack, it has a Move characteristic of 12" and gains the FLY and JUMP PACK keywords.								
ABILITIES	Angels of Death (pg 34-35), Inner Circle (see <i>Codex: Dark Angels</i>).						Rosarius: This model has a 4+ invulnerable save.		
	Jump Pack Assault: If this model has a jump pack, then during deployment you can set up this model high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.						Spiritual Leaders: Friendly DARK ANGELS units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.		
							Aura of Dread: Subtract 1 from the Leadership characteristic of enemy units whilst they are within 3" of any units from your army with this ability.		
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.								
	Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, PRIEST, CHAPLAIN, INTERROGATOR-CHAPLAIN								





PRIMARIS CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+	
A Primaris Chaplain is a single model equipped with: absolver bolt pistol; crozius arcanum; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Absolver bolt pistol	16"	Pistol 1			5	-1	1	-		
Crozius arcanum	Melee	Melee			+1	-1	2	-		
Frag grenades	6"	Grenade D6			3	0	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
ABILITIES	Angels of Death (pg 34-35)							Spiritual Leaders: Friendly DARK ANGELS units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.		
	Rosarius: This model has a 4+ invulnerable save.									
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.									
	Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS									
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, PRIEST, CHAPLAIN									



CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Chaplain	6"	2+	3+	4	4	4	3	9	3+	
A Chaplain is a single model equipped with: bolt pistol; crozius arcanum; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Boltgun	24"	Rapid Fire 1		4	0	1	-			
Crozius arcanum	Melee	Melee		+1	-1	2	-			
Power fist	Melee	Melee		x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.			
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	- This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 power fist; 1 weapon from the <i>Combi-weapons</i> list; 1 weapon from the <i>Pistols</i> list. - This model can have a jump pack (Power Rating +1). If a model has a jump pack, it has a Move characteristic of 12" and gains the FLY and JUMP PACK keywords.									
ABILITIES	Angels of Death (pg 34-35)						Jump Pack Assault: If this model has a jump pack, then during deployment you can set up this model high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.			
	Spiritual Leaders: Friendly Dark Angels units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.									
	Rosarius: This model has a 4+ invulnerable save.									
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.									
	Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS									
KEYWORDS	CHARACTER, INFANTRY, PRIEST, CHAPLAIN									



INTERROGATOR-CHAPLAIN IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain in Terminator Armour	5"	2+	3+	4	4	6	3	9	2+
An Interrogator-Chaplain in Terminator Armour is a single model equipped with: storm bolter; crozius arcanum.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Storm bolter	24"	Rapid Fire 2	4	0	1	-			
Crozius arcanum	Melee	Melee	+1	-1	2	-			
WARGEAR OPTIONS	• This model can be equipped with 1 weapon from the <i>Terminator Combi-weapons</i> list instead of 1 storm bolter.								
ABILITIES	Angels of Death (pg 34-35), Inner Circle (see <i>Codex: Dark Angels</i>)					Spiritual Leaders: Friendly DARK ANGELS units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.			
	Rosarius: This model has a 4+ invulnerable save.								
	Aura of Dread: Subtract 1 from the Leadership characteristic of enemy units whilst they are within 3" of any units from your army with this ability.					Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.			
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.								
	Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, PRIEST, CHAPLAIN, TERMINATOR, INTERROGATOR-CHAPLAIN								



MASTER IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master in Phobos Armour	6"	2+	2+	4	4	6	5	9	3+
A Master in Phobos Armour is a single model equipped with: bolt pistol; master-crafted instigator bolt carbine; combat knife; frag grenades; krak grenades. It has a camo cloak.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Master-crafted instigator bolt carbine	30"	Assault 1		4	-2	3	This weapon can target a CHARACTER unit even if it is not the closest enemy unit.		
Combat knife	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (pg 34-35)						Iron Halo: This model has a 4+ invulnerable save.		
	Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.						Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.		
	Omni-scrambler: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this model.						Camo Cloak: When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, MASTER								



LIEUTENANTS IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lieutenant in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+
This unit contains 1 Lieutenant in Phobos Armour. It can additionally contain 1 Lieutenant in Phobos Armour (Power Rating +5). Every model is equipped with: bolt pistol; master-crafted occulus bolt carbine; paired combat blades; frag grenades; krak grenades. Every model has a grav-chute.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy bolt pistol	12"	Pistol 1		4	-1	1	-		
Master-crafted occulus bolt carbine	24"	Rapid Fire 1		4	0	2	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.		
Combat knife	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Paired combat blades	Melee	Melee		User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Any model can be equipped with 1 heavy bolt pistol and 1 combat knife instead of 1 master-crafted occulus bolt carbine, 1 paired combat blades and 1 bolt pistol. If it is, it has smoke grenades instead of a grav-chute and gains the REIVER keyword.								
ABILITIES	Angels of Death (pg 34-35) Grav-chute: If this model has a grav-chute, then during deployment you can set up this model in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models. Terror Troops: Whilst any REIVER units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each REIVER unit from your army that is within 3" of that enemy unit (to a maximum of -3).						Company Heroes: During deployment, every model in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each model is treated as a separate unit. Smoke Grenades: If this model has smoke grenades, then once per battle, instead of shooting in your Shooting phase, it can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll. Tactical Precision: Re-roll wound rolls of 1 for attacks made by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, LIEUTENANTS								



LIBRARIAN IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian in Phobos Armour	6"	3+	3+	4	4	5	4	9	3+
A Librarian in Phobos Armour is a single model equipped with: bolt pistol; force sword; frag grenades; krak grenades. It has a camo cloak.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Force sword	Melee	Melee			User	-3	D3	-	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Angels of Death (pg 34-35), Inner Circle (see <i>Codex: Dark Angels</i>)							Camo Cloak: When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.	
	Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.							Psychic Hood: When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.	
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Obscuration discipline (pg 54) or two psychic powers from the Interromancy discipline (see <i>Codex: Dark Angels</i>).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, PSYKER, LIBRARIAN								



ASMODAI



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Asmodai	6"	2+	3+	4	4	5	3	9	3+
Asmodai is a single model equipped with: bolt pistol; Blades of Reason; crozius arcanum; frag grenades; krak grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Blades of Reason	Melee	Melee		User	0	D6	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (pg 34-35), Inner Circle (see <i>Codex: Dark Angels</i>).						Aura of Dread: Subtract 1 from the Leadership characteristic of enemy units whilst they are within 3" of any units from your army with this ability.		
	Exemplar of Hate: Add 1 to the Attacks characteristic of models in DARK ANGELS INFANTRY and DARK ANGELS BIKER units whilst their unit is within 6" of any friendly models with this ability.						Spiritual Leaders: Friendly DARK ANGELS units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.		
	Rosarius: This model has a 4+ invulnerable save.								
PRIEST	This model knows the Litany of Hate (see below) and two other litanies from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round. Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	CHARACTER, INFANTRY, PRIEST, CHAPLAIN, INTERROGATOR-CHAPLAIN, ASMODAI								



PRIMARIS MASTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Primaris Master	6"	2+	2+	4	4	6	5	9	3+	
A Primaris Master is a single model equipped with: bolt pistol; master-crafted auto bolt rifle; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted auto bolt rifle	24"	Assault 3			4	0	2	-		
Bolt carbine with special issue ammunition	24"	Assault 2			4	-2	1	-		
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	3	-		
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.									
- Standard	12"	Pistol 1			7	-3	1	-		
- Supercharge	12"	Pistol 1			8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.		
Power fist	Melee	Melee			x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.		
Power sword	Melee	Melee			User	-3	1	-		
Frag grenades	6"	Grenade D6			3	0	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• This model can additionally be equipped with 1 power sword or 1 power fist, or can be equipped with 1 power fist and 1 plasma pistol instead of 1 bolt pistol and 1 master-crafted auto bolt rifle. • This model can be equipped with 1 master-crafted stalker bolt rifle or 1 bolt carbine with special issue ammunition instead of 1 master-crafted auto bolt rifle.									
ABILITIES	Angels of Death (pg 34-35)							Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly DARK ANGELS units whilst their unit is within 6" of this model.		
	Iron Halo: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS									
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, MASTER									



‘Crossing the Rubicon Primaris was no easy choice. I have sent brothers to die in battle, and my conscience is clear. They did their duty and I did mine. But to subject myself to the Calgarian Rites and risk ignominious death on the Apothecary’s slab? Had the rewards not been so great, I would have scoffed at the notion.’

- Master Xerophus, Dark Angels Master of Relics



INTERCESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Intercessor Sergeant and 4 Intercessors. It can additionally contain up to 5 Intercessors (Power Rating +5). Every model is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Auto bolt rifle	24"	Assault 3			4	0	1	-	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Bolt rifle	30"	Rapid Fire 1			4	-1	1	-	
Hand flamer	6"	Pistol D6			3	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.	
Stalker bolt rifle	36"	Heavy 1			4	-2	2	-	
Chainsword	Melee	Melee			User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Power fist	Melee	Melee			x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.	
Power sword	Melee	Melee			User	-3	1	-	
Thunder hammer	Melee	Melee			x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• Every model can be equipped with 1 auto bolt rifle instead of 1 bolt rifle. • Every model can be equipped with 1 stalker bolt rifle instead of 1 bolt rifle. • The Intercessor Sergeant can be equipped with one of the following instead of 1 bolt rifle, 1 auto bolt rifle or 1 stalker bolt rifle: 1 chainsword; 1 hand flamer. A model can only be equipped with 1 chainsword. • If the Intercessor Sergeant is not equipped with 1 chainsword, he can additionally be equipped with one of the following: 1 chainsword; 1 power fist; 1 power sword; 1 thunder hammer. • For every 5 models this unit contains, 1 model that is equipped with 1 bolt rifle, 1 auto bolt rifle or 1 stalker bolt rifle can have an auxiliary grenade launcher.								
ABILITIES	Angels of Death (pg 34-35) Auxiliary Grenade Launcher: If a model has an auxiliary grenade launcher, Grenade weapons that model is equipped with have a Range characteristic of 30".							Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.	
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, PRIMARIS, INTERCESSOR SQUAD								





INFILTRATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infiltrator	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Helix Adept	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Infiltrator Sergeant and 4 Infiltrators. It can additionally contain up to 5 Infiltrators (Power Rating +6). It can contain 1 Infiltrator Helix Adept instead of 1 Infiltrator. Every model is equipped with: bolt pistol; marksman bolt carbine; frag grenades; krak grenades. Every model has smoke grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Marksman bolt carbine	24"	Rapid Fire 1			4	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• If this unit does not contain 1 Infiltrator Helix Adept, 1 Infiltrator can additionally have an Infiltrator comms array.								
ABILITIES	Angels of Death (pg 34-35)							Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.	
	Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.							Omni-scramblers: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	
	Helix Adept: At the end of your Movement phase, this unit's Infiltrator Helix Adept can provide medical attention to this unit. If this unit contains any models that have lost any wounds, select one of those models to regain 1 lost wound. Otherwise, if any models from this unit have been destroyed, roll one D6; on a 5+ you can return one destroyed model from this unit to the battlefield with 1 wound remaining, placing it within 3" of this unit's Infiltrator Helix Adept and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). On a 4 or less, this unit's Infiltrator Helix Adept cannot shoot this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn.							Smoke Grenades: Once per battle, instead of shooting in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.	
Infiltrator Comms Array: Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly DARK ANGELS PHOBOS CAPTAIN or DARK ANGELS PHOBOS LIEUTENANT models on the battlefield, this unit is always treated as being within range of those models' Rites of Battle and Tactical Precision abilities.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, PHOBOS, PRIMARIS, INFILTRATOR SQUAD								





INCURSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Incursior	6"	3+	3+	4	4	2	2	7	3+
Incursior Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Incursior Sergeant and 4 Incursiors. It can additionally contain up to 5 Incursiors (Power Rating +5). Every model is equipped with: bolt pistol; oculus bolt carbine; paired combat blades; frag grenades; krak grenades. Every model has smoke grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Oculus bolt carbine	24"	Rapid Fire 1			4	0	1	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.	
Paired combat blades	Melee	Melee			User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• 1 Incursior can additionally have a haywire mine.								
ABILITIES	Angels of Death (pg 34-35) Haywire Mine: In your Movement phase, one model from your army with a haywire mine that has not been primed can prime it. At any point during that model's move, place one Primed Haywire Mine within 1" of it, more than 3" away from any enemy models and more than 6" away from any other Primed Haywire Mines. If an enemy unit moves within 3" of that Primed Haywire Mine, roll one D6; on a 2+ that enemy unit suffers D3 mortal wounds. If that unit is a VEHICLE, it suffers D3+1 mortal wounds instead. That Primed Haywire Mine is then removed from play. The Primed Haywire Mine is represented by the Primed Haywire Mine model, but does not count as a model for any rules purposes. Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models. Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models. Multi-spectrum array: When resolving an attack made with a ranged weapon by a model in this unit, ignore hit roll modifiers and Ballistic Skill modifiers. Smoke Grenades: Once per battle, instead of shooting in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS								
KEYWORDS	INFANTRY, PHOBOS, PRIMARIS, INCURSOR SQUAD								



INVICTOR TACTICAL WARSUIT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Invictor Tactical Warsuit	*	*	*	7	6	13	4	8	3+

REMAINING W	M	WS	BS
7-13+	10"	3+	3+
4-6	8"	4+	4+
1-3	6"	5+	5+

An Invictor Tactical Warsuit is a single model equipped with: fragstorm grenade launcher; heavy bolter; incendum cannon; 2 ironhail heavy stubbers; Invictor fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Incendum cannon	12"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Twin ironhail autocannon	48"	Heavy 6	7	-1	2	-
Invictor fist	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS • This model can be equipped with 1 twin ironhail autocannon instead of 1 incendum cannon.

ABILITIES		
Angels of Death (pg 34-35)		Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.
Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.		Heavy Sidearm: Whilst this model is within 1" of any enemy units, its heavy bolter has a Type characteristic of Pistol 3.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS VEHICLE, INVICTOR TACTICAL WARSUIT



SUPPRESSOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Suppressor	12"	3+	3+	4	4	2	2	7	3+
Suppressor Sergeant	12"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Suppressor Sergeant and 2 Suppressors. Every model is equipped with: accelerator autocannon; bolt pistol; frag grenades; krak grenades. Every model has a grav-chute.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator autocannon	48"	Heavy 2	7	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES		
Angels of Death (pg 34-35)		Smoke Launcher: Once per battle, instead of shooting in your Shooting phase, this unit's Suppressor Sergeant can use his smoke launcher. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.
Grav-chute: During deployment, you can set up this unit in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.		Suppressing Fire: If an enemy model is destroyed as a result of an attack made with an accelerator autocannon by a model in this unit, that enemy model's unit cannot fire Overwatch this turn.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS INFANTRY, JUMP PACK, PRIMARIS, FLY, SUPPRESSOR SQUAD



ELIMINATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Eliminator	6"	3+	3+	4	4	2	2	7	3+	
Eliminator Sergeant	6"	3+	3+	4	4	2	3	8	3+	
This unit contains 1 Eliminator Sergeant and 2 Eliminators. Every model is equipped with: bolt pistol; bolt sniper rifle; frag grenades; krak grenades. Every model has a camo cloak.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Bolt sniper rifle	When you choose this weapon to shoot with, select one of the profiles below.									
- Executioner round	36"	Heavy 1			5	-1	1	This weapon can target units that are not visible to the bearer, and can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw.		
- Hyperfrag round	36"	Heavy D3			5	0	1	This weapon can target a CHARACTER unit even if it is not the closest enemy unit.		
- Mortis round	36"	Heavy 1			5	-2	D3	This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.		
Instigator bolt carbine	24"	Assault 1			4	-1	2	This weapon can target a CHARACTER even if it is not the closest enemy unit.		
Las fusil	36"	Heavy 1			8	-3	3	-		
Frag grenades	6"	Grenade D6			3	0	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• The Eliminator Sergeant can be equipped with one of the following instead of 1 bolt sniper rifle: 1 instigator bolt carbine; 1 las fusil. • Every Eliminator can be equipped with 1 las fusil instead of 1 bolt sniper rifle.									
ABILITIES	Angels of Death (pg 34-35) Camo Cloak: When resolving an attack made with a ranged weapon against a model in this unit whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1. Guided Aim: Instead of shooting in your Shooting phase, this unit's Eliminator Sergeant can guide his squad's aim. Until the end of that phase, when resolving an attack made with a ranged weapon by a model in this unit, add 1 to the hit roll and wound roll. Covering Fire: The first time this unit's Eliminator Sergeant fires Overwatch with an instigator bolt carbine in your opponent's turn, this unit can, after it has resolved its Overwatch, move as if it were your Movement phase (it cannot Advance as part of this move). Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS									
KEYWORDS	INFANTRY, PHOBOS, PRIMARIS, ELIMINATOR SQUAD									



REPULSOR EXECUTIONER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Repulsor Executioner	*	6+	*	8	8	16	*	9	3+

A Repulsor Executioner is a single model equipped with: 2 fragstorm grenade launchers; heavy onslaught gatling cannon; macro plasma incinerator, 2 storm bolters; twin heavy bolter; twin Icarus ironhail heavy stubber. It has auto launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy laser destroyer	72"	Heavy 2	10	-4	D6	When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY; otherwise subtract 1 from the hit roll.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Macro plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin Icarus ironhail heavy stubber	36"	Heavy 6	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model can be equipped with 1 heavy laser destroyer instead of 1 macro plasma incinerator.
- This model can additionally be equipped with 1 ironhail heavy stubber.
- This model can additionally be equipped with 1 Icarus rocket pod.

ABILITIES

Angels of Death (pg 34-35)

Aquilon Optics: If, in your Movement phase, this model does not move or moves a distance less than half its Move characteristic, it can shoot with its heavy laser destroyer or macro plasma incinerator twice in the following Shooting phase (the weapon must target the same unit both times).

Repulsor Field: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.

Hover Tank: Distances are always measured to and from this model's hull.

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Auto Launchers: Instead of shooting in your Shooting phase, this model can use its auto launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 DARK ANGELS PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS

VEHICLE, TRANSPORT, FLY, REPULSOR, REPULSOR EXECUTIONER



IMPULSOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Impulsor	*	6+	*	7	7	11	*	8	3+	6-11+	14"	3+	3
An Impulsor is a single model equipped with: 2 storm bolters.										3-5	7"	4+	D3
										1-2	4"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Bellicatus missile array	When you choose this weapon to shoot with, select one of the profiles below.												
- Krak missiles	48"	Heavy 1		8	-2	D6	-						
- Frag missiles	48"	Heavy D6		4	0	1	-						
- Icarus missiles	48"	Heavy D3		7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY; otherwise subtract 1 from the hit roll.						
Fragstorm grenade launcher	18"	Assault D6		4	0	1	-						
Ironhail heavy stubber	36"	Heavy 3		4	-1	1	-						
Ironhail skytalon array	36"	Heavy 6		4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll and 1 to the wound roll if the target can FLY; otherwise subtract 1 from the hit roll.						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
WARGEAR OPTIONS	• This model can additionally be equipped with 1 ironhail heavy stubber. • This model can be equipped with 2 fragstorm grenade launchers instead of 2 storm bolters. • This model can have a shield dome or an orbital comms array, or can be equipped with one of the following: 1 bellicatus missile array, 1 ironhail skytalon array.												
ABILITIES	Angels of Death (pg 34-35) Hover Tank: Distances are always measured to and from this model's hull. Repulsor Field: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll. Assault Vehicle: After this model moves in your Movement phase, if this model did not Advance, any units embarked aboard it can disembark. Units that do so cannot be chosen to charge with that turn. Shield Dome: A model with a shield dome has a 4+ invulnerable save. Orbital Comms Array: In your Shooting phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a CHARACTER. On a 4+ the unit being rolled for suffers D3 mortal wounds. Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.												
TRANSPORT	This model has a transport capacity of 6 DARK ANGELS PRIMARIS INFANTRY models. It cannot transport JUMP PACK or MK X GRAVIS models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, FLY, IMPULSOR												

ANGELS OF DEATH

In this section you'll find additional rules for Battle-forged armies that include DARK ANGELS Detachments and Dark Angels successor Chapter Detachments – that is, Detachments that only include DARK ANGELS units or units drawn from the same Dark Angels successor Chapter respectively. These include new Warlord Traits, Stratagems, Relics and psychic powers that help to reflect the tactics used by the sons of the Lion on the battlefield.

ABILITIES

All units (excluding SERVITORS) in DARK ANGELS Detachments and Dark Angels successor Chapter Detachments (other than Super-heavy Auxiliary Detachments) gain the Grim Resolve ability, and all Troops units in such Detachments gain the Defenders of Humanity ability (see *Codex: Dark Angels*). In addition, if your army is Battle-forged, all units from your army with the Combat Doctrines ability gain the Relentless Hunt ability, so long as every unit from your army (with the exception of those that are UNALIGNED) is a DARK ANGELS unit or every unit from your army is from the same Dark Angels successor Chapter.

GRIM RESOLVE

The stalwart descendants of the Lion are renowned for their unshakeable resolve, enduring tenacity and strict fire discipline in battle.

Re-roll hit rolls of 1 for attacks made with ranged weapons by models in this unit so long as this unit did not move this turn. In addition, this unit can never lose more than one model as the result of any single failed Morale test.

RELENTLESS HUNT

From the Great Beasts of Caliban to their nefarious Fallen brothers, the Dark Angels have always been relentless in the hunt for their quarry.

Whilst the Devastator doctrine is active, the range characteristic of all Heavy and Rapid Fire weapons equipped on DARK ANGELS units with this ability is increased by 6", and the range characteristic of all Assault and Pistol weapons equipped on DARK ANGELS units with this ability is increased by 3".

SUCCESSOR CHAPTERS

The following rules apply to units drawn from Dark Angels successor Chapters:

Warlord Traits

If your Warlord is a CHARACTER model from a Dark Angels successor Chapter, you can use the Dark Angels

Warlord Traits table (see *Codex: Dark Angels*) or the Vanguard Warlord Traits table (pg 55) to determine what Warlord Trait they have. If your Warlord is a DEATHWING or RAVENWING CHARACTER model from a Dark Angels successor Chapter, you instead determine their Warlord Trait using the Deathwing or Ravenwing Warlord Traits (pg 56) respectively. Replace the DARK ANGELS keyword in all instances in that Warlord Trait (if any) with your Warlord's <CHAPTER> keyword.

Relics of Caliban

Dark Angels successor Chapters have access to the Special-issue Wargear Relics (pg 58); Relics of Caliban cannot be given to a CHARACTER model from a successor Chapter unless you use the Honoured by the Rock Stratagem (pg 53).

Stratagems

All units from Dark Angels successor Chapters are considered to have the DARK ANGELS keyword for the purpose of using Dark Angels Stratagems.

Psychic Powers

LIBRARIAN models from Dark Angels successor Chapters can know psychic powers from the Interromancy discipline (see *Codex: Dark Angels*) and the Obscuration discipline (pg 54) in the same manner as LIBRARIAN models in DARK ANGELS Detachments. When such a model uses one of these psychic powers, replace the DARK ANGELS keyword in all instances on that power (if any) with that model's successor Chapter keyword.

Litanies

CHAPLAINS from Dark Angels Successor Chapters can know litanies from the Litanies of Battle table (pg 59). When such a model uses one of these litanies, replace the DARK ANGELS keyword in all instances on that litany (if any) with your CHAPLAIN'S Successor Chapter keyword.

Tactical Objectives

Units from Dark Angels successor Chapters are considered to have the DARK ANGELS keyword for the purposes of using Dark Angels Tactical Objectives (see *Codex: Dark Angels*).

STRATAGEMS

If your army is Battle-forged and includes any DARK ANGELS Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Dark Angels on the battlefield.

1CP

DUTY ETERNAL

Dark Angels Stratagem

Having tasted death before, the pilot of a Dreadnought is determined to do his duty to the very end.

Use this Stratagem when a DARK ANGELS DREADNOUGHT model from your army is chosen as a target for an attack. Until the end of the phase, when resolving an attack made against that model, halve the damage inflicted (rounding up).

1/2CP

VETERAN INTERCESSORS

Dark Angels Stratagem

This squad has been noted for exemplary service.

Use this Stratagem before the battle. Select one DARK ANGELS INTERCESSOR SQUAD unit from your army that contains 5 models for 1 Command Point or one DARK ANGELS INTERCESSOR SQUAD unit from your army that contains 6 or more models for 2 Command Points. Add 1 to the Attacks and Leadership characteristics of models in that unit. Each DARK ANGELS INTERCESSOR SQUAD unit can only be selected for this Stratagem once per battle.

2CP

BOLTSTORM

Dark Angels Stratagem

Switching shot selectors to full auto, the Dark Angels unleash a short-lived but inescapable hail of fire.

Use this Stratagem at the start of your Shooting phase. Select one DARK ANGELS INTERCESSOR SQUAD unit from your army. Until the end of that phase, auto bolt rifles that models in that unit are equipped with gain the following ability: 'When resolving an attack made with this weapon against a target that is within half range, do not make a hit roll: it automatically scores a hit'

2CP

RAPID FIRE

Dark Angels Stratagem

The combination of superhuman reflexes and rigid bolter-drills enable Dark Angels Intercessors to produce a devastating rate of fire.

Use this Stratagem at the start of your Shooting phase. Select one DARK ANGELS INTERCESSOR SQUAD unit from your army. Until the end of that phase, bolt rifles that models in that unit are equipped with have a Type characteristic of Rapid Fire 2.

1CP

HUNTER-SLAYER MISSILE

Dark Angels Stratagem

Hunter-slayer missiles are machine spirit-guided warheads that track and eliminate priority targets.

Use this Stratagem in your Shooting phase. Select one DARK ANGELS REPULSOR model from your army to launch a hunter-slayer missile, then select one enemy VEHICLE unit or MONSTER unit within 48" of that model that is not within 1" of any units from your army. Roll one D6; if the result is equal to or greater than that model's Ballistic Skill, that unit suffers D3 mortal wounds. Each DARK ANGELS REPULSOR model can only be selected for this Stratagem once per battle.

1CP

HIGH-SPEED FOCUS

Dark Angels Stratagem

The Chapter's greatest pilots and riders can deliver pinpoint accuracy whilst dodging incoming fire.

Use this Stratagem when a RAVENWING unit from your army is chosen as a target for an attack made with a ranged weapon. Until the start of your next Movement phase, models in that unit benefit from the Jink ability even if they didn't Advance.

1CP**BIG GUNS NEVER TIRE***Dark Angels Stratagem**None can withstand the Dark Angels' armoured wrath.*

Use this Stratagem in your Shooting phase, when a **DARK ANGELS VEHICLE** unit from your army is chosen to shoot with. Until the end of that phase, that unit does not suffer the penalty for moving and firing Heavy weapons.

1CP**STEADY ADVANCE***Dark Angels Stratagem**A measured advance allows Dark Angels squads to unleash a steady stream of bolter fire.*

Use this Stratagem in your Shooting phase, when a **DARK ANGELS INFANTRY** unit from your army is chosen to shoot with. Until the end of that phase, for the purposes of the Bolter Discipline ability, that unit is treated as if it had remained stationary in your previous Movement phase.

2CP**VENGEANCE OF THE MACHINE SPIRIT***Dark Angels Stratagem**Vengeful machine spirits can wreak havoc on the enemy in their death throes, even as their systems fail.*

Use this Stratagem when a **DARK ANGELS LAND RAIDER** model, **DARK ANGELS REPULSOR** model or **DARK ANGELS STORMRAVEN GUNSHIP** model from your army is destroyed. That model can either automatically explode (do not roll a D6), shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (use the top row of that model's damage table when shooting with that ranged weapon or resolving that attack with a melee weapon).

1CP**HERO OF THE CHAPTER***Dark Angels Stratagem**Every Dark Angel is a champion, a post-human demigod standing between Mankind and the darkness.*

Use this Stratagem before the battle, after nominating your Warlord. Select one **DARK ANGELS CHARACTER** model from your army that is not your Warlord and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

3CP**TARGET SIGHTED***Dark Angels Stratagem**With pinpoint accuracy, Intercessors pick out key enemy leaders, striking weak spots with deadly volleys of fire.*

Use this Stratagem at the start of your Shooting phase. Select one **DARK ANGELS INTERCESSOR SQUAD** unit from your army. Until the end of that phase, stalker bolt rifles that models in that unit are equipped with gain the following ability: 'This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.'

1CP**GENE-WROUGHT MIGHT***Dark Angels Stratagem**Through inhuman strength, Primaris Dark Angels deliver blows that inflict terrifying damage.*

Use this Stratagem in the Fight phase, when a **DARK ANGELS PRIMARIS INFANTRY** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).

1CP**FURY OF THE FIRST***Dark Angels Stratagem**Little can withstand the mailed fist of the Deathwing.*

Use this Stratagem in any phase. Select one **DEATHWING TERMINATOR** unit from your army. Until the end of that phase, when resolving an attack made by a model in that unit, add 1 to the hit roll.

1CP**STAND FIRM***Dark Angels Stratagem**Against the battle plate and inner resolve of the First Company, even the mightiest weapons are not enough.*

Use this Stratagem when a **DEATHWING TERMINATOR** unit from your army is chosen as a target of an attack. Until the end of the phase, increase the Toughness characteristic of models in that unit by 1.

1CP**TARGETING GUIDANCE****Dark Angels Stratagem**

Ravenwing Land Speeders gather and relay targeting data to the rest of the Chapter.

Use this Stratagem at the start of your Shooting phase. Select one enemy unit within 12" of and visible to a **RAVENWING LAND SPEEDER** unit from your army. Until the end of that phase, when resolving an attack made by a model in a friendly **DARK ANGELS** unit against that unit, you can re-roll the hit roll.

1CP**FULL THROTTLE****Dark Angels Stratagem**

Forsaking all firepower, the Ravenwing gun their engines and advance at breakneck speeds.

Use this Stratagem in your Movement phase, after moving a **RAVENWING** unit from your army. You can make a second move with that unit this phase; that unit can Advance as part of that move if it has not already Advanced this phase. That unit cannot shoot or charge this turn.

2CP**COMBINED ASSAULT****Dark Angels Stratagem**

When working in unison, the veterans of the Dark Angels are amongst the Imperium's finest fighting forces.

Use this Stratagem at the end of your Movement phase when you set up a **DEATHWING** unit from your army using the Teleport Strike ability. You can set up that unit wholly within 6" of a friendly **RAVENWING BIKER** unit that has not Advanced this turn, and more than 6" from any enemy models. Any models that cannot be set up in this way are destroyed.

2CP**TRANSHUMAN PHYSIOLOGY****Dark Angels Stratagem**

Space Marines have reserves of willpower that allow them to fight through even the most grievous of wounds.

Use this Stratagem when a **DARK ANGELS** unit from your army that is not a **VEHICLE** or a **SERVITOR** is chosen as a target for an attack. Until the end of the phase, when resolving an attack made against that unit, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

1CP**ADAPTIVE STRATEGY****Dark Angels Stratagem**

Unorthodox use of combat doctrines is always permissible if doing so will lead to victory.

Use this Stratagem at the start of the battle round if there are any **DARK ANGELS CHARACTER** models from your army on the battlefield, before you change which combat doctrine is active. If the Assault Doctrine is currently active, you can change it so that the Tactical Doctrine is now active. Alternatively, if the Tactical Doctrine is currently active, you can change it so that the Devastator Doctrine is now active. You can only use this Stratagem once per battle.

1CP**EVASIVE ASSAULT****Dark Angels Stratagem**

The Ravenwing evade incoming blows with incredible skill.

Use this Stratagem in the Fight phase, when a **RAVENWING BIKER** unit from your army that made a charge move or was charged this turn is chosen as the target for an attack. Until the end of that phase, models in that unit have a 5+ invulnerable save.

1CP**OUTNUMBERED BUT NEVER OUTMATCHED****Dark Angels Stratagem**

When outnumbered, the Deathwing fight all the harder.

Use this Stratagem in the Fight phase, when a **DEATHWING** unit from your army is chosen to fight with. Until the end of that phase, add 1 to the Attacks characteristic of models in that unit if that unit targets any enemy units containing 10 or more models.

1CP**HONOURED BY THE ROCK****Dark Angels Stratagem**

The Dark Angels have been known to bestow their artefacts upon worthy successor Chapters.

Use this Stratagem after nominating a model drawn from a Dark Angels successor Chapter to be your Warlord. You can give one Relic of Caliban (see page 57 and *Codex: Dark Angels*) to a **CHARACTER** model from your army that is drawn from a Dark Angels successor Chapter instead of giving them a Special-issue Wargear Relic (pg 58). If you do, replace the **DARK ANGELS** keyword in all instances on that Relic (if any) with that model's successor Chapter keyword. You can only use this Stratagem once per battle.

OBSCURATION DISCIPLINE

Those Dark Angels Librarians seconded to Vanguard operations are trained in the psychic arts of obscuration and illusion. They weave impenetrable cloaks of warp energy around their battle-brothers, conjure haunting visions to distract and terrify their foes, and ease the Vanguard formations' passage through enemy territory.

Before the battle, generate the psychic powers for DARK ANGELS PSYKER models that know powers from the Obscuration discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

1. SHROUDING

The psyker uses his mastery of the warp to fog the minds of his enemies, clouding their senses so that his allies appear as nothing more than indistinct shadows.

Shrouding has a warp charge value of 6. If manifested, select one friendly DARK ANGELS PHOBOS unit within 18" of this psyker. Until the start of your next Psychic phase, enemy models can only shoot that unit if it is the closest target that is visible to them or they are firing Overwatch.

2. SOUL SIGHT

The psyker shares his warp-sight with his brethren, causing their eyes to glow with an ethereal light. So empowered, no foe can escape their omniscient gaze; the souls of their targets flare like flaming beacons in the dark.

Soul Sight has a warp charge value of 6. If manifested, select one friendly DARK ANGELS PHOBOS unit within 18" of this psyker. Until the start of your next Psychic phase, when resolving an attack made with a ranged weapon by a model in that unit, you can re-roll the hit roll and the target does not receive the benefit of cover to its saving throw.

3. MIND RAID

The psyker peers into the mind of the foe, raiding their thoughts for secret codes, battle plans, the location of hidden forces and any other tactical information that might be useful. Such brute psychic interrogation doubtless inflicts severe cerebral trauma on its victim.

Mind Raid has a warp charge value of 6. If manifested, select one enemy model within 18" of and visible to this psyker. That model's unit suffers 1 mortal wound. If your army is Battle-forged and that model is a CHARACTER, roll 3D6; if the result is equal to or greater than that model's Leadership characteristic, you gain 1 Command Point.

4. HALLUCINATION

The psyker conjures images out of his foes' own memories – from past allies seemingly returned from the dead, to apparitions wrought from their darkest nightmares. Paranoia, confusion and panic reign under such a psychic assault.

Hallucination has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit. Your opponent then rolls 2D6; if the result is greater than the highest Leadership characteristic of models in that unit, then until the start of your next Psychic phase, when resolving an attack made by a model in that unit, subtract 1 from the hit roll.

5. TENEBROUS CURSE

The psyker sends a psychic bolt lancing through his foes' minds. As they reel from the assault, their own shadows come to life and drag down their casters.

Tenebrous Curse has a warp charge value of 6. If manifested, select one enemy unit that cannot FLY and is within 18" of and visible to this psyker. That unit suffers 1 mortal wound and, until the start of your next Psychic phase, halve that unit's Move characteristic and the result of any Advance rolls and charge rolls made for it (rounding up).

6. TEMPORAL CORRIDOR

The psyker creates an invisible corridor in which the passage of time is altered, allowing his allies to traverse the battlefield with supernatural swiftness.

Temporal Corridor has a warp charge value of 7. If manifested, select one friendly DARK ANGELS PHOBOS unit within 3" of this psyker. That unit can immediately move as if it were your Movement phase, but it cannot Fall Back as part of this move and must Advance. When the Advance roll is made for that Advance, roll 3D6 and discard two of the results. You cannot use Temporal Corridor on the same unit more than once per Psychic phase.

VANGUARD WARLORD TRAITS

The commanders of the Dark Angels Vanguard are some of the Chapter's finest warlords. Master tacticians, clandestine warriors and adept assassins, these specialists lead their battle-brothers on missions where guile and cunning are the best routes to victory.

If a DARK ANGELS PHOBOS CHARACTER model is your Warlord, you can use the Vanguard Warlord Traits table to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

1 SHOOT AND FADE

This warrior harries the foe before returning to the shadows.

At the start of your Shooting phase, you can select one friendly DARK ANGELS PHOBOS unit within 6" of this Warlord. After shooting with that unit, it can move as if it were your Movement phase; if it does, it must Advance and cannot declare a charge in the following Charge phase.

2 LORD OF DECEIT

This leader is adept at subterfuge and spreading misinformation.

At the start of the first battle round, before the first turn begins, select up to three friendly DARK ANGELS PHOBOS units on the battlefield. Remove them from the battlefield and set them up again as described in the Deployment section of the mission (if both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first).

3 MASTER OF THE VANGUARD

This Space Marine is a living legend of the Vanguard formations, and an inspiration to his battle-brothers.

Add 1" to the Move characteristic of friendly DARK ANGELS PHOBOS units whilst they are within 6" of this Warlord. Add 1 to Advance rolls and charge rolls made for friendly DARK ANGELS PHOBOS units whilst they are within 6" of this Warlord.

4 STEALTH ADEPT

So masterfully does this warlord slip through enemy territory that he appears to the foe as little more than a spectre.

When resolving an attack made against this Warlord, subtract 1 from the hit roll.

5 TARGET PRIORITY

This tactician is constantly seeking prime targets.

At the start of your Shooting phase, select one friendly DARK ANGELS PHOBOS unit within 3" of this Warlord; until the end of that phase, when resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll.

6 MARKSMAN'S HONOURS

This warlord is one of the finest sharpshooters in the galaxy.

Add 1 to the Damage characteristic of ranged weapons this Warlord is equipped with. This does not apply to Grenades or Relics.



DEATHWING AND RAVENWING WARLORD TRAITS

The leaders of the Dark Angels 1st and 2nd Companies are amongst the most revered warriors of the Chapter, trusted with its secrets and responsible for leading the most crucial missions. Their martial wisdom has carried the Chapter through conflicts spanning the stars, setting an example to all.

If a DEATHWING CHARACTER model is your Warlord, you can use the Deathwing Warlord Traits table to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one. If a RAVENWING CHARACTER model is your Warlord, you can instead use the Ravenwing Warlord Traits table to determine what Warlord Trait they have.

D3 DEATHWING WARLORD TRAITS

1 LAY LOW THE MIGHTY

This Warlord and his retinue make a point of engaging the mightiest of enemies, for in such actions the greatest glory can be found.

You can re-roll wound rolls for attacks made with melee weapons against CHARACTER units, or units with a Wounds characteristic of 8 or more, by models in friendly DEATHWING units whilst their unit is within 6" of this Warlord.

2 INEXORABLE

Through force of will alone this Warlord shrugs off the most grievous wounds.

When resolving an attack made against this Warlord, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

3 WATCHED

A strange hooded creature accompanies this Warlord and, at times, lends aid.

Once per battle, in your opponent's Psychic phase, this Warlord can attempt to resist one psychic power in the same manner as a PSYKER by taking a Deny the Witch test, even if your Warlord is not within 24" of the enemy model manifesting that psychic power. When taking that Deny the Witch test, do not roll the dice; it is automatically passed.

NAMED CHARACTER

If MASTER LAZARUS is your Warlord, he has the Brilliant Strategist Warlord Trait (see *Codex: Dark Angels*).

D3 RAVENWING WARLORD TRAITS

1 IMPECCABLE MOBILITY

Decades of training and combat experience have honed the mounted warfare skills of this Warlord and his warriors.

Whilst they are within 6" of this Warlord, models in RAVENWING units from your army do not suffer the penalty for moving and firing Heavy weapons or for Advancing and firing Assault weapons.

2 TACTICALLY FLEXIBLE

Adaptability and perceptiveness have enabled this Warlord to turn the tide of many battles.

Once per battle, at the start of the battle round, you can select a combat doctrine that is not currently active. Until the end of that battle round, when resolving an attack made by a model in a friendly RAVENWING unit within 6" of this Warlord, you can treat the chosen doctrine as being active instead of the currently active doctrine.

3 OUTRIDER

This Warlord values positioning above all, and will advance with all haste to claim vital ground before a shot is even fired.

At the start of the first battle round, before the first turn begins, this Warlord and one other RAVENWING unit from your army can move up to 12" as if it were your Movement phase; they cannot Advance as part of this move. Those units must end those moves more than 9" away from any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.

RELICS OF CALIBAN

Only the most accomplished and respected warriors of the Dark Angels are worthy of carrying the Chapter's ancient artefacts and heirlooms into battle. Solemnly entrusted to veterans of the 1st and 2nd Companies, each of these storied items has a portentous history.

If your army is led by a DARK ANGELS Warlord, you can give one of the following Relics of Caliban to a DARK ANGELS CHARACTER model from your army instead of giving them a Relic from *Codex: Dark Angels*. Named characters (such as Master Lazarus) cannot be given the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

RELIQUARY OF THE REPENTANT

The skull contained within this reliquary is that of a captured Fallen psyker who repented his sins. Once he had been executed, the remains were bound and mounted upon the bike of the Ravenwing Inner Circle member who had captured him. The power of the Fallen lingers in the relic still, creating a disturbing aura that strikes at the minds of enemies as much as it interferes with their shielding systems.

RAVENWING BIKER model only. Worsen the invulnerable saves of enemy units by 1 (to a minimum of 6+) whilst they are within 3" of a model with this Relic (e.g. an invulnerable save of 3+ becomes 4+).

CORVUS OCULUS

This sophisticated targeting equipment gives the bearer unprecedented data on the positions of their enemies, allowing them to strike at foes entrenched in cover or moving at high speeds.

RAVENWING TALONMASTER model only. Add 6" to the Range characteristic of ranged weapons a model with this Relic is equipped with. When resolving an attack made with a ranged weapon by a model with this Relic, add 1 to the hit roll.

STANDARD OF THE UNFORGIVING HUNT

The Standard of the Unforgiving Hunt must forever fly whilst Fallen remain in the galaxy. Only Ravenwing privy to the Inner Circle may carry this banner, for only they understand the weight of the pledge it symbolises.

RAVENWING ANCIENT model only. Add 1 to Advance rolls and charge rolls made for friendly RAVENWING units if they are within 6" of a model with this Relic when the roll is made.

BLADE OF BURDEN

The Blade of Burden was passed on to this Deathwing Master upon his promotion from the Deathwing Knights. The weapon serves as a powerful reminder of the responsibility its bearer carries as a leader of a company of his own.

DEATHWING MASTER model with power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of Burden	Melee	Melee	+2	-4	2
Abilities: When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.					

PENNANT OF REMEMBRANCE

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

DEATHWING ANCIENT model only. When a friendly DEATHWING INFANTRY model within 6" of a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

KEY OF ACHRABAEI

The Key of Achrabael unlocks a hidden sanctum deep in the Rock. What lies within is a terrible secret known by only a handful, and those with such knowledge fight with zealous fury. Whether they do so seeking atonement, vengeance, or something else remains a mystery.

DEATHWING model only. Add 1 to the Strength and Attacks characteristics of a model with this Relic.



SPECIAL-ISSUE WARGEAR

While many venerated artefacts adorn the armoury of the Rock, other treasures of the Dark Angels are in the keeping of their successor Chapters. Symbolic of the shared burden of the Unforgiven, these mighty relics remind their bearers to protect the secrets of the Inner Circle and continue the hunt for the Fallen.

If your army is led by a **DARK ANGELS** Warlord or a Warlord drawn from a Dark Angels Successor Chapter (pg 50), you can give one of the following Special-issue Wargear Relics to a **DARK ANGELS CHARACTER** model from your army, or a **CHARACTER** model from your army that is drawn from a Dark Angels successor Chapter, instead of giving them a Relic from *Codex: Dark Angels*. These are considered to be Relics of Caliban for all rules purposes. Named characters and **VEHICLES** cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

ADAMANTINE MANTLE

These flowing cloaks are lined with molecular ceramite and laced with threads of braided adamantine. When combined with armour and energy fields, it has been proved time and again that such a mantle is proof against even the strongest attacks.

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

ARTIFICER ARMOUR

Crafted by the finest artificers of the Chapter, these suits of armour combine ornate detail with superior protective capabilities that rival even Terminator plate. All who set eyes on the wearer know that a mighty hero of the Imperium stands before them.

A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.

MASTER-CRAFTED WEAPON

Within the Dark Angels Armoury, the Chapter's finest artificers work to fashion weapons of ornate magnificence and utter lethality for the sons of the Lion to wield.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a weapon whose profile includes the word 'master-crafted'). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Chapter Relic.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger rings or the knuckles of a power-armoured gauntlet. Short-ranged and powerful, they are typically triggered in the midst of melee to blast the enemy point-blank when a weakness in their guard is spotted.

When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the Warhammer 40,000 Rulebook). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

ARBITER'S GAZE

This bionic eye is powered by the smallest fragment of the Stone Guardians, arcane relics of fallen Caliban steeped in mystery and eldritch power.

When resolving an attack made by a model with this Relic, ignore negative hit roll modifiers and Ballistic Skill modifiers. When firing Overwatch, the bearer successfully hits using their Ballistic Skill, rather than on a 6.

ANGEL'S AMBIT

This winged helm incorporates sophisticated vox technology for relaying tactical orders, making the wearer a beacon around which the Unforgiven fight.

Increase the range of a model with this Relic's aura abilities by 3".

BOLTS OF JUDGEMENT

After obtaining a confession from an enemy, an Interrogator-Chaplain delivers a single revered round known as a bolt of judgement to the Master of the Rock.

When you give a model this Relic, select one bolt weapon (pg 34) that model is equipped with. When that model shoots with that weapon, you can choose for it to fire a bolt of judgement. If you do, that model can only make one attack with that weapon, but the weapon has an Armour Penetration characteristic of -2 and a Damage characteristic of 3 for that attack. When resolving that attack, a wound roll of 6+ is successful if the target is a **VEHICLE** unit or **MONSTER** unit; otherwise a wound roll of 2+ is successful.

LITANIES OF BATTLE

Dark Angels Chaplains are exemplars of righteous wrath. Powerful orators and accomplished warriors both, they provide bellicose counsel to their comrades and act as spiritual bastions for their Chapter. The litanies that Chaplains intone on the battlefield imbue those around them with fresh determination and martial fury.

Before the battle, generate the litanies for DARK ANGELS CHAPLAIN models that know litanies from the Litanies of Battle using the table below. You can either roll one D6 to generate each litany randomly (re-rolling duplicate results), or you can select which litanies the model knows. In addition, if your army is Battle-forged, CHAPLAINS in DARK ANGELS Detachments know the Stoic Prosecution litany in addition to any others they know.

1. LITANY OF FAITH

The Chaplain exhorts his charges to steel themselves against even the most dangerous weapons the enemy can bring to bear.

If this litany is inspiring, then when a model in a friendly DARK ANGELS unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. This is not cumulative with any similar rules (e.g. the Psychic Fortress psychic power).

2. CATECHISM OF FIRE

The Chaplain calls upon his brothers to unleash a relentless storm of close-range firepower.

If this litany is inspiring, select one friendly DARK ANGELS unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit against the closest visible enemy unit to that model, add 1 to the wound roll.

3. EXHORTATION OF RAGE

The Chaplain bellows his fury at the enemy, his brothers surging forwards to strike them down.

If this litany is inspiring, select one friendly DARK ANGELS unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit, on an unmodified hit roll of 6 you can make one additional attack against the same unit using the same weapon. This additional attack cannot generate another attack.

4. MANTRA OF STRENGTH

The Chaplain focuses his mind on the purity of the blood that runs through his veins, bestowed upon him by the Primarch himself.

If this litany is inspiring, add 1 to this model's Attacks and Strength characteristics and add 1 to the Damage characteristic of melee weapons this model is equipped with.

5. RECITATION OF FOCUS

The Chaplain recites creeds that focus the minds of his brothers to ensure their shots strike true.

If this litany is inspiring, select one friendly DARK ANGELS unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll.

6. CANTICLE OF HATE

Bellying his hatred of the foe, the Chaplain leads his brothers in the wholesale destruction of the enemy.

If this litany is inspiring, add 2 to charge rolls made for friendly DARK ANGELS units whilst they are within 6" of this model. When a friendly DARK ANGELS unit makes a pile-in or consolidate move within 6" of this model, models in that unit can move up to an additional 3". This is not cumulative with any other ability that adds to a unit's charge roll or increases the distance it can pile in or consolidate.

DARK ANGELS: STOIC PROSECUTION

The Chaplain leads his brothers in an unwavering procession across the battlefield, steadfast and resolute as they fire upon their foes.

If this litany is inspiring, then when a friendly DARK ANGELS INFANTRY unit that is within 6" of this unit and did not Advance or Fall Back this turn is chosen to shoot with, models in that unit can shoot with ranged weapons as if their unit had remained stationary.



DARK ANGELS NAME GENERATOR

If you wish to create a name for one of your Dark Angels warriors you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66. Not all Dark Angels have second names, and others use honorifics; this is reflected in the second table.

D66	NAME
11	Bariel
12	Zerachiel
13	Baraqiel
14	Forcas
15	Rhamiel
16	Adnachiel
21	Turmiel
22	Tigrane
23	Aradiel
24	Vezuel
25	Naaman
26	Aloceri
31	Nerael
32	Astrovel
33	Risnuch
34	Iaoth
35	Valoel
36	Yofiel
41	Galizur
42	Madan
43	Raphael
44	Castiel
45	Apharan
46	Boriel
51	Carneliel
52	Ecanus
53	Phanuel
54	Amitiel
55	Nakir
56	Gagallim
61	Hamied
62	Sablo
63	Inias
64	Estrael
65	Korahael
66	Larathiel

D66	NAME
11	NONE
12	Zaborial
13	Azdallon
14	Oathsworn
15	Pelior
16	Adellum
21	NONE
22	Zacharus
23	Astathor
24	Bladebearer
25	Hamion
26	Astereath
31	NONE
32	Seraphus
33	Zanthor
34	Marner
35	Voham
36	Ariuk
41	NONE
42	Kaelon
43	Namaat
44	Haroth
45	Zarion
46	Usior
51	NONE
52	Soriel
53	Belian
54	Magron
55	Gleyus
56	Lionshield
61	Conah
62	Gadion
63	Ithurial
64	Zophial
65	Tartian
66	NONE

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

The points values in this book have not been included as they are out of date; for current points values, please refer to the most recent Munitorum Field Manual and/or any relevant supplements which released afterward for this army (e.g. Psychic Awakening).



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The background of the entire page is a composite image. The top right shows a large Grey Knights Dreadnaught and several Knights in full armor. The bottom right shows more Knights, including some in blue armor, standing on a rocky terrain with flames. The left side of the page is a dark, textured background with faint, glowing patterns.

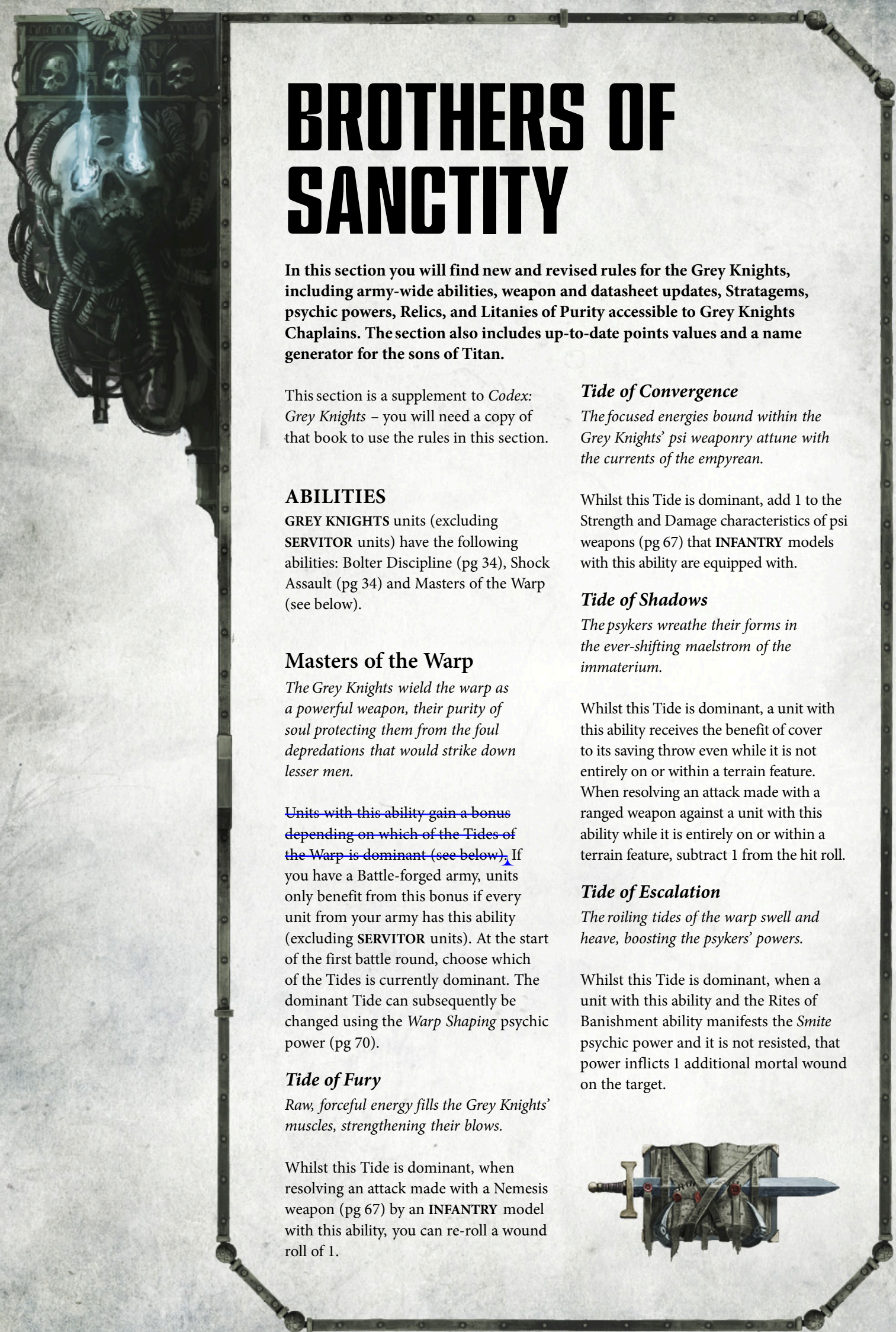
GREY KNIGHTS



‘When our ships ply the warp,
the Daemon will tremble.
When our brothers march, the
Daemon will quake. When our
blades strike, the Daemon will
bleed. Where go we, there will
the Daemon be defeated. May it
ever be so until none remain.’

- *Grand Master Vorth Mordrak*





BROTHERS OF SANCTITY

In this section you will find new and revised rules for the Grey Knights, including army-wide abilities, weapon and datasheet updates, Stratagems, psychic powers, Relics, and Litanies of Purity accessible to Grey Knights Chaplains. The section also includes up-to-date points values and a name generator for the sons of Titan.

This section is a supplement to *Codex: Grey Knights* – you will need a copy of that book to use the rules in this section.

ABILITIES

GREY KNIGHTS units (excluding **SERVITOR** units) have the following abilities: Bolter Discipline (pg 34), Shock Assault (pg 34) and Masters of the Warp (see below).

Masters of the Warp

The Grey Knights wield the warp as a powerful weapon, their purity of soul protecting them from the foul depredations that would strike down lesser men.

~~Units with this ability gain a bonus depending on which of the Tides of the Warp is dominant (see below).~~ If you have a Battle-forged army, units only benefit from this bonus if every unit from your army has this ability (excluding **SERVITOR** units). At the start of the first battle round, choose which of the Tides is currently dominant. The dominant Tide can subsequently be changed using the *Warp Shaping* psychic power (pg 70).

Tide of Fury

Raw, forceful energy fills the Grey Knights' muscles, strengthening their blows.

Whilst this Tide is dominant, when resolving an attack made with a Nemesis weapon (pg 67) by an **INFANTRY** model with this ability, you can re-roll a wound roll of 1.

Tide of Convergence

The focused energies bound within the Grey Knights' psi weaponry attune with the currents of the empyrean.

Whilst this Tide is dominant, add 1 to the Strength and Damage characteristics of psi weapons (pg 67) that **INFANTRY** models with this ability are equipped with.

Tide of Shadows

The psykers wreathe their forms in the ever-shifting maelstrom of the immaterium.

Whilst this Tide is dominant, a unit with this ability receives the benefit of cover to its saving throw even while it is not entirely on or within a terrain feature. When resolving an attack made with a ranged weapon against a unit with this ability while it is entirely on or within a terrain feature, subtract 1 from the hit roll.

Tide of Escalation

The roiling tides of the warp swell and heave, boosting the psykers' powers.

Whilst this Tide is dominant, when a unit with this ability and the Rites of Banishment ability manifests the *Smite* psychic power and it is not resisted, that power inflicts 1 additional mortal wound on the target.



NEMESIS WEAPONS

In this sections, several rules refer to Nemesis weapons. A Nemesis weapon is any weapon whose profile includes the word 'Nemesis' (e.g. Nemesis falchion, Nemesis warding stave, etc.).

The following are also considered Nemesis weapons for rules purposes: the Titansword, Malleus Argyrum, the Black Blade of Antwyr, Destroyer of Crys'yllix, Soul Glaive, Blade of the Forsworn.

PSI WEAPONS

In this section, several rules refer to psi weapons. The following weapons are psi weapons: psilencers, gatling psilencers, psycannons, heavy psycannons, twin psycannons and any ranged weapons that have been affected by the Psybolt Ammunition Stratagem during the current phase.

BOLT WEAPONS

In this section, several rules refer to bolt weapons. A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, storm bolter, hurricane bolter, etc.).

The Fury of Deimos is also considered a bolt weapon for rules purposes.

DATASHEET

The Chaplain datasheet below replaces the Chaplain datasheet in *Codex: Grey Knights*.

 8 POWER CHAPLAIN  									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain	5"	2+	2+	4	4	5	3	9	2+
A Chaplain is a single model equipped with: crozius arcanum; storm bolter; frag grenades; krak grenades; psyk-out grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
Psyk-out grenades	6"	Grenade D3		2	0	1	When resolving an attack made with this weapon against a PSYKER unit or a DAEMON unit, a hit roll of 6+ inflicts 1 mortal wound on the target and the attack sequence ends.		
ABILITIES	And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike (see Codex: Grey Knights), Bolter Discipline (pg 34), Shock Assault (pg 34), Masters of the Warp (pg 66)						Rosarius: This model has a 4+ invulnerable save.		
							Spiritual Leaders: Friendly GREY KNIGHTS units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.		
PRIEST	This model knows the Litany of Hate (see below) and two other litanies from the Litanies of Purity (pg 72). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.								
	Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly GREY KNIGHTS units whilst their unit is within 6" of this model.								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and one psychic power from the Dominus discipline (pg 70) or one psychic power from the Sanctic discipline (see Codex: Grey Knights).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS								
KEYWORDS	CHARACTER, INFANTRY, PRIEST, TERMINATOR, PSYKER, CHAPLAIN								

STRATAGEMS

If your army is Battle-forged and includes any GREY KNIGHTS Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Grey Knights on the battlefield.

2CP

TRANSHUMAN PHYSIOLOGY

Grey Knights Stratagem

Space Marines have reserves of willpower that allow them to fight through even the most grievous of wounds.

Use this Stratagem when a GREY KNIGHTS unit from your army that is not a VEHICLE or a SERVITOR is chosen as a target for an attack. Until the end of the phase, when resolving an attack made against that unit, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

1CP

OVERWHELMING ASSAULT

Grey Knights Stratagem

The Dreadknight charges forward with full fury.

Use this Stratagem in the Fight phase. Select one NEMESIS DREADKNIGHT unit from your army. Until the end of that phase, add 1 to the Attacks characteristic of that unit, and when resolving an attack made by a model in that unit, you can re-roll a wound roll of 1 and you can re-roll a damage roll of 1.

2CP

MASTERS OF COMBAT

Grey Knights Stratagem

Forged through a pilgrimage of fire, each Paladin is a formidable martial force even to their last breath.

Use this Stratagem in the Fight phase, when a GREY KNIGHTS PALADIN unit from your army that has not been chosen to fight with this phase is chosen as the target for an attack. Until the end of that phase, when a model in that unit is destroyed, then before that model is removed from play it can fight as if its unit had been chosen to fight.

1CP

DYNAMIC INSERTION

Grey Knights Stratagem

The Grey Knights can strike with incredible precision.

Use this Stratagem when a GREY KNIGHTS unit from your army is set up on the battlefield using the Teleport Strike ability. You can set up that unit anywhere on the battlefield that is more than 3" away from any enemy models instead of 9". If you do, you cannot charge with that unit in this turn.

2CP

BRING DOWN THE BEAST

Grey Knights Stratagem

Together the Grey Knights can bring down any foe.

Use this Stratagem in your Shooting phase, after shooting with a GREY KNIGHTS unit from your army. Select one enemy VEHICLE or MONSTER unit that was chosen as a target for that unit's attacks. Until the end of that phase, when resolving an attack made by a model in a friendly GREY KNIGHTS unit against that enemy unit, you can re-roll the wound roll.

2CP

VENGEANCE OF THE MACHINE SPIRIT

Grey Knights Stratagem

Vengeful machine spirits can wreak havoc on the enemy in their death throes, even as their systems fail.

Use this Stratagem when a GREY KNIGHTS LAND RAIDER model or GREY KNIGHTS STORMRAVEN GUNSHIP model from your army is destroyed. That model can either automatically explode (do not roll a D6), shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (use the top row of that model's damage table when shooting with that ranged weapon or resolving that attack with a melee weapon).

1CP

~~BIG GUNS NEVER TIRE~~

~~*Grey Knights Stratagem*~~

~~*None can withstand the Grey Knights' armoured wrath.*~~

~~Use this Stratagem in your Shooting phase, when a GREY KNIGHTS VEHICLE unit from your army is chosen to shoot with. Until the end of that phase, that unit does not suffer the penalty for moving and firing Heavy weapons.~~

1CP**FURY OF THE PROVEN***Grey Knights Stratagem*

When the fighting is at its fiercest, Grey Knights Terminators fight with even greater fury.

Use this Stratagem in any phase. Select one **GREY KNIGHTS TERMINATOR** unit from your army. Until the end of that phase, when resolving an attack made by a model in that unit, add 1 to the hit roll.

1CP**POWERFUL ADEPT***Grey Knights Stratagem*

Warriors of the Grey Knights are masters of the arcane.

Use this Stratagem in your Psychic phase. Select one **GREY KNIGHTS PSYKER** unit from your army with the Rites of Banishment ability. Until the end of that phase, the range of the psychic powers that unit manifests is increased by 6".

1CP**DUTY ETERNAL***Grey Knights Stratagem*

The Dreadnought fights on regardless of the damage he has sustained, so determined is he to do his duty.

~~Use this Stratagem when a **GREY KNIGHTS DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, halve the damage inflicted (rounding up).~~

1CP**FIGHT ON THE MOVE***Grey Knights Stratagem*

The Interceptors' personal teleporters grant them exceptional manoeuvrability.

Use this Stratagem at the end of your Movement phase. Select one **GREY KNIGHTS INTERCEPTOR SQUAD** unit from your army. Until the end of the turn, that unit can be chosen to shoot with and charge with even if it Fell Back this turn.

1CP**EMPYRIC SURGE***Grey Knights Stratagem*

Arcane power swells within the sons of Titan.

Use this Stratagem in your Psychic phase, after a **GREY KNIGHTS PSYKER** unit from your army has manifested a psychic power. Until the end of that phase, when a psychic test is taken for a friendly **GREY KNIGHTS PSYKER** unit within 6" of that unit, add 1 to the total.

1/2CP**REDOUBTABLE DEFENCE***Grey Knights Stratagem*

Terminators stand firm against torrents of enemy fire.

Use this Stratagem in your opponent's Shooting phase, when a **GREY KNIGHTS TERMINATOR** unit from your army is chosen as the target for an attack. If that unit contains 5 models or fewer, this Stratagem costs 1 Command Point; otherwise, this Stratagem costs 2 Command Points. Until the end of that phase, when resolving an attack made with a ranged weapon against that unit, subtract 1 from the Damage characteristic of that weapon for that attack (to a minimum of 1).

1CP**STEADY ADVANCE***Grey Knights Stratagem*

A measured advance allows the Grey Knights to unleash a steady stream of bolter fire.

Use this Stratagem in your Shooting phase, when a **GREY KNIGHTS INFANTRY** unit from your army is chosen to shoot with. Until the end of that phase, for the purposes of the Bolter Discipline ability, that unit is treated as if it had remained stationary in your previous Movement phase.

1CP**UNTAINTED AND UNBOWED***Grey Knights Stratagem*

Utterly incorruptible, the warriors of the Purifier order stand strong, even in the face of the darkest evils.

Use this Stratagem when a **GREY KNIGHTS PURIFIER SQUAD** unit from your army is chosen as the target for an attack. Until the end of the turn, models in that unit have a 4+ invulnerable save. When a Morale test is taken for that unit, do not roll the dice; it is automatically passed.

1CP**PRETERNATURAL SENSES***Grey Knights Stratagem*

The gift of warp-sight aids those with the will to see.

Use this Stratagem when a **GREY KNIGHTS PURGATION SQUAD** unit from your army fires Overwatch. Until the end of the phase, when resolving an Overwatch attack made by a model in that unit, a hit roll of 4-6 scores a hit.

DOMINUS DISCIPLINE

Every Grey Knight recruit arrives on Titan with immense untapped psychic potential lurking within them. Those few that survive the harsh trials of initiation and begin their induction with the Chapter's Librarius go through a training regimen so rigorous that it hones their psychic mastery to a level few within the Imperium could ever hope to reach.

All GREY KNIGHTS CHARACTER models in GREY KNIGHTS Detachments know psychic powers from the Dominus discipline. Instead of generating psychic powers from the Sanctic discipline (see *Codex: Grey Knights*), a GREY KNIGHTS CHARACTER model can generate an equivalent number of psychic powers from the Dominus discipline (they cannot generate psychic powers from more than one psychic discipline). Before the battle, generate the psychic powers for GREY KNIGHTS CHARACTERS models that know powers from the Dominus discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

1 WARP SHAPING

The psyker draws deep from the very fabric of the warp, moulding it to serve his will and the needs of his battle-brothers.

Warp Shaping has a warp charge value of 5. If manifested, select a Tide of the Warp (pg 66) that is not dominant. The currently dominant Tide of the Warp is changed to the selected Tide of the Warp.

2 ARMoured RESILIENCE

The psyker channels the primordial energies of the empyrean through himself, infusing the armour of his allies with its power, hardening the ceramite beyond what could be achieved by human artifice.

Armoured Resilience has a warp charge value of 6. If manifested, select one friendly GREY KNIGHTS INFANTRY unit within 12" of this psyker. Until the start of your next Psychic phase, when resolving an attack that targets that unit, subtract 1 from the wound roll.

3 ETHEREAL MANIPULATION

Fashioning tendrils of invisible warp energy between his allies and their targets, the psyker is able to subtly guide the attacks of his brothers until they reach their mark.

Ethereal Manipulation has a warp charge value of 7. If manifested, select one friendly GREY KNIGHTS unit within 6" of this psyker. Until the start of your next Psychic phase, when resolving an attack made by a model in that unit in the Shooting phase against a unit that is within half range, you can re-roll the hit roll.

4 EDICT IMPERATOR

Hardening his soul with incantations of purity, the psyker directs his brothers' lethal fire before spiriting them away so quickly that any witnessing the ruin of their weapons' blessed verdict would swear it came from thin air.

Edict Imperator has a warp charge value of 7. If manifested, select one friendly GREY KNIGHTS unit within 12" of this psyker. That unit can shoot as if it were your Shooting phase, and then make a move as if it were your Movement phase (it cannot Advance as part of this move). That unit cannot shoot again this turn or charge this turn.

5 EMPYREAN DOMINATION

Through immense mental fortitude, the psyker is able to stare directly into the roiling chaos of the warp, discerning what is and what will be in order to gain an increased strategic awareness of the battlefield.

Empyrean Domination has a warp charge value of 7. If manifested, you gain 1 Command Point.

6 INNER FIRE

The psyker projects the fire in his soul as a searing ball of white flame that completely envelops him, turning the surrounding air into a burning pyre that consumes his foes.

Inner Fire has a warp charge value of 5. If manifested, select one enemy unit within 1" of this psyker and roll a number of D6 equal to the result of the Psychic test. For each roll of 1 this psyker suffers 1 mortal wound, and for each roll of 3+ that enemy unit suffers 1 mortal wound.

RELIQS OF TITAN

The relics of the Grey Knights are items of incredible rarity, be they master-work weapons forged by the tech-artisans of Deimos, or unique artefacts laced with otherworldly power. Some were first borne into battle by mighty heroes of the Chapter's past, and their histories are every bit as vaunted as those legendary warriors who once wielded them.

If your army is led by a GREY KNIGHTS Warlord, you can give one of the following Relics of Titan to a GREY KNIGHTS CHARACTER model from your army instead of giving them a Relic from *Codex: Grey Knights*. Named characters (such as Lord Kaldor Draigo) cannot be given the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

BLADE OF THE FORSWORN

Taken from the Chambers of Purity under only the direst of circumstances, the Blade of the Forsworn is a relic weapon whose origins are unknown to any outside the Purifier order. Whatever its history, the sword has proven its worth in many a battle against the Grey Knights' most hated adversaries.

Model with Nemesis force sword only. This Relic replaces a Nemesis force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Forsworn	Melee	Melee	+1	-3	3
Abilities: When resolving an attack made with this weapon against a DAEMON unit, an invulnerable saving throw cannot be made.					

SANCTIC SHARD

An artefact recovered from the Daemon-infested world of Gharelghast, this gleaming gem has been reconsecrated by several of the most senior members of the Chapter's Librarius. Binding the arcane object's auras with all six hundred and sixty-six words of cleansing, the Grey Knights succeeded in ridding the relic of any residual taint of Chaos whilst retaining its mysterious power.

When a Psychic test is taken for a model with this Relic, you can re-roll the result. Add 1 to the total for Psychic tests taken for a model with this Relic.

AUGURIUM SCROLLS

A gift from the Prognosticators of the Augurium, these scrolls contain predictions of the future, divined through the tireless work of legions of Chapter serfs. Memorised by the Grey Knights and linked to their Nemesis weapons, the scrolls enable their bearers to form a kind of psychic muscle memory that makes them even deadlier in battle.

When resolving an attack made with a Nemesis weapon by a model in a friendly GREY KNIGHTS unit within 6" of a model with this Relic, an unmodified hit roll of 6 scores 1 additional hit.

STAVE OF SUPREMACY

This heavily warded Nemesis stave is engraved with runes which give it power over the energies of the warp across a wide area. The weapon was instrumental in the survival of the Grey Knights aboard the strike cruiser Titan's Hand when its Geller field collapsed in mid-warp transit.

Model with Nemesis warding stave only. When a Psychic test is taken for an enemy model within 18" of a model with this Relic, that enemy model suffers Perils of the Warp on any roll of a double.

ARTISAN NULLIFIER MATRIX

A remnant from the Grey Knights' earliest days, this advanced psychic hood utilises powerful psy-tech long since lost to the adepts of the Chapter, offering its wearer even greater protection from the predations of the warp.

LIBRARIAN model only. Once per turn, when a Psychic test is taken for a friendly GREY KNIGHTS unit within 6" of a model with this Relic, you can increase or decrease by 1 the value shown on one of the dice.

AETHERIC CONDUIT

This ancient device dating from the Dark Age of Technology allows the bearer to channel their own psychic energies through its complex network of wetware components to directly manipulate the basic structure of the Imperium's STC-based vehicles.

TECHMARINE model only. When using a model with this Relic's Blessing of the Omnissiah ability, the target model regains up to 2D3 lost wounds instead of up to D3.

LITANIES OF PURITY

The Chaplains of the Grey Knights are unique among the Space Marine Chapters, in that they combine their powerful oratory skills with considerable psychic abilities. On the battlefield, this allows them to invigorate the spirits of their brothers in an unparalleled manner.

Before the battle, generate the litanies for GREY KNIGHTS CHAPLAIN models that know litanies from the Litanies of Purity using the table below. You can either roll one D6 to generate each litany randomly (re-rolling duplicate results), or you can select which litanies the model knows.

1. LITANY OF FAITH

The Chaplain exhorts his charges to steel themselves against even the most dangerous weapons the enemy can bring to bear.

If this litany is inspiring, then when a model in a friendly GREY KNIGHTS unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. This is not cumulative with any similar rules.

2. WORDS OF POWER

The Chaplain clears his mind, focusing all of his willpower and psychic energies into fuelling the force weapons of his brother warriors.

If this litany is inspiring, select one friendly GREY KNIGHTS unit within 6" of this model. When resolving an attack made by a model in that unit with a weapon that has a random Damage characteristic, you can re-roll the dice when determining the damage inflicted.

3. INTONEMENT FOR GUIDANCE

With slow and steady words of instruction, the Chaplain leads his brothers in a ritual of centring, allowing the Grey Knights to better exploit their warp-sight talents.

If this litany is inspiring, select one friendly GREY KNIGHTS unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit, ignore hit roll modifiers and Ballistic Skill modifiers.

4. REFRAIN OF CONVERGENCE

The Chaplain recites the Grey Knights' words of sanctity, his voice rising to a crescendo as he fights to cast down the malign sorcery of the enemy.

If this litany is inspiring, then when a Deny the Witch test is taken for this model, add 3 to the total.

5. RECITATION OF PROJECTION

The Chaplain guides his brothers in sacred rituals, the shared commune of their psychic brotherhood amplifying the kinetic energies of their weapons to hammer their foes from afar.

If this litany is inspiring, select one friendly GREY KNIGHTS unit within 6" of this model. Add 6" to the Range characteristic of bolt weapons and psi weapons models in that unit are equipped with.

6. INVOCATION OF FOCUS

The Chaplain's words sharpen the minds of the Grey Knights who hear him, honing their affinity with their psychically attuned weaponry.

If this litany is inspiring, select one friendly GREY KNIGHTS unit within 6" of this model. When resolving an attack made by a model in that unit with a Nemesis weapon or psi weapon, improve the Armour Penetration characteristic of that weapon by 1 for that attack (e.g. AP 0 becomes AP -1).



GREY KNIGHTS NAME GENERATOR

If you wish to create a name for one of your Grey Knights warriors you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

D66	FORENAME
11	Alaric
12	Anval
13	Ahakim
14	Dokelus
15	Blaris
16	Icanus
21	Martesias
22	Galan
23	Retius
24	Jarius
25	Cyntanus
26	Pellastis
31	Axatinos
32	Garran
33	Vitennias
34	Xeridon
35	Jakaton
36	Jaric
41	Caddon
42	Aldrios
43	Beliaros
44	Kardoch
45	Astokar
46	Galarr
51	Xerikim
52	Archaddeus
53	Medemeion
54	Cortane
55	Janutrius
56	Furoza
61	Drystan
62	Ortus
63	Lushian
64	Elrin
65	Arion
66	Valdar

D66	SURNAME
11	Geronitan
12	Vortimer
13	Ignatius
14	Issad
15	Edeon
16	Neodan
21	Phoros
22	Zaeбус
23	Thawn
24	Nedth
25	Gruila
26	Tekios
31	Thamare
32	Alegssus
33	Esdrios
34	Thule
35	Simedes
36	Arelis
41	Ortyrian
42	Akantar
43	Cordacus
44	Massius
45	Vibova
46	Tydes
51	Elgon
52	Cybaddas
53	Adantor
54	Sorak
55	Invio
56	Kai
61	Solor
62	Varn
63	Treван
64	Morretus
65	Cybasi
66	Santor

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

The points values in this book have not been included as they are out of date; for current points values, please refer to the most recent Munitorum Field Manual and/or any relevant supplements which released afterward for this army (e.g. Psychic Awakening).







THOUSAND SONS



'Fate never changes,
Empyrean changes all,
Lord of Change is Lord.'

- From the ravings of Sorcerer
Onoris Bekta, Volume XVII,
Chapter ϕΘᾱ, Verse 211



SONS OF MAGNUS

In this section you will find new and revised rules for the Thousand Sons, including army-wide abilities and Stratagems, along with psychic powers, Warlord Traits and Sorcerous Arcana enabling your army to represent one of the nine Cults of the Legion. The section also includes up-to-date points values and a name generator for the warriors of the Thousand Sons.

This section is a supplement to *Codex: Thousand Sons* – you will need a copy of that book to use the rules in this section.

Cults of the Legion

Pages 79-83 provide rules that allow you to further personalise your THOUSAND SONS Detachments to represent one of the following nine Cults of the Legion:

- Cult of Prophecy
- Cult of Time
- Cult of Mutation
- Cult of Scheming
- Cult of Magic
- Cult of Knowledge
- Cult of Change
- Cult of Duplicity
- Cult of Manipulation

Stratagems

If your army is Battle-forged and includes any THOUSAND SONS Detachments, the Stratagems on page 84 can be used in addition to those presented in the codex.

Name Generator

Page 85 provides a useful tool to help you develop the personality of your army by forging names for the mighty warriors of your Thousand Sons.



ABILITIES

All THOUSAND SONS units in *Codex: Thousand Sons* (excluding CHAOS CULTISTS units and TZAANGOR units) gain the Hateful Assault and Malicious Volleys abilities:

HATEFUL ASSAULT

The Heretic Astartes are corrupted traitors who burn with ten thousand years of hatred and malice.

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

MALICIOUS VOLLEYS

The Thousand Sons lay down a relentless hail of ensorcelled bolts as they advance.

Instead of following the normal rules for Rapid Fire weapons, Rapid Fire bolt weapons used by models in a unit with this ability make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model belongs to an INFANTRY unit and every model from that unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g. boltgun, inferno boltgun, inferno combi-bolter, etc.).

CULTS OF THE LEGION

The Thousand Sons are divided into nine great cults, each devoted to a separate facet of the Change God. The cults primarily operate independently of one another and fight in different ways, yet all have a purpose in the unfathomable plans of Tzeentch.

If your army is Battle-forged and includes any THOUSAND SONS Detachments, you can select which Cult of the Legion each of those Detachments belongs to from the nine cults listed on pages 79-83. If you do, all THOUSAND SONS units in that Detachment (excluding CHAOS CULTISTS units, TZAANGOR units, and named characters such as Ahriman) gain the relevant <CULT> faction keyword.

For example, if your army includes a THOUSAND SONS Detachment containing an Exalted Sorcerer, Ahriman and three units of Rubric Marines, and you decide that Detachment is from the Cult of Time, those units (excluding Ahriman) would gain the CULT OF TIME faction keyword.

A THOUSAND SONS Detachment that belongs to one of the nine Cults of the Legion has access to the following rules:

PSYCHIC POWERS

All THOUSAND SONS <CULT> PSYKERS know the relevant <CULT> psychic power in addition to any other psychic powers they know.

WARLORD TRAITS

~~If a THOUSAND SONS <CULT> CHARACTER model is your Warlord, they can have the relevant <CULT> Warlord Trait instead of a Warlord Trait from Codex: Thousand Sons.~~

SORCEROUS ARCANA

~~If your army is led by a THOUSAND SONS <CULT> Warlord, you can~~ give the relevant <CULT> Sorcerous Arcana Relic to a THOUSAND SONS <CULT> CHARACTER model from your army instead of giving them a Sorcerous Arcana Relic from *Codex: Thousand Sons*. Named characters (such as Ahriman) cannot be given a Sorcerous Arcana Relic.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.



CULT OF PROPHECY

The Cult of Prophecy is guided by incessant whispers that bleed from the warp. From these they divine the outcomes of multiple futures, and seek out events that can be twisted to their own purpose.

PSYCHIC POWER: DIVINE THE FUTURE

The psyker masterfully sieves the burbling morass of irrelevant dooms and horror tormenting lesser beings, leaving them to their fate as he clutches at the destinies of the truly great.

Divine the Future has a warp charge value of 6. If manifested, roll one D6 and set it to one side. Until the start of your next Psychic phase, you can use that dice roll to replace a single dice rolled for a hit roll, wound roll, advance roll, charge roll, Psychic test, Deny the Witch test or Morale test for a CULT OF PROPHECY unit from your army.

WARLORD TRAIT: GUIDED BY THE WHISPERS

Entities from beyond warn this arcane warlord of encroaching enemies before any assault begins.

Once per turn, after this Warlord fires Overwatch, it can immediately move up to 6" as if it were your Movement phase.

SORCEROUS ARCANA: PYTHIC BRAZIER

Crackling with eldritch warpfire, this ornate brazier billows with smoke that reveals sorcerous portents only the Cult of Prophecy can interpret.

~~When a unit within 6" of a friendly model with this Relic is chosen to shoot or fight with, you can re-roll one hit roll, one wound roll, or one damage roll.~~



CULT OF TIME

The Cult of Time is enthralled by the future, the present and the past. They view the flow of time as a resource that can be shaped into a weapon. By their victories, ripples are sent both forwards and backwards in time, so that their enemies may be defeated before they are even engaged in battle.

PSYCHIC POWER: TIME FLUX

When the cult suffers grievous losses, the psyker traverses temporal pathways to locate his fallen warriors and return them unscathed.

Time Flux has a warp charge value of 5. If manifested, select one friendly **CULT OF TIME INFANTRY** unit within 6" of this psyker. You can return one destroyed model from that unit to the battlefield with all of its wounds remaining, placing it in unit coherency. If the unmodified result of the Psychic test was 9+, you can instead return up to D3 destroyed models from that unit to the battlefield with all of their wounds remaining, placing them in unit coherency.

WARLORD TRAIT: IMMATERIAL ECHO

When this warlord reaches deep into the warp, their psychic passing creates a temporal echo in reality.

In your Psychic phase, if this Warlord manifests a psychic power with a Psychic test result of 9+, this Warlord can attempt to manifest one additional psychic power that phase. Only one additional psychic power can be manifested as a result of this Warlord Trait per phase.

SORCEROUS ARCANA: HOURGLASS OF MANAT

It is said that the bearer of this artefact can traverse death nine times, yet none save the fabled Sorcerer Manat have mastered its use more than once.

The first time a model with this Relic is destroyed, at the end of the phase return that model to play with D3 wounds remaining, placing it as close as possible to its previous position and more than 1" away from any enemy models.



CULT OF MUTATION

The Cult of Mutation embodies the transfiguring aspect of Tzeentch. Not only do they embrace the warping of flesh, but also the warping of reality itself. By their hand civilised planets are transformed into Daemon worlds, and entire populations moulded into grotesque abominations.

PSYCHIC POWER: WARP REALITY

The psyker pulls at the very fabric of reality, causing battlefield features to mutate into warped monstrosities that hinder Tzeentch's foes.

Warp Reality has a warp charge value of 6. If manifested, select one terrain feature within 18" of this psyker, then select one enemy unit within 3" of that terrain feature. Until the start of your next Psychic phase, halve that unit's Move characteristic and subtract 1 from Advance rolls and charge rolls made for that unit.

WARLORD TRAIT: TOUGH OF VICISSITUDE

The merest touch from this warlord can channel the transfiguring power of the Changer of Ways, mutating the enemy's flesh before their eyes.

When resolving an attack made with a melee weapon by this Warlord, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

SORCEROUS ARCANA: EXALTED MUTATION

The Sorcerer proudly displays the boons granted to him by Tzeentch, his flesh and armour mutated into glorious and whimsical manifestations of Chaos. By embracing the God of Change fully, he has become a pre-eminent example of the strength and vitality achievable by those of the Cult of Mutation.

SORCERER model only. Add 1 to the Strength, Toughness and Attacks characteristics of a model with this Relic.



CULT OF SCHEMING

The Cult of Scheming is perhaps the most insidious of the cults, for the creation of convoluted plots is to them a form of profane worship. Every conquest and withdrawal is perfectly planned, a single step that leads towards some unseen master stroke.

PSYCHIC POWER: SEEDED STRATEGY

The psyker plants intricate designs into the minds of his allies, opening up lines of attack that were previously inconceivable to them.

Seeded Strategy has a warp charge value of 6. If manifested, select one friendly **CULT OF SCHEMING** unit within 24" of this psyker. That unit can shoot and charge this turn, even if it Fell Back.

WARLORD TRAIT: GRAND SCHEMER

A master of intricate planning and forethought, this warlord's schemes have been decades in the making.

Whilst they are within 3" of this Warlord, friendly **CULT OF SCHEMING** units gain the Disciples of Tzeentch ability (see *Codex: Thousand Sons*). If such a unit already has the Disciples of Tzeentch ability, each model in that unit counts as two models for the purposes of determining who controls an objective marker.

SORCEROUS ARCANA: CHA'QI'THL'S THEOREM

Those with the fortitude to band with the Daemon Cha'qi'thl can bargain for a formula of great power. Should they be able to actualise the equations of fate contained within it – a feat which has driven many a psyker to insanity – an elaborate plan can unfold at the timeliest of moments.

Once per battle, in any phase, you can use Cha'qi'thl's Theorem if a model with this Relic is on the battlefield. If you do, select one Stratagem. Until the end of the phase or until after that Stratagem is used by the model with this Relic's controlling player (whichever comes sooner), reduce the Command Point cost of that Stratagem to 0.



CULT OF MAGIC

The Cult of Magic is dedicated to the pure and unfettered use of sorcery. Their bloody campaigns are launched to secure arcane objects held by Imperial, xenos and other Chaos forces. These artefacts are then used as foci in the weaving of devastating spells.

PSYCHIC POWER: ASTRAL BLAST

The psyker hurls a conjured orb of aetheric energy that erupts upon impact, blasting those nearby with a lethal psychic shock wave.

Astral Blast has a warp charge value of 6. If manifested, the closest enemy unit within 9" of and visible to this psyker suffers D3 mortal wounds, and each other unit within 3" of that unit suffers 1 mortal wound. The Brotherhood of Sorcerers ability only increases the first range of this psychic power.

WARLORD TRAIT: DEVASTATING SORCERY

The warlord is a prolific wielder of destructive spells, often choosing to utilise the roiling currents of the warp ahead of bolter and blade.

When this Warlord manifests a psychic power that inflicts 1 or more mortal wounds on an enemy unit, increase the mortal wounds inflicted on that unit by 1 (e.g. D3 mortal wounds becomes D3+1).

SORCEROUS ARCANA: ARCANE FOCUS

This ritualistic locus is formed from the matter of arcane objects, their substance broken down at a molecular level and added to the nexus of energy the Arcane Focus creates. When battle is joined, the bearer will open the Arcane Focus and become infused with its power, all the better to unleash hell upon the enemy and continue the Focus' cycle once more.

When a Psychic test is taken for a model with this Relic, add 1 to the total.



CULT OF KNOWLEDGE

The Cult of Knowledge is drawn to the many curios hidden throughout the galaxy, particularly tomes of eldritch learnings, dark secrets and paradoxical logics. Through such lore, the cult is able to extrapolate the weaknesses in their enemies, and in the fabric of reality itself.

PSYCHIC POWER: PSYCHIC DELVE

The psyker delves into the souls of his enemies to uncover their secrets and vulnerabilities. The Cult of Knowledge then exploits the revealed weaknesses to lay low the mighty.

Psychic Delve has a warp charge value of 6. If manifested, select one enemy unit within 18" of this psyker. Until the start of your next Psychic phase, when resolving an attack made against that unit by a friendly **CULT OF KNOWLEDGE** unit, re-roll a wound roll of 1.

WARLORD TRAIT: ARDENT SCHOLAR

The Warlord is a tireless student of malevolent texts, seeking out dark truths to aid his wielding of the heinous energies of Chaos.

When a Psychic test is taken for this model, you can re-roll dice rolls of 1.

SORCEROUS ARCANA: INCALADION'S CRY

During the destruction wrought upon the forge world Incaladion by the Cult of Knowledge, the soul essences of the planet's slaughtered citizens were bound within this baroque pistol. When the bearer unleashes the weapon, the final psychic screams of those unfortunate souls wash over the target and overload their psyche with anguish and pain.

Model with warpflame pistol only. Incaladion's Cry replaces a warpflame pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Incaladion's Cry	12"	Pistol D6	6	-2	1
Abilities: When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.					



CULT OF CHANGE

The Cult of Change is anathema to order. They are the great unravellers, launching their armies wherever civilisation and reason exist. Similarly, in places of utter anarchy, the cult appears to impose their ever-shifting will.

PSYCHIC POWER: DISTURB REALITY

The psyker peers into the minds of his adversaries and disturbs their perceptions of reality.

Disturb Reality has a warp charge value of 6. If manifested, select one enemy unit within 12" of this psyker. Until the start of your next Psychic phase, subtract 1 from that unit's Leadership and Attacks characteristics (to a minimum of 1).

WARLORD TRAIT: FICKLE NATURE

With mayhem and anarchy often the end goal, this warlord assaults his foe in ever shifting patterns.

You can re-roll charge rolls made for this Warlord. This Warlord can shoot and charge in a turn in which it Falls Back.

SORCEROUS ARCANA: CAPRICIOUS CREST

The Capricious Crest is an ancient helmet with a form constantly in flux. When the bearer takes to the field it might appear as an avian skull, but on their return it may have become a tall headpiece with an all-seeing eye at its centre. None can tell if a corrupted machine spirit is responsible for this, or if a denizen of the warp resides within the helm. What is certain is that the innate power of Change emanates from the relic, its mercurial nature reaching out across the battlefield to cheat the enemy of their psychic gifts while granting sorcerous boons to unworthy allies.

Once per turn, when a Psychic test is taken for a model within 18" of a model with this Relic, you can change the result of that Psychic test as follows. If that model is from your army, you can change any roll of 1 to a roll of 6. If that model is from your opponent's army, you can change any roll of 6 to a roll of 1.



CULT OF DUPLICITY

The Cult of Duplicity is unique within the Legion in that it both is and is not guided by a unified desire. The Sorcerers of this cult are by their very nature deceivers, at once appearing fractured and singular in purpose. As such, it is impossible to know whether the sects within the cult are acting independently or as part of a single, terrifying plan.

PSYCHIC POWER: SORCEROUS FACADE

The psyker makes use of sorcerous proxies to mask his true location, moving them into superior positions from which to ambush their foes.

Sorcerous Facade has a warp charge value of 7. If manifested, select one friendly CULT OF DUPLICITY unit within 6" of this psyker. Remove that unit from the battlefield, then set it up anywhere on the battlefield that is more than 9" away from any enemy models. That unit is treated as having moved this turn.

WARLORD TRAIT: DUPLICITOUS TACTICIAN

This deceitful warlord deploys false images of his warriors to confuse and confound the foe, the very act being a veneration of the Great Conspirator.

At the start of the first battle round, before the first turn begins, select up to D3 CULT OF DUPLICITY units from your army. Remove those units and this Warlord from the battlefield then set them up again following the normal deployment rules for those units and the mission being played. If you redeploy a TRANSPORT model, all units embarked inside that model remain so when it is set up again.

SORCEROUS ARCANA: PERFIDIOUS TOME

Reading from this infernal treatise, the bearer discovers hidden truths on one page, and utter madness on the next.

At the start of the battle round, roll one D6 if a model with this Relic is on the battlefield. On a roll of 1 your opponent gains 1 Command Point. On a roll of 4+ you gain 1 Command Point.



CULT OF MANIPULATION

The Cult of Manipulation is endlessly deceptive, using its tendrillar web of influence to sway the actions of its enemies. Vast networks of mortal and daemonic spies allow the cult to oversee their plots as they unfold through assassination, possession and the wreaking of pure havoc.

PSYCHIC POWER: ATTEMPTED POSSESSION

The psyker begins a psychic onslaught upon the mind of his foe, battling for control of their consciousness.

Attempted Possession has a warp charge value of 6. If manifested, select one enemy CHARACTER unit within 18" of this psyker. That unit suffers 1 mortal wound. Until the start of your next Psychic phase, when a Psychic test is taken for that unit, subtract 2 from the total.

WARLORD TRAIT: BEGUILING INFLUENCE

This warlord is a master deceiver, misleading his foes at every turn before striking a killing blow or escaping to safety.

Subtract 1 (to a minimum of 1) from the Attacks characteristic of models in enemy units whilst their unit is within 1" of this Warlord.

SORCEROUS ARCANA: SORTHIS' REFLECTOR

This dagger is made of the purest reflective glass, its dazzling light shining into the minds of the meek. One afflicted by its brilliance becomes a helpless marionette as their mind convulses and they strike against themselves with their own weapons. While enemy fighters watch this act of mutilation in horror, the dagger's bearer laughs at the misery unfolding.

When a model with this Relic is chosen to fight with in the Fight phase, you can select one enemy INFANTRY model with a Leadership characteristic of 9 or less that is within 1" of that model. Select one melee weapon that enemy model is equipped with; until the end of that phase, the model with this Relic is treated as only being equipped with that weapon, and it can only make attacks against that enemy model's unit. When resolving each of those attacks, you cannot re-roll the hit roll and you cannot re-roll the wound roll.

STRATAGEMS

If your army is Battle-forged and includes any THOUSAND SONS Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Thousand Sons on the battlefield.

1CP

MAGISTER

Thousand Sons Stratagem

Magisters are architects of war, leaders in their own right no matter where they sit in the Legion's hierarchy.

Use this Stratagem before the battle, after nominating your Warlord. Select one THOUSAND SONS CHARACTER model from your army that is not your Warlord and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

1CP

RISEN RUBRICAE

Thousand Sons Stratagem

A plan decades in the making comes to fruition as Rubric Marines emerge at a fateful hour.

Use this Stratagem when you set up a RUBRIC MARINES unit from your army during deployment. That unit can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models. You can only use this Stratagem once per battle.

1CP

SORCEROUS INFUSION

Thousand Sons Stratagem

The psyker calls on Tzeentch to reknit grievous wounds.

Use this Stratagem after resolving a psychic power manifested by a THOUSAND SONS model from your army, if the result of the Psychic test for that power was 9 or higher. If that model's unit contains any models that have lost any wounds, select one of those models to regain up to D3 lost wounds. Otherwise, if any models in that unit have been destroyed, you can return one of those models to the battlefield with all of its wounds remaining, placing it in unit coherency.

1CP

INFERNAL FUSILLADE

Thousand Sons Stratagem

Little can withstand the fusillades unleashed by the implacable phalanxes of the Thousand Sons.

Use this Stratagem when a RUBRIC MARINES unit or SCARAB OCCULT TERMINATORS unit from your army is chosen to shoot with in your Shooting phase. Until the end of that phase, models in that unit can shoot twice with Rapid Fire weapons if that unit did not move this turn.

1CP

INDOMITABLE FOES

Thousand Sons Stratagem

Damage that would fell mere mortals is simply ignored by the lifeless automata of the Thousand Sons.

Use this Stratagem when a RUBRIC MARINES unit or SCARAB OCCULT TERMINATORS unit from your army is chosen as the target of an attack. Until the end of the phase, improve that unit's invulnerable save by 1 (to a maximum of 3+).

2CP

YOKED AUTOMATA

Thousand Sons Stratagem

The Legion always obeys the will of its Sorcerers.

Use this Stratagem at the end of your opponent's Charge phase. Select one enemy unit that finished a charge move within 1" of any THOUSAND SONS CHARACTER units (other than a TZAANGOR unit) from your army that phase; one RUBRIC MARINES or SCARAB OCCULT TERMINATORS unit from your army that is within 12" of that enemy unit and not within 1" of any enemy units can perform a Heroic Intervention as if were a CHARACTER, and when doing so can move up to 2D6" instead of up to 3". That unit from your army must end that move within 1" of that enemy unit and not within 1" of any other enemy units, otherwise it does not move.

1CP

ADEPTS OF THE IMMATERIUM

Thousand Sons Stratagem

Tzeentch's servants know well the empyrean's currents.

Use this Stratagem if a THOUSAND SONS PSYKER from your army would suffer Perils of the Warp. That PSYKER does not suffer Perils of the Warp.

THOUSAND SONS NAME GENERATOR

If you wish to create a name for one of your Thousand Sons warriors you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

D66	FIRST NAME
11	Phosis
12	Amonhep
13	Basteq
14	Apophitar
15	Thotek
16	Kalophis
21	Phael
22	Imhoden
23	Ankhu
24	Naratt
25	Kahotep
26	Khadeth
31	Revuel
32	Tolbek
33	Onoris
34	Gilameht
35	Amon
36	Sanakht
41	Sektoth
42	Az'mekh
43	Zah'mat
44	Ultak'h
45	Daedopphet
46	Azhek
51	Azhtar
52	Iskandar
53	Mhotep
54	Hedara
55	Amarhotep
56	Hakor
61	Myrakh
62	Aarthrat
63	Thotmas
64	Merhet
65	Kasaikrah
66	Kahzmut

D66	SECOND NAME
11	T'Kor
12	Basth
13	Takar
14	Kallisar
15	Rhan
16	P'Tra
21	Manahkmor
22	Shen
23	Apophontar
24	H'Kett
25	Maat
26	Anen
31	Khayon
32	Manutec
33	Qu'rastis
34	Uthizzar
35	Toron
36	Daast
41	Sum
42	Qezremah
43	Arvida
44	Temekh
45	Aktera
46	Bekti
51	Metenh
52	Thothmet
53	Pashet
54	Kashtoh
55	Harpakrut
56	Amen'ket
61	Ammon
62	Z'kar
63	Kh'nem
64	As'rahk
65	Hata'kah
66	Takham

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

The points values in this book have not been included as they are out of date; for current points values, please refer to the most recent Munitorum Field Manual and/or any relevant supplements which released afterward for this army (e.g. Psychic Awakening).



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There is no time for peace. No forgiveness. No respite. There is only war.

After more than forty thousand years of war and strife among the stars, Humanity stands on the brink of extinction. Beset on all sides by hostile aliens and threatened from within by traitors, Humanity's only chance for survival rests with the continuation of the cruel and bloody regime known as the Imperium.



CODEX: SPACE MARINES

The Adeptus Astartes are Mankind's greatest defenders and champions. Genetically enhanced, post-human super-soldiers, these elite warriors go to battle armed and armoured with the best wargear the Imperium can provide. Each Space Marine is worth dozens of lesser foes; they are stronger, faster, cleverer and more resilient than any non-enhanced human could hope to be, and they know no fear. Though often vastly outnumbered, Space Marine armies strike hard and fast using a bewildering array of transport vehicles, battle tanks, hurtling gunships, orbital drop-craft, light combat skimmers and suits of armour to ensure their foes are overwhelmed swiftly and completely. Where the indomitable warriors of the Adeptus Astartes direct their guns and deliver their blows, there does the enemy feel the full fury of the Emperor himself made manifest; few live to tell the tale.



WARHAMMER 40,000: KILL TEAM

A fast paced tabletop miniatures game, Warhammer 40,000: Kill Team pits teams of elite specialists, ragtag zealots and hard-bitten veterans against each other in vicious skirmish battles to the bitter end. A single squad of well-trained and well-equipped warriors can tip the balance of a wider conflict – with Kill Team, you'll play through countless stories of your own devising that could alter the fate of the galaxy itself.



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