

# KILL TEAM DARK ANGELS

## Codex Dark Angels

This team list uses the special rules and wargear found in Codex Dark Angels. If a rule differs from the Codex, it will be clearly stated.

## Teleporting Terminators

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

## Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



## TEAM LEADERS

### Sergeant

14 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	1	8	3+

#### Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

#### Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Grim Resolve

#### Upgrade:

May upgrade to a Veteran Sergeant for 10 pts. If you do so, the model gains +1 to both its Attack and Leadership characteristics.

#### Options:

- May replace any weapon with:
  - Chainsword Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 15 pts
  - Power Fist 25 pts
  - Thunder Hammer 30 pts
- May take any of the following:
  - Melta Bomb 5 pts
  - Combat Shield 5 pts
  - Auspex 5 pts
  - Infravisor 5 pts
  - Jump Pack 10 pts
  - Storm Shield 15 pts
- May take wargear from the Dark Angels armoury including Sergeant and Leader only items.

### Knight Master

51 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	3	9	2+

#### Options:

- May take wargear from the Dark Angels armoury including Leader and Terminator only items.

#### Wargear:

- Terminator Armour
- Flail of the Unforgiven
- Storm Shield

#### Special Rules:

- Inspiring Presence
- Deathwing Assault
- Inner Circle
- Fortress of Shield
- Hammer of Wrath

**Deathwing Terminator Sergeant**

44 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	2+

**Wargear:**

- Terminator Armour
- Storm Bolter
- Power Sword

**Special Rules:**

- Inspiring Presence
- Deathwing Assault
- Inner Circle
- Vengeful Strike

**Deathwing Leader:**

If the Deathwing Sergeant is your Team Leader any Deathwing Terminator models must be taken as Core.

**Upgrade:**

May upgrade to a Deathwing Champion for 5 pts, gaining +1 WS and replacing all weapons with the Halberd of Caliban.

**Options:**

- May replace Storm Bolter with:
  - Combi-flamer, -melta, -plasma 6 pts
- May replace all weapons with:
  - Pair of Lightning Claws Free
  - Thunder Hammer & Storm Shield 5 pts
- *May take wargear from the Dark Angels armoury including Sergeant, Leader and Terminator only items.*

**Ravenwing Sergeant**

27 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	2	4	1	8	3+

**Unit Type:** Bike**Wargear:**

- Power Armour
- Bolt Pistol
- Twin-linked Boltgun
- Frag & Krak Grenades
- Teleport Homer

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear
- Grim Resolve
- Hit & Run
- Scouts

**Ravenwing Leader:**

If the Ravenwing Sergeant is your Team Leader any Ravenwing Biker models must be taken as Core.

**Upgrade:**

May upgrade to a Veteran Sergeant for 10 pts. If you do so, the model gains +1 to both its Attack and Leadership characteristics.

**Options:**

- May replace Bolt Pistol with:
  - Chainsword Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 15 pts
  - Power Fist 25 pts
  - Thunder Hammer 30 pts
- May take any of the following:
  - Melta Bomb 5 pts
  - Auspex 5 pts
  - Infravisor 5 pts
- *May take wargear from the Dark Angels armoury including Sergeant and Leader only items.*

**Ravenwing Huntmaster**

42 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	2	4	2	9	3+

**Unit Type:** Bike**Wargear:**

- Power Armour
- Bolt Pistol
- Plasma Talon
- Corvus Hammer
- Frag & Krak Grenades
- Teleport Homer

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear
- Grim Resolve
- Hit & Run
- Scouts
- Skilled Rider

**Upgrade:**

May upgrade to a Ravenwing Champion for 5 pts, gaining +1 WS and replacing its Corvus Hammer with the Blade of Caliban.

**Options:**

- May replace Corvus Hammer with:
  - Power Sword 12 pts
  - Power Maul 12 pts
- May take any of the following:
  - Melta Bomb 5 pts
  - Auspex 5 pts
  - Infravisor 5 pts
- *May take wargear from the Dark Angels armoury including Leader only items.*

**Scout Sergeant**

12 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	1	8	4+

**Wargear:**

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear
- Infiltrate
- Move Through Cover
- Scouts

**Upgrade:**

May upgrade to a Veteran Sergeant for 10 pts. If you do so, the model gains +1 to both its Attack and Leadership characteristics.

**Options:**

- May replace any weapon with:
  - Combat Knife Free
  - Sniper Rifle Free
  - Space Marine Shotgun Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 15 pts
  - Power Fist 25 pts
  - Thunder Hammer 30 pts
- May take any of the following:
  - Melta Bomb 5 pts
  - Auspex 5 pts
  - Infravisor 5 pts
- *May take wargear from the Dark Angels armoury including Sergeant and Leader only items.*

**Warden-Chaplain**

55 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

**Wargear:**

- Power Armour
- Bolt Pistol
- Crozius Arcanum
- Frag & Krak Grenades

**Special Rules:**

- Inspiring Presence
- Zealot
- Grim Liturgies\*

**Grim Liturgies:**

Any friendly Dark Angels models within 6" of the Warden-Chaplain gain the Zealot special rule.

**Options:**

- May replace Bolt Pistol with:
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Fist 25 pts
- May take any of the following:
  - Melta Bomb 5 pts
  - Auspex 5 pts
  - Infravisor 5 pts
  - Porta-rack 10 pts
- May take one of the following:
  - Jump Pack 10 pts
  - Space Marine Bike 15 pts
- *May take wargear from the Dark Angels armoury including Leader and Warden only items.*

**Lexicanium**

45 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

**Wargear:**

- Power Armour
- Bolt Pistol
- Force Weapon
- Frag & Krak Grenades

**Special Rules:**

- Inspiring Presence
- Inner Circle
- Psyker (Mastery Level 1)

**Psychic Powers:**

Before the battle the Lexicanium may choose a single Psychic Power from the following list:

- Prescience (Divination)
- Flame Breath (Pyromancy)
- Assail (Telekinesis)
- Psychic Shriek (Telepathy)

**Options:**

- May replace Bolt Pistol with:
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
- May take any of the following:
  - Melta Bomb 5 pts
  - Auspex 5 pts
  - Infravisor 5 pts
- May take one of the following:
  - Jump Pack 10 pts
  - Space Marine Bike 15 pts
- *May take wargear from the Dark Angels armoury including Leader and Lexicanium only items.*



## CORE

### Tactical Marine

14 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

**Wargear:**

- Power Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

**Special Rules:**

- And They Shall Know No Fear
- Grim Resolve

**Options:**

- For every 5 Tactical Marines you take in your Kill Team, one may replace their Boltgun with:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Heavy Bolter 10 pts
  - Multi-melta 10 pts
  - Plasma Gun 15 pts
  - Plasma Cannon 15 pts
  - Missile Launcher 15 pts
  - Lascannon 20 pts

### Scout

12 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	1	4	1	8	4+

**Wargear:**

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

**Special Rules:**

- And They Shall Know No Fear
- Infiltrate
- Move Through Cover
- Scouts

**Options:**

- Any Scout may replace his Boltgun with:
  - Combat Knife Free
  - Sniper Rifle Free
  - Space Marine Shotgun Free
- For every 5 Scouts you take in your Kill Team, one may replace their Boltgun with:
  - Heavy Bolter 8 pts
  - Missile Launcher 15 pts
- May take the following:
  - Camo Cloak 2 pts

## SPECIAL

### Deathwing Knight

46 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	1	4	2	9	2+

**Options:**

- May take wargear from the Dark Angels armoury including Terminator only items.

**Wargear:**

- Terminator Armour
- Mace of Absolution
- Storm Shield

**Special Rules:**

- Deathwing Assault
- Inner Circle
- Fortress of Shield
- You Cannot Hide
- Hammer of Wrath

### Ravenwing Black Knight

42 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	2	9	3+

**Options:**

- One Ravenwing Black Knight in your Kill Team may exchange its Plasma Talon with:
  - Ravenwing Grenade Launcher Free
- May take wargear from the Dark Angels armoury.

**Unit Type:** Bike

**Wargear:**

- Power Armour
- Bolt Pistol
- Plasma Talon
- Corvus Hammer
- Frag & Krak Grenades
- Teleport Homer

**Special Rules:**

- And They Shall Know No Fear
- Grim Resolve
- Hit & Run
- Scouts
- Skilled Rider

## Ravenwing Biker

27 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	1	8	3+

**Unit Type:** Bike

**Wargear:**

- Power Armour
- Bolt Pistol
- Twin-linked Boltgun
- Frag & Krak Grenades
- Teleport Homer

**Special Rules:**

- And They Shall Know No Fear
- Grim Resolve
- Hit & Run
- Scouts

**Options:**

- One Ravenwing Biker in your Kill Team may replace its Bolt Pistol with:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
- If you have more than three Ravenwing Bikers in your Kill Team, a second Ravenwing Biker may replace its Bolt Pistol with:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts

## Deathwing Terminator

44 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	2+

**Wargear:**

- Terminator Armour
- Storm Bolter
- Power Fist

**Special Rules:**

- Deathwing Assault
- Inner Circle
- Vengeful Strike



**Options:**

- May replace Power Fist with:
  - Chainfist 5 pts
- May replace all weapons with:
  - Pair of Lightning Claws Free
  - Thunder Hammer & Storm Shield 5 pts
- One Deathwing Terminator in your Kill Team may take one of the following options:
  - Replace Storm Bolter with Heavy Flamer 10 pts
  - Replace Storm Bolter with Plasma Cannon 15 pts
  - Replace Storm Bolter with Assault Cannon 20 pts
  - Take a Cyclone Missile Launcher 25 pts
- *May take wargear from the Dark Angels armoury including Terminator only items.*

## Company Veteran

18 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

**Wargear:**

- Power Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

**Special Rules:**

- And They Shall Know No Fear
- Grim Resolve

**Options:**

- May take any of the following:
  - Melta Bomb 5 pts
  - Combat Shield 5 pts
  - Storm Shield 10 pts
- May replace Boltgun or Bolt Pistol with:
  - Chainsword Free
- *May take wargear from the Dark Angels armoury.*

**Options:**

- May replace Boltgun with:
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 15 pts
  - Power Fist 25 pts
  - Pair of Lightning Claws 30 pts
- One Company Veteran in your Kill Team may replace its Boltgun with:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Heavy Bolter 10 pts
  - Multi-melta 10 pts
  - Missile Launcher 15 pts
  - Plasma Gun 15 pts
  - Plasma Cannon 15 pts
  - Lascannon 20 pts

## Assault Marine

17 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

### Wargear:

- Power Armour
- Bolt Pistol
- Chainsword
- Frag & Krak Grenades
- Jump Pack

**Unit Type:** Jump Infantry

### Special Rules:

- And They Shall Know No Fear
- Grim Resolve

### Options:

- One Assault Marine in your Kill Team may replace its Bolt Pistol with:
  - Flamer 5 pts
  - Plasma Pistol 15 pts



## Apothecary

35 points

*You may only ever take one Apothecary in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

### Wargear:

- Power Armour
- Bolt Pistol
- Nathecium\*
- Frag & Krak Grenades

### Special Rules:

- And They Shall Know No Fear
- Grim Resolve

### Nathecium:

*Rule Amendment:* The Apothecary and all friendly models within 6" of the Apothecary gain the Feel No Pain special rule.

### Options:

- May replace Power Armour, Bolt Pistol and Frag & Krak Grenades with Terminator Armour, Storm Bolter and gain the Inner Circle rule for 39 pts.
- If not wearing Terminator Armour, may take a Space Marine Bike and gain the Hit & Run, Scouts and Skilled Rider special rules for 35 pts.
- May replace Bolt Pistol with:
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
- *May take wargear from the Dark Angels armoury including Apothecary only items.*

## Techmarine

50 points

*You may only ever take one Techmarine in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	2+

### Wargear:

- Artificer Armour
- Bolt Pistol
- Boltgun
- Servo-arm
- Frag & Krak Grenades

### Special Rules:

- And They Shall Know No Fear
- Grim Resolve
- Blessing of the Omnissiah
- Bolster Defences

### Options:

- May upgrade Servo-arm to a Servo-harness for 25 points.
- May replace any weapon with:
  - Chainsword Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 15 pts
  - Power Fist 25 pts
  - Thunder Hammer 30 pts
- *May take wargear from the Dark Angels armoury including Techmarine only items.*

# ARMOURY

## Watcher in the Dark (Leader Only) – 15 pts

The Watchers have the ability to resist the warp and other magical entities, and sometimes accompany Dark Angels to battle. The team leader and all models within 12" of him pass Deny the Witch rolls on a 3+. The Watcher (if it has a model) plays no part in the game.

## Refractor Field (Leader Only) – 15 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

## Purity Seal (Leader Only) – 10 pts

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

## Needle of Truth (Sergeant Only) – 25 pts

*Replaces one weapon of your choice.*

In addition to being a finely crafted power sword, the Needle of Truth has a terrible power over Daemons or any champion of the Dark Gods. The Needle of Truth has the following profile:

	Range	S	AP	Type
Needle of Truth	-	User	3	Melee, Chaosbane* Master-crafted

\*The weapon gains the Poisoned (2+) special rule against models with the Daemon or Champion of Chaos special rule.

## Heavenfall Blade (Sergeant Only) – 20 pts

*Replaces one weapon of your choice.*

A Heavenfall Blade is crafted using a single block of jet-black obsidian and has the following profile:

	Range	S	AP	Type
Heavenfall Blade	-	User	2	Melee

## Signum (Sergeant Only) – 5 pts

*Rule Amendment:* The leader may use his Signum in the Shooting phase instead of shooting. Choose one model within 6" to become BS5 for the rest of the phase.

## Psychic Hood (Lexicanium Only) – 10 pts

A Psychic Hood uses a set of interwoven intricately aligned crystals to nullify an opponent's psychic attacks. *Use the rules for Psychic Hoods on page 68 of the core rulebook.*

## Staff of Hellfire (Lexicanium Only) – 10 pts

The Lexicanium may fire a burst of hellfire from the tip of this staff. The Staff of Hellfire counts as a shooting weapon with the following profile:

	Range	S	AP	Type
Staff of Hellfire	Template	5	4	Assault 1, Flaming*

\*Counts as a Flaming weapon, see Kill Team rules.

## Rosarius (Warden-Chaplain Only) – 25pts

A spiritual relic that confers a 4+ invulnerable save to the bearer.

## Purification Vials (Apothecary Only) – 5 pts

These are grenade vials filled with toxic gases that envelop an enemy and choke them to death. Purification Vials use the following profile:

	Range	S	AP	Type
Purification Vials	8"	1	-	Assault 1, Blast, One Shot, Poisoned (2+)

## Teleporter (Terminator Only) – 5 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

## Tartaros Pattern Armour (Terminator Only) – 5 pts

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance.

## Banner of Moment – 15 pts

*Maximum of one per Kill Team.*

Once per game, at the start of the Assault phase the model may call upon his brothers oath of moment, all friendly models gain +1 to assault results for that phase (per combat).

## Master-Crafted Weapon – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

## Overcharged Weapon – 10pts

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

## Suspensors – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon even if he has moved in the previous Movement phase – although if he does so, the maximum range of the weapon is halved.

## Smoke Grenades – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

## Auxiliary Grenade Launcher – 5 pts

A tubular device that fires pre-loaded grenades, fixed to the models primary weapon. This attachment allows any grenades to be fired in addition to another weapon in the shooting phase rather than instead of.

## Auspex – 5 pts

See Codex Dark Angels.

**Bionics – 5 pts**

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.

**Targeter – 5 pts**

A targeter is a simple but effective optical aid to accuracy. If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting