

## Dark Angels Special Rules

### Unforgiven

The Dark Angel's secret is theirs alone. No Imperial Allies can be taken in this Dark Angel Force.

### Optional Special Victory Condition - "Hunt for the Fallen"

*May only be used if the Dark Angels army contains at least one Interrogator-Chaplain and/or a Grand Master character in a Ravenwing Attack formation.*

Before deployment: The Dark Angels player decides whether to use the Hunt for the Fallen Victory Condition. If it is used, the opponent must choose one formation that has either at least one infantry unit or a character upgrade and designates that formation as the one containing the Fallen. The Dark Angels player must destroy this formation completely to score the Hunt for the Fallen VC. If the formation is off the table during turn 3 and afterwards, it counts as destroyed. Replaces the Break Their Spirits (BTS) objective.

### Teleport Homer

Teleporting models may re-roll Teleport Mishap 1:s if their base is within 15cm of an unbroken unit with the "Teleport Homer" special rule.

### Coordinated Teleport

Formations that exclusively consists of models with Teleport may be set up in a space ship if such has been bought. From there, they can either teleport normally, or they may choose to perform a Coordinated Teleport during the activation of the space ship.

A Coordinated Teleport functions like an ordinary Teleport except that all models in the formation must be placed so that they benefit from the Teleport Homer special rule. If they are unable to benefit from Teleport Homer, they cannot carry out a Coordinated Teleport but must wait and teleport normally in later turns. Coordinated Teleports happen after Barrage, Planetfall and Deathwind have been resolved. All Coordinated Teleports counts as taking place simultaneously, not one after the other.

### Deathwing

Formations containing at least one model with the rule "Deathwing" removes an additional blast marker whenever that formation rallies or regroups.

### Space Marine Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having plus transport in the units section of the army list opposite. Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for Planetfall (see Planetfall). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from. Before each game, after the opposing army is known but before objectives are placed, the Space Marine player may choose which formations with the "plus transport" aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

### ATSKNF

It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).

Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.

Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down - note that in assault resolution Space Marines will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down).

Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.

When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

<b>Dark Angels (NetEA) v1.96</b> Strategy Rating 5. All Dark Angels formations have an initiative of 1+			
Dark Angels Core Detachments			
Formation	Units	Upgrades	Cost
Tacticals	6 Tacticals plus Transport	Razorbacks, Stalkers, Mortis, Commander, Grand Master	275
Land Raiders	3 Land Raiders	Tacticals, Commander, Grand Master	250
<b>Dark Angels Support Detachments</b> Four Support Detachments may be taken for each Dark Angels Core Detachment			
Scouts	4 Sniper Scouts, 2 Rhinos	Razorbacks	200
Assaults	6 Dark Angels Assault Marines, 1 Dark Angels Captain		275
Devastators	4 Dark Angels Devastators plus Transport	Razorbacks, Stalkers, Mortis, Commander	250
Predators	4 Predator Destructors	Commander, Stalkers	200
Siege Breachers	3 Land Raider Ares	Vindicators, Commander	275
Whirlwinds	4 Whirlwinds	Hunters	275
Deathwing & Ravenwing Strike Detachments			
Deathwing Terminators	4 Deathwing Terminators	Deathwing Transport, Commander or Interrogator Chaplain, Grand Master	350
Ravenwing Attack	1 Ravenwing Black Knights, 4 Ravenwing Assault Bikes & 3 Ravenwing Land Speeders	Attack Bikes, Interrogator Chaplain, Grand Master	325
<b>Deathwing &amp; Ravenwing Specialist Detachments</b> Four Specialist Detachments may be taken for each Deathwing & Ravenwing Core Detachment			
Deathwing Overwatch	4 Deathwing Cyclone Terminators	Commander	350
Deathwing Knights	3 Deathwing Knights, 1 Deathwing Terminators, 1 Interrogator Chaplain, 1 Librarian		375
Deathwing Dreadnoughts	5 Deathwing Dreadnoughts plus Transport		300
Deathwing Land Raiders	3 Deathwing Land Raiders	Commander	275
Ravenwing Support	5 Ravenwing Land Speeder Tornado	Venegance	200
<b>Dreadwing Relic Detachments</b> The army may contain up to one Dreadwing Relic Detachment			
Relic Deimos	4 Deimos Predator Executioners 3 Deimos Vindicator Laser Destroyers	Hunters	400
Relic Glaive	2 Glaives	Glaive	550
<b>Dark Angels Navy</b> Max 33% of total points			
Ravenwing Nephilim	2 Ravenwing Nephilim Interceptors		225
Ravenwing Dark Talon	2 Ravenwing Dark Talon		225
Thunderhawk Transporter	1 Dark Angels Thunderhawk Transporter	Transporter	175
0-1 Strike Cruiser		Battle Barge	200

Dark Angel Upgrades (each upgrade may only be taken once per formation)		
Upgrade	Description	Cost
Commander	Add 1 Dark Angels Captain or Librarian character	50 points
Interrogator	Add 1 Interrogator Chaplain character	50 points
0-1 Grand Master	Upgrade 1 Dark Angels Captain in the army to a Grand Master	50 points
Razorbacks	Add a maximum of 6 Dark Angels Razorbacks, but no more than required to transport the entire formation	25 points each
Mortis	Add 2 Mortis Dreadnoughts	75 points
Vindicators	Add 3 Vindicators	100 points
Stalker	Add 2 Dark Angels Stalkers	100 points
Hunter	Add 2 Hunters	125 points
Tacticals	Add 6 Tacticals	175 points
Deathwing Transport	Add 4 Deathwing Land Raiders	225 points
Attack Bikes	Replace any number of Ravenwing Assault Bikes with Ravenwing Attack Bikes	Free
Venegance	Replace 5 Land Speeder Tornado with 5 Land Speeder Venegance	50 points
Glaive	Add 1 Glaive	250 points
Transporter	Add up to two Dark Angels Thunderhawk Transporters	100 points each
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150 points

Name	Type	Move	A	CC	FF	Armament	Range	Damage	Notes
Grand Master	Char	-	-	-	-	Power Weapon	(b-t-b)	EA +1, MW	Supreme Commander, Invulnerable Save
Dark Angels Captain	Char	-	-	-	-	Power Weapon	(b-t-b)	EA +1, MW	Commander, Leader, Invulnerable Save, Teleport Homer
Interrogator Chaplain	Char	-	-	-	-	Power Weapon	(b-t-b)	EA +1, MW	Inspiring, Leader, Invulnerable Save
Librarian	Char	-	-	-	-	Smite Power Weapon	(15cm) (b-t-b)	EA +1, MW EA +1, MW	Leader, Invulnerable Save
Tactical Marines	Inf	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Sniper Scouts	Inf	15cm	5+	4+	5+	Sniper Rifles	30cm	AP5+, Sniper	Scout, Infiltrators
Dark Angels Assault Marines	Inf	30cm	4+	3+	4+	Plasma Pistols	(15cm)	(small arms)	Jump Packs
Dark Angels Devastators	Inf	15cm	4+	5+	3+	2 x Plasma Cannons	30cm	AP5+/AT5+	
Mortis Dreadnought	AV	15cm	3+	5+	4+	2 x Mortis Twin Autocannons	45cm	AP4+/AT5+/AA6+	
Deathwing Dreadnought	AV	15cm	3+	4+	4+	Plasma Cannon Power Fist	30cm b-t-b	AP5+/AT5+ EA +1, MW	Deathwing
Deathwing Terminators	Inf	15cm	4+	3+	3+	2 x Plasma Cannon Power Fists	30cm (b-t-b)	AP5+/AT5+ EA +1 MW	Deathwing, Teleport, Reinforced Armour, Thick Rear Armour
Deathwing Cyclone Terminators	Inf	15cm	4+	4+	3+	Cyclone Missile Launchers Power Fists	45cm (b-t-b)	3 x AP5+/AT6+ EA +1 MW	Deathwing, Teleport, Reinforced Armour, Thick Rear Armour
Deathwing Knights	Inf	15cm	4+	2+	-	Maces, Thunderhammers & Storm Shields	(b-t-b)	EA +1 MW	Deathwing, Teleport, Reinforced Armour, Thick Rear Armour, Invulnerable Save
Ravenwing Black Knights	Inf	35cm	4+	3+	4+	Plasma Talons Corvus Hammers	15cm (b-t-b)	AP5+/AT5+ MW	Invulnerable Save, Mounted, Scout, Commander
Ravenwing Assault Bikes	Inf	35cm	4+	3+	4+	Twin Bolters	(15cm)	(small arms)	Invulnerable Save, Mounted
Ravenwing Attack Bike	LV	35cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	Invulnerable Save, Teleport Homer
Ravenwing Land Speeder	LV	35cm	4+	6+	5+	Multi-Melta and	15cm (15cm)	MW5+ (small arms) MW	Invulnerable Save, Scout, Teleport Homer
Ravenwing Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Invulnerable Save, Scout, Teleport Homer
Ravenwing Land Speeder Venegance	LV	30cm	4+	6+	4+	Plasma Storm Battery Assault Cannon	30cm 30cm	2 x AP5+/AT5+ AP5+/AT5+	Invulnerable Save, Scout, Teleport Homer
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	Transport 2 (Tacticals, Devastators)
Dark Angels Razorback	AV	30cm	5+	6+	5+	Lascannon Twin Plasma Gun	45cm 15cm	AT5+ AP5+/AT5+	Transport 1 (Tacticals, Devastators, Scouts)
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon 2 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Whirlwind	AV	30cm	5+	6+	6+	Whirlwind Missile Launcher	45cm	1BP	Indirect Fire
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Dark Angels Stalker	AV	30cm	5+	6+	5+	Dual Icarus Stormcannons	45cm	2 x AP5+/AT5+/AA5+	
Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+ IC	Walker
Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2 x Twin Lascannons	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport: (2 Tacticals)
Deathwing Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2 x Twin Lascannons	30cm 45cm	AP4+ AT4+	Deathwing, Invulnerable Save, Reinforced Armour, Thick Rear Armour, Transport: (1 Deathwing Terminator)
Land Raider Ares	AV	25cm	4+	5+	3+	Demolisher Cannon Twin Assault Cannon 2 x Heavy Flamers and (small arms)	30cm 30cm 15cm (15cm)	AP3+/AT4+, IC AP4+/AT4+ AP4+, IC IC	Reinforced Armour, Thick Rear Armour, Walker
Deimos Predator Executioner	AV	30cm	4+	6+	5+	Plasma Destroyer 2 x Lascannon	60cm 45cm	MW4+ AT5+	
Deimos Vindicator Laser Destroyer	AV	30cm	4+	6+	5+	Laser Destroyer	60cm	AT4+, Lance	
Glaive	WE	15cm	4+	6+	3+	Volkite Carronade Quad Lascannon Quad Lascannon Twin Heavy Bolter	45cm 45cm 45cm 30cm	4 x AP3+/AT4+, IC, D 2 x AT4+, Left Arc 2 x AT4+, Right Arc AP4+, FxP	<b>DC 4 Notes</b> Reinforced Armour <b>Critical</b> The Glaive is destroyed. All units within 5cm suffers a hit on a 6+.
Ravenwing Nephilim Interceptor	F	N/A	6+	-	-	Twin Heavy Bolters Twin Lascannon Blackword Missiles	15cm 30cm 45cm	AP4+/AA5+ AT4+/AA4+ AP5+/AA5+	FxF FxF FxF <b>Notes</b> Invulnerable Save
Ravenwing Dark Talon	F/B	N/A	6+	-	--	Rift Cannon Hurricane Bolters Stasis Bomb	15cm 15cm 15cm	MW4+ AP5+/AA5+ 1BP, IC, D	FxF FxF FxF <b>Notes</b> Invulnerable Save
Dark Angels Thunderhawk Transporter	AC/ WE/B	N/A	4+	6+	5+	2 x Twin Hvy Bolter (Left Arc) 2 x Twin Hvy Bolter (Right Arc)	15cm 15cm	AP4+/AA5+ AP4+/AA5+	<b>DC 2 Notes</b> Planetfall, Reinforced Armour, Transport (may carry up to two of the following: Hunter, Stalkers, Predators, Razorbacks, Rhinos, and Vindicator, or one Land Raider of any type. In addition it may transport infantry equal to the transport capacity of the vehicle(s) it carries). The entire Thunderhawk Transporter formation is counted as one War Engine for both the War Engine transport rule (e.g. one transported formation can be split between multiple aircraft within one Thunderhawk Transporter formation) and for the allocation of Hits. <b>Critical</b> The Thunderhawk Transporter's control surfaces are damaged, The Thunderhawk Transporter crashes to the ground killing all on board.
Strike Cruiser	SS	-	-	-	-	Orbital Bombardment	-	5BP, MW	Transport. May transport 20 infantry units or Dreadnoughts; plus 20 armoured vehicle units (except Dreadnoughts); plus six Thunderhawk Transporters and enough Drop Pods to transport any other units being carried
Battle Barge	SS	-	-	-	-	Orbital Bombardment	-	14BP, MW	Slow and Steady. Transport. May transport 60 infantry units or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Transporters and enough Drop Pods to transport any other units being carried.
Drop Pods	Sp	-	-	-	-	Deathwind	15cm	AP5+/AT5+	Planetfall, Transport. May transport one formation of only the following units: Tacticals, Devastators, Dreadnoughts. After the Drop Pod lands, it attacks all enemy units within 15cm. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.