

DARK ANGEL DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	COST
Assault	Four Assault units	Commander, Vindicator, Dreadnought	175 points
Devastator	Four Dark Angel Devastator units plus transports	Commander, Razorbacks, Dreadnought, Hunter, Land Raider, Vindicator	250 points
Land Raider	Four Land Raiders	Commander, Vindicator, Hunter	350 points
Landing Craft	One Landing Craft	None	350 points
Predator	Four Predator Destructors	Annihilators, Commander, Vindicator, Hunter	225 points
Ravenwing	Four Ravenwing Bike units and Four Ravenwing Land Speeders	Commander, Attack Bike	325 points
Ravenwing Support	Five Ravenwing Land Speeder Tornados	Commander, Typhoon	200 points
Scout	Four Scout units plus transports	Commander, Razorbacks, Snipers	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transports	Commander, Dreadnought, Razorbacks, Hunter, Vindicator	300 points
Deathwing	Four Deathwing Terminator units	Commander, Land Raider, Dreadnought, Vindicator	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Vindicator	Four Vindicators	Commander, Hunter	250 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

DARK ANGEL UPGRADES

Each allowed upgrade may be taken once per formation.

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

DARK ANGEL SUPPORT

FORMATION	COST
Two Dark Angel Ravenwing Nephilim	200 points

USING THE ARMY LIST

- Up to a third of the armies points may be spent on support formations.

CODEX SPACE MARINES – DARK ANGELS

Strategy Rating: 5

Initiative: 1+

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

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Dark Angels Special Rules

They Shall Know No Fear

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

The Great Secret

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

Superior Tactics

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

Space Marine Transport

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

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

Transport Capacity

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

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

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