

CODEx™

# Angels of Death™



WARHAMMER®  
40,000

SUPPLEMENT

GAMES  
WORKSHOP®

Blood Angels and Dark Angels Space Marine Chapters Codex



# DARK ANGELS AND BLOOD ANGELS ARMY LISTS



In the following pages you will find two army lists: one for the Dark Angels and one for the Blood Angels. You can use these lists to choose either a Dark Angels or a Blood Angels force. Unless noted otherwise, the following rules and guidelines apply equally to both army lists.

## SIZE OF GAME

The Space Marine Codex army lists are designed so you can choose an army to a points value agreed by yourself and your opponent. There is no upper limit to the size of an army, but 500 points is about the smallest size for a battleworthy force. A 1,500 point battle will usually last an entire evening, while 3,000 points will give you a battle that will take most of a day to fight. The lists have been designed and balanced for armies of around 3,000 points, but they will work with smaller or larger forces too.

If you fight extremely large battles (say more than 6,000 points a side) you may wish to introduce additional restrictions on the number of characters and support items, otherwise these will tend to dominate the battle to the exclusion of other troops – this is left to experienced players to sort out amongst themselves. We find that between 100 to 300 points per foot of table width gives the best game. For example, if your table is 6' wide, then an army of between 600-1,800 points should provide a satisfying game without things getting too crowded!

Most players prefer to collect their armies in blocks of 500 or 1,000 points' worth of troops. For example, you might begin with a core force of 500 points and build it up by adding 500 points at a time. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops, say 2,000 points a side. Each player picks his force from the appropriate Warhammer 40,000 army list, up to the agreed points value. The total points value of your army may be less than the agreed amount but it cannot be more – you will often be a few points short simply because there is nothing left to spend the last few odd points on.

## THE ARMY

When you choose a Dark Angels or Blood Angels army you can spend your points on three categories of troops: Characters, Squads and Support. You are permitted to spend only a proportion of your total points on each of these categories. For example, you may spend up to a maximum of 50% of your points on Support. These limitations are designed to ensure armies are reasonably balanced and don't consist entirely of character models, Dreadnoughts or tanks. The proportion of points which can be spent on each category is summarised immediately before the army list under the heading 'Army Selection'.



Note that, with the exception of allies (which are described in more detail below), all of the troops you take must be chosen from one of the lists; you could not take characters from the Blood Angels list and squads from the Dark Angels list, for example.

## CHARACTERS

You are free to spend up to 50% of your army's points total on characters. Your army must include at least one character, the army commander, as explained below.

The points value of characters includes the value of the characters' wargear and Wargear cards. The points values of wargear is included on the Wargear list which appears immediately before the two army lists. The points value of Wargear cards is indicated on the cards themselves. The maximum number of Wargear cards a character can have is indicated in its army list entry. In some cases these vary from the standard number permitted in Warhammer 40,000. This is to take into account unusual individuals such as the Space Marine Chaplain characters, and so forth.



## ARMY COMMANDER

As noted above, a Space Marines army must be led by an army commander. The commander will be either a Space Marine Captain, a Terminator Captain, or one of the special characters allowed to command an army (see later).

If an army includes two or more characters who are eligible to command it, then you must choose which will be the army commander. However, you must announce to your opponent which model you have chosen before either side has set up.

## VETERAN SERGEANTS

Squads may replace their ordinary Sergeants with Veteran Sergeants who are characters with improved profiles and possibly a Wargear card. Veteran Sergeants must remain with their squads and lead them just like ordinary Sergeants; they cannot move and fight freely as other characters can.

## SQUADS

At least 25% of your army's points must be spent on squads. Space Marine Veteran, Tactical, Assault and Devastator squads are available as 10-man units in the army lists. However, they may be divided into two combat squads of five men each before the battle starts. If you decide to do this then each 5-man combat squad fights as a separate unit for the entire battle.

## SUPPORT

You can spend up to 50% of the army's points on support. The Support section of the army list describes support weapons, vehicles, Dreadnoughts and allies. In many cases the items you may take are restricted by the presence of certain models in the army. For example, you may only take a Dreadnought if the army includes a Techmarine. These restrictions are explained in the relevant entry.

Note that we have not included all the profiles or additional details for the different kinds of support weapons, vehicles and Dreadnoughts. Refer to the Warhammer 40,000 Wargear book for Support Weapon rules or the Dark Millennium supplement for the vehicle data cards. The data cards also indicate the points values for the different kinds of vehicle, although these are summarised on the lists for your convenience.

## TECHMARINES AND SERVITORS

In order to include Dreadnoughts, support weapons or vehicles (apart from bikes) the army must include at least one Techmarine. In addition, the army is limited to a maximum of three Servitor models operating support weapons per Techmarine included in the army (eg, if the army has one Techmarine it may have up to three Servitors, if it has two Techmarines it may have up to six Servitors, and so on). Note that the army may include models riding bikes even if it doesn't have a Techmarine.

## ALLIES

The points allocated for support are also used to buy allied troops, such as Imperial Guard or other non-Codex Space Marines. Potential allies are indicated in the lists. To choose allies refer to the separate Warhammer 40,000 army lists for the allies that you wish to include. You may include allies from a single army, or from several armies, it is up to you.

When choosing allies there is no restriction on the categories of troops you may take. If you are spending, say, 500 points on allies you could include 500 points of characters, or 500 points of vehicles, for example. In addition, obligations regarding compulsory troops do not apply to allies (you do not need to choose an army commander for example). However, all other restrictions in the allied list do apply, and all unit sizes must be correct. Obviously, you may not pick further allies from the allied army's own Support section.

Including allies in your Space Marine army is a good way of expanding your forces. It enables you to build up the core of a completely different army, and it allows you to vary your painting routine. By including allies it is also possible for several players to combine their forces and fight substantially larger battles.

## SPECIFIC LIMITATIONS

The Space Marine Codex army lists describe the troops, characters and support items that the army may contain. In most cases there is no upper limit to the number of squads or characters, other than the points available. However, certain types of squad, character, and support item are limited in number or their availability is governed in some other way. You can only take one Terminator Captain for your Blood Angels army, for example. Restrictions of this kind are indicated in the lists.

## SPECIAL CHARACTERS

After each of the army lists there is a section of special characters. These describe some of the Chapter's most famous Space Marines, and provides game details and points values for them. Your army may include these characters if you wish, either as additional character models, or, in some cases, as the army commander in place of a regular commander. Their points cost is included in the points paid for your characters.

## NEW MODELS

New Citadel miniatures for Space Marine armies are being released all the time. Details of these new models and any special rules that apply to them will be published in White Dwarf magazine at the same time as the model is released. White Dwarf is available through all the major newsagents, while the Games Workshop stores and Mail Order department carry the latest issue and some back issues.

Usually the rules article for a new model will include an entry for you to add to the Space Marines Codex army list. However, this is not always the case, especially with new weapon options for existing Space Marine vehicles. In the case of weapon options or other upgrades, simply make a note on the relevant entry in the army list about the new option.



## DIVIDING SQUADS FOR BATTLE

The most common type of Space Marine unit consists of ten Space Marine warriors and is normally referred to as a 'squad'. A squad may fight as a single unit of troops led by its Sergeant. Alternatively, before the game begins, you may wish to divide squads into two equal halves. This gives you two units of five troops instead of a single unit of ten. One of the

halves will be led by the Sergeant while the other is led by the second most senior warrior who is referred to as a Veteran.

Veterans have identical profiles to ordinary warriors, but are usually distinguished by having a back banner in the same way as Sergeants. Divided squads are called 'combat squads' and function as two completely separate units for the duration of the battle.

## THE LION AND THE WOLF

After the Emperor had found his lost sons he set about reuniting the many kingdoms of Men. The Emperor's Legions raced outward bringing the true faith to those who would listen and death to those who would not. Mighty wars raged; for there were many in those days who doubted the Emperor's word and turned their faces from his light. Some were honourable men, merely misguided. Some were tyrants and traitors greedy to retain their powers. And some listened to the whispered promises of daemons and raised their war banners against all humanity. The Space Marines fought an endless succession of foes and were undismayed, for they were mighty and their leaders were invincible.

The war was fought not only against renegade men but against Orks and Eldar and other beings too terrible to be named. It was a time when a man could win glory and respect in the sight of the Emperor. It was a time of darkness, of terrible massacres and noble deeds. But it was also a time of hope: for the living Emperor walked among men, and he brought the promise of a stable and peaceful empire and freedom from the tyranny of the dark powers and their servants.

In this savage and noble age the Primarchs walked the worlds like mortal gods. In those days, before the Fall, Horus was the Emperor's favoured son and the Lord of Humanity had every reason to be proud of him. He led the forces of Mankind to victory after victory. Noble he was and proud, respected and trusted by all. For he was the bravest of the brave and the mightiest of the mighty. His words were well-spoken and his opinions always reasoned and fair. His promises were always kept and his threats always enacted. He had never been beaten in battle.

Horus was always first among the Primarchs but there were others of near equal renown: Jaghatai Khan of the White Scars, cunning master of the lightning raid. Eagle-winged Sanguinius, of the keen eye and pure heart. Leman Russ of the Space Wolves: impetuous, fierce and bold. And, of course there was taciturn Lion El'Jonson, whose silence concealed a deep wisdom. The Primarchs were a band of brothers, and as with all brothers there was a certain rivalry, as they vied for glory and the attention of the Emperor. And as with many brothers there were bonds of kinship but there was also animosity. Sometimes feuds sprung up. The most famous and enduring of these was the one between Russ and Jonson.

It is said that the two men disliked each other on sight, when they first met in the great marble chamber in the Emperor's Hall on Old Earth. Russ thought Jonson too aloof and disdainful. Jonson believed Russ to be boastful and coarse. It is said that the two barely exchanged a word in the whole time they were on Terra, but then Jonson rarely spoke and only Russ took this personally.

If Jonson was quiet he was also brave and a mighty leader of men. During the Great Crusade only he and Horus achieved a greater tally of victories than Russ. Russ, ever concerned with his honour and good name, and ever keen to tell the noble saga of his deeds, found

this exasperating. Matters came to a head on the world of Dulan when the Dark Angels and the Space Wolves were set to assault the Crimson Fortress of the tyrant Durath. Durath had personally insulted the Emperor and had ritually sacrificed ten thousand believers to his patron daemon in order to assure his victory. Both Primarchs were keen to claim his head.

Russ, ever headstrong, felt that he should lead the assault. Durath had claimed that Russ was the Emperor's puppy and that he would feed Russ's heart to his pet grox. The Lord of Fenris was enraged and determined to wipe out this stain on his honour. He swore a mighty oath that he would personally slay Durath and cut out his heart. So angry was he that he ordered Jonson to stand down and let the Space Wolves attack the Crimson Fortress headlong. Jonson, who had spent days laying plans for his assault, and who had personally scouted out all its weak points, ignored this command and began the assault. The Dark Angels stormed the mighty citadel and Jonson killed Durath in single combat on the keep's walls. Russ, caught in the swirling melee at the foot of the battlements, could only look on and howl with frustrated rage.

So great was his anger that when the battle was over and Jonson sat in triumph within Durath's Hall, Russ walked up and struck the Dark Angel. Jonson rose to his feet and struck back. A space was cleared in the great hall and the two Primarchs wrestled back and forth while their assembled men watched and shouted encouragement. For a day and a night they fought back and forth, each perfectly matched in superhuman strength and speed. Russ was slightly the stronger but Jonson was slightly quicker and so the two were well balanced.

Both had been schooled in hand-to-hand combat by the Emperor and by Warmaster Horus. Each knew every trick and feint. The fight rolled on out of the Hall and across the battlements. After a full day had passed they eyed each other wearily over the shattered ruins of Durath's Fortress. Russ, quick to rage but quick to mirth, saw the funny side of what had happened and began to laugh. As far as he was concerned the fight was over: both men had taken each other's measure, and honour was satisfied.

Jonson was not amused; he was slow to anger and slow to forgive and Russ's first blow he saw as treacherous. As Russ laughed Jonson walked up and struck him unconscious. The prone form of Russ was carried from the fortress by his men while the Dark Angels looked on and jeered. Now Jonson considered honour satisfied.

When Russ awoke the Dark Angels were gone, summoned by the Emperor to take part in the Alisore campaign. Russ swore that he would have vengeance on Jonson for his low blow. Thus began a feud that was to last for centuries. To this day when Space Wolves meet Dark Angels one of their number is called upon to re-enact this ancient duel with one of Jonson's sons, in order that the honour of both Chapters may be satisfied.



## THE WARGEAR LISTS

The army list entries for characters and squads often indicate that models may be equipped with more weapons or wargear at extra cost. This cost is indicated in the Wargear list given just before the army lists. The Wargear list is divided into different categories, and in some cases there are additional restrictions – for example a model may only ever carry a single heavy weapon. In addition, not all weapons or equipment are available to all troops – for example characters are not permitted to carry heavy weapons. These restrictions are all indicated in the Wargear list.

### THE WARGEAR CARDS

Character models are allowed to carry special items of equipment in the form of Wargear cards. The number of Wargear cards a character is allowed to carry is indicated

in the entry for that character. The points value of Wargear cards is included on the cards themselves.

Wargear cards are included in the Warhammer 40,000 game, and many more can be found in the Dark Millennium supplement. Further examples are printed occasionally in White Dwarf magazine and other Warhammer 40,000 Codex books. Note that the number of Wargear cards of a particular type is deliberately intended to restrict the number of such items available in an army.

When choosing your army you cannot allocate a Wargear card more than once. This does not affect your opponent, who presumably has his own set of cards, so it is perfectly possible for individual models on opposing sides to have the same item.

Note also that some Wargear cards are restricted to certain races or troop types as indicated on the cards themselves. Other items can be used once only, and must then be discarded – such as Vortex grenades.

## WARGEAR LIST

The following charts list additional wargear that may be carried by Space Marine characters or troops. Any limitations as to availability are indicated on the charts themselves. Note that some items are also available as Wargear cards – these items are available to the Space Marines much more readily than to some other armies, hence they are included as wargear which can be purchased. Such items are not Wargear cards and do not affect a character's ability to carry other equipment in the form of Wargear cards.

### ARMOUR

Character models may be equipped with Terminator armoured suits instead of their usual power armour and weaponry. If you choose this option, then you may choose no further items from the Wargear lists, including further Terminator heavy or assault weapon options.

Terminator armour with storm bolter, targeter and power fist .....	49
Terminator armour with lightning claws .....	49
Terminator armour with thunder hammer and storm shield .....	55
Terminator armour with storm bolter, targeter and chainfist .....	51
Terminator armour with storm bolter, targeter and power sword .....	45

### SPECIAL WEAPONS

Special weapons may be carried by models indicated in the lists. A model may carry only a single special weapon.

Boltgun .....	3
Flamer .....	9
Meltagun .....	8
Plasma gun .....	8

### ASSAULT WEAPONS

Assault weapons may be carried by models indicated in the lists and each model may carry an unlimited number.

Chainsword .....	2
Power axe .....	7
Power fist .....	10
Power maul .....	6
Power sword .....	6
Bolt pistol .....	2
Hand flamer .....	7
Plasma pistol .....	5

### TERMINATOR ASSAULT WEAPONS

Terminator assault weapons may be carried by a Terminator Space Marine as indicated in the lists. A Terminator armed with a thunder hammer and storm shield or a pair of lightning claws may have no other weapons.

Power sword (sergeants only) .....	free
Lightning claws (pair) .....	free
Chainfist .....	2
Thunder hammer and storm shield .....	6



## TERMINATOR HEAVY WEAPONS

Terminator heavy weapons may be carried by a Terminator Space Marine as indicated in the lists.

A model may carry only a single heavy weapon. All of the weapons on the chart below include a targeter in the points cost.

Storm bolter and Cyclone missile launcher . . .	59
Assault cannon . . . . .	41
Heavy flamer . . . . .	21

## HEAVY WEAPONS

Heavy weapons may be carried by models indicated in the army lists. Note that character models may not carry a heavy weapon from this list.

A model may carry only a single heavy weapon. All of the weapons on the chart below include a targeter in the points cost.

Autocannon . . . . .	25
Heavy bolter . . . . .	15
Extra to include Hellfire shells for the above . . . . .	+5
Lascannon . . . . .	45
Missile launcher with Frag and Krak missiles . . . . .	45
Extra to include Melta missiles for the above . . . . .	+5
Extra to include Anti-plant missiles for the above . . . . .	+5
Extra to include Plasma missiles for the above . . . . .	+5
Multi-melta . . . . .	65
Heavy plasma gun . . . . .	40

## GRENADES

The following grenades may be carried by any character models as indicated in the lists. Grenades are not available to other models except where they are included as wargear within the lists themselves.

A model may carry any number of these grenade types.

A model carrying one or more of the following grenade types is assumed to have sufficient individual grenades to last for the duration of the battle.

Blind grenades . . . . .	2
Frag grenades . . . . .	2
Krak grenades . . . . .	3
Melta bombs . . . . .	5
Plasma grenades . . . . .	3
Photon flash . . . . .	2



## SCOUT WEAPONS

The following weapons may be selected for Scouts as indicated in the lists. A Scout model may carry any number of these items.

Autogun . . . . .	1
Boltgun . . . . .	3
Chainsword . . . . .	2
Needle sniper rifle . . . . .	10
Shotgun . . . . .	2
Sword or axe . . . . .	1

## DREADNOUGHT WEAPONS

Dreadnoughts may be armed with any two of the following weapons. Note that this list includes some weaponry not available on standard models, but which are given here for the benefit of converters and modellers. See the section on Dreadnoughts. All Dreadnought weapons have targeters.

Multi-melta . . . . .	65
Power fist with built-in storm bolter . . . . .	15
Assault cannon . . . . .	45
Missile launcher with Frag and Krak missiles . . . . .	45
Twin lascannons . . . . .	55
Twin heavy bolters . . . . .	30
Lightning claw with built-in heavy flamer . . . . .	37
Heavy plasma gun . . . . .	40

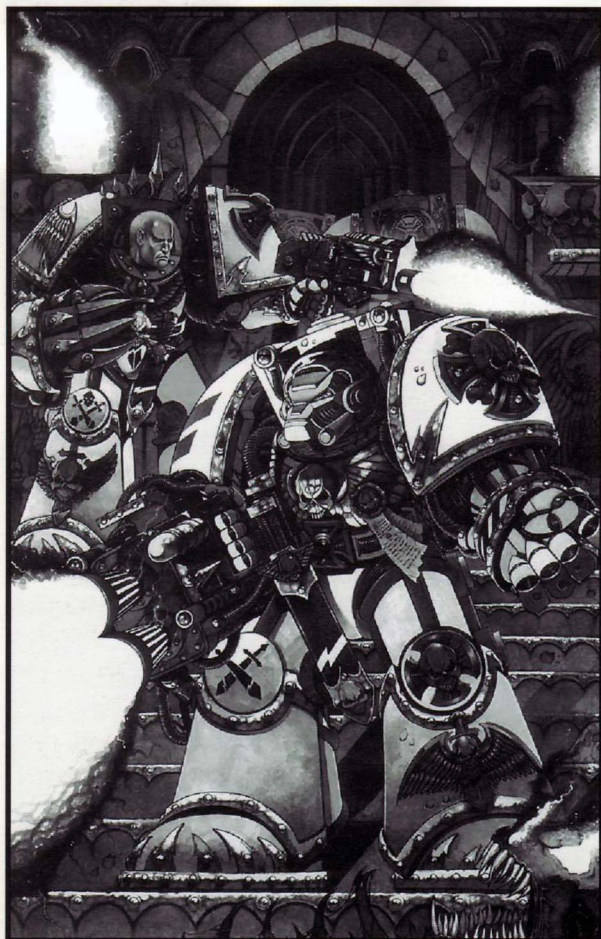


# DARK ANGELS ARMY LIST

## ARMY SELECTION

<b>Characters</b>	<b>50%</b>	Up to half of the points value of the army may be chosen from the Characters section of the army list.
<b>Squads</b>	<b>25%+</b>	At least a quarter of the points value of the army must be chosen from the Squads section of the list. You may spend more than 25% of your points on squads if you wish.
<b>Support</b>	<b>50%</b>	Up to half of the points value of the army may be chosen from the Support section of the army list.

## CHARACTERS



### 0-1 MASTER OF THE DEATHWING ..... 140 points

The Master of the Deathwing is the commander of the Dark Angels' elite 1st Company. He may be your army commander if you wish. You may only choose the Master of the Deathwing if one or more squads of Deathwing Space Marines are also included in the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master of the Deathwing	4	7	7	5	5	3	7	3	10

**WEAPONS** Storm bolter and power sword.

**ARMOUR** Terminator armour (3+ save on 2D6).

**WARGEAR** The Master of the Deathwing may have up to 3 Wargear cards.

The Master of the Deathwing may be given additional equipment chosen from the Terminator Assault Weapons section of the Wargear list.

**STRATEGY** If the Master of the Deathwing is taken as the army commander he has a strategy rating of 5.

**SPECIAL** If the Master of the Deathwing is the army commander then any Dark Angels units within 12" of him may use his Leadership value when they take a Leadership test. In addition, the Master is immune to psychology as described in the Deathwing rules in the Space Marine Forces section.



## 0-1 MASTER OF THE RAVENWING ..... 115 points

The Master of the Ravenwing is the captain of the Dark Angels' Ravenwing company. He may be your army commander if you wish. You may only choose the Master of the Ravenwing if one or more squads of Ravenwing Space Marines are also included in the army. Note that if the army includes any other characters that could be the army commander (the Master of the Deathwing, for example), then you must nominate which will command the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master of the Ravenwing	4	7	7	5	5	3	7	3	10



- WEAPONS** Bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** The Master may have up to 3 Wargear cards.
- The Master may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections of the Wargear list.
- The Master may ride a bike at a cost of +20 points, or in a Ravenwing land speeder at a cost of +120 points. If riding in a land speeder then the Master is the vehicle's driver, and a normal Ravenwing crewman is the vehicle's gunner.
- STRATEGY** If the Master is taken as the army commander he has a strategy rating of 5.
- SPECIAL** If the Master is taken as the army commander then any Dark Angels units within 12" of him may use his Leadership when they take a Leadership test. Special rules apply if the Master is driving a bike or land speeder, as described under the Ravenwing rules in the Space Marine Forces section. In addition, the Master of the Ravenwing is immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

## 0-1 DARK ANGELS MASTER ..... 115 points

Each of the Dark Angels' companies is commanded by a Master Dark Angel from the Inner Circle of the Deathwing. The Master may be your army commander. Note that if the army includes any other characters that could be the army commander (the Master of the Deathwing, for example), then you must nominate which will command the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Captain	4	7	7	5	5	3	7	3	10

- WEAPONS** Bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** The Master may have up to 3 Wargear cards.
- The Master may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.
- The Master may ride a bike at a cost of +20 points.
- STRATEGY** If the Master is taken as the army commander he has a strategy rating of 5.
- SPECIAL** If the Master is taken as the army commander then any Dark Angels units within 12" of him may use his Leadership when they take a Leadership test. In addition, the Master is immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

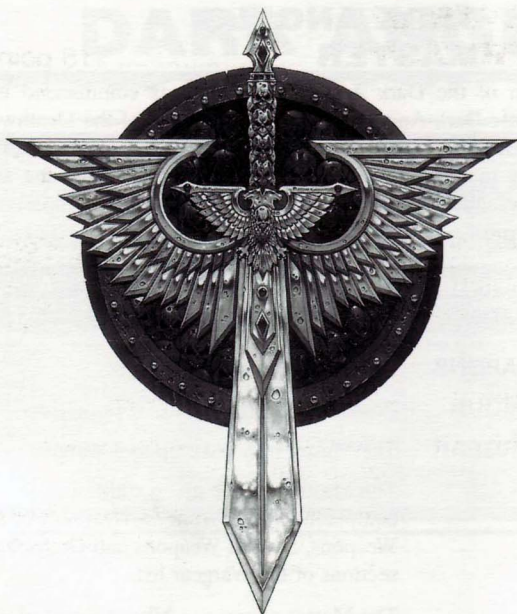
## 0-1 COMPANY STANDARD ..... 55 points

The Space Marine army may include up to one Company Standard. The standard is carried by a veteran Space Marine who has been specially chosen for his skill and bravery.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	4	5	5	4	4	1	5	1	9

- WEAPONS** Bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** The Standard Bearer may have up to 1 Wargear card.
- The Standard Bearer may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.
- The Standard Bearer may ride a bike at a cost of +20 points.
- SPECIAL** Any Dark Angels units that are within 12" of the Standard Bearer may re-roll the dice if they fail a Break test.





## CHAPLAINS:

Champion	53 points
Interrogator-Chaplain	84 points
Master Chaplain	140 points

The Chaplains administer the rites of the Chapter, perform the ancient ceremonies of Initiation and Vindication, and chant the liturgies of battle as they lead their brothers into war. In the Dark Angels Chapter it is the sacred duty of the Master Chaplains to persuade any of the Fallen that are captured to repent their past crimes before they are granted the blessed oblivion of death.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaplain									
Champion	4	5	5	4	4	1	5	1	9
Interrogator-Chaplain	4	6	6	5	5	2	6	2	9
Master Chaplain	4	7	7	5	5	3	7	3	10

**WEAPONS** Bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** A Chaplain has a crozius arcanum and a rosarius (4+ unmodified save). The cost of these items is included in his points value.

The Chaplain may have up to 2 Wargear cards.

The Chaplain may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Chaplain may ride a bike at a cost of +20 points.

**SPECIAL** Dark Angels Interrogator and Master Chaplains are immune to psychology, as described in the Space Marine Forces section.

## LIBRARIANS:

Lexicanium	53 points
Codicier	97 points
Epistolary	152 points
Chief Librarian	210 points

Space Marine Librarians are trained to make use of their innate psychic powers to unleash devastating attacks on the enemy. Dark Angels Librarians guard the dungeons that are hidden deep within the Rock, and assist the Chapter's Chaplains when they interrogate any of the Fallen by using their psychic powers to probe the mind of the deluded one and weaken his mental defences.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief Librarian	4	7	7	5	5	4	7	3	9

**WEAPONS** Bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** The Librarian may have Wargear cards as follows: Lexicanium, up to 1 card; Codicier, up to 2 cards; Epistolary, up to 3 cards; Chief Librarian, up to 4 cards.

The Librarian may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Librarian may ride a bike at a cost of +20 points.

**SPECIAL** The Librarian has a psychic level as follows: Lexicanium, psychic level 1; Codicier, psychic level 2; Epistolary, psychic level 3; Chief Librarian, psychic level 4.

Dark Angels Librarians are immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

## APOTHECARY ..... 40 points

Apothecaries tend the Chapter's wounded and save the precious gene-seed of any fallen Space Marine warriors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

**WEAPONS** Bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** The Apothecary has a medi-pack and may also be given up to one Wargear card.

The Apothecary may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Apothecary may ride a bike at a cost of +20 points.



**TECHMARINE** ..... 33 points

Techmarines are versed in the lore of engines and machines. They maintain the Chapter's vehicles and support weapons, and can repair those that are damaged in battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	9

**WEAPONS** Bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** The Techmarine may have up to 3 Wargear cards.

The Techmarine may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Techmarine may ride a bike at a cost of +20 points.

**SPECIAL** The army may have a maximum of 3 Servitor models operating support weapons per Techmarine that is in the army.

**VETERAN SERGEANTS** ..... +5 points

Any Space Marine Assault, Tactical, Devastator or Scout squad may replace its ordinary Sergeant with a Veteran Sergeant for an additional cost of +5 points. Veteran Sergeants are the survivors of many campaigns and bring with them a wealth of experience and battle knowledge.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Sergeant	4	5	5	4	4	1	5	1	9

**WEAPONS** Same as Sergeant he replaces.

**ARMOUR** Same as Sergeant he replaces.

**WARGEAR** A Veteran Sergeant may have up to 1 Wargear card.

A Veteran Sergeant may be given additional equipment chosen from the options available to the Sergeant he replaces.

**SQUADS****DEATHWING SQUAD** .... 340 points

Every Space Marine Chapter has a small number of Terminator armoured suits: very heavy and bulky powered suits with built-in weaponry. This armour is rare and very precious, and in the Dark Angels only the Space Marines in the 1st Company of the Chapter are allowed the honour of using it.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

**SQUAD** The squad consists of 1 Deathwing Terminator Space Marine Sergeant and 4 Deathwing Terminator Space Marines.

**WEAPONS** Power fist and storm bolter with targeter.

**ARMOUR** Terminator armour (3+ save on 2D6).

**WARGEAR** Up to one model may replace his storm bolter with a weapon chosen from the Terminator Heavy Weapons section of the Wargear list.

Any number of models may replace their power fist with a weapon chosen from the Terminator Assault Weapons section of the Wargear list.

The entire squad may be teleported into battle but their points value is increased by 50%.

**SPECIAL** Deathwing Space Marines are immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

**ASSAULT SQUAD** ..... 300 points

Assault squads are equipped with close quarter weapons such as pistols and chainswords. They often wear jump packs which enable them to leap over difficult terrain and move faster than ordinary troops.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

**SQUAD** The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

**WEAPONS** Bolt pistol, Krak and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

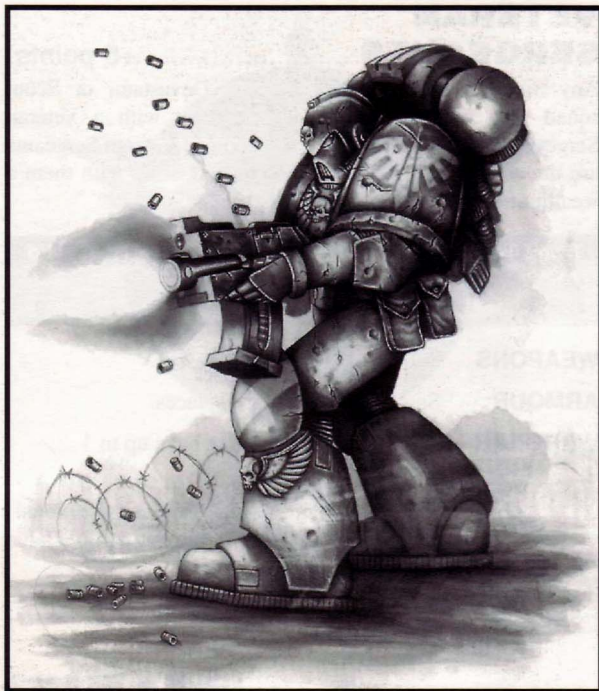
Up to two models may be equipped with weapons chosen from the Special Weapons section of the Wargear list.

The entire squad may be equipped with Blind grenades at a cost of +20 points.

The entire squad may be equipped with Melta bombs at a cost of +50 points.

The entire squad may be equipped with jump packs at a cost of +50 points. (If the squad is split into two combat squads at the start of the battle, then one or both may be equipped with jump packs at a cost of +25 points per five-man combat squad.)





## TACTICAL SQUAD ..... 300 points

Tactical squads are highly flexible and tactically adaptable troops. They make up the majority of squads in most Space Marine Chapters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

**SQUAD** The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

**WEAPONS** Bolter, bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** Up to one model may replace his bolter with a weapon chosen from the Heavy Weapons section of the Wargear list.

Up to one model may replace his bolter with a weapon chosen from the Special Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of +30 points.

"The enemy have been sighted. I am going to engage. In the name of the Emperor; Ravenwing - Attack!, Attack!, ATTACK!"

*Grand Master Gideon of the Ravenwing leads his company on the attack.*

## DEVASTATOR SQUAD .. 300 points

Devastator squads are equipped with a large number of heavy weapons, which they use to burst open enemy tanks and strongpoints.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

**SQUAD** The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

**WEAPONS** Bolter, bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** Up to four models may replace their bolters with a weapon chosen from the Heavy Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.



## SCOUT SQUAD ..... 100 points

Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for the Space Marines, secure vital strongpoints, and scout the enemy's firepower.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	4	4	1	4	1	8
Scouts	4	4	3	4	3	1	4	1	7

**SQUAD** The squad consists of 1 Space Marine Sergeant and 4 Space Marine Scouts.

**WEAPONS** Bolt pistol and Frag grenades.

**ARMOUR** Scout armour (4+ save).

**WARGEAR** Any model may be equipped with a weapon chosen from the Scout Weapons section of the Wargear list.

Up to one model may be equipped with a weapon chosen from either the Special Weapons or the Heavy Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of +15 points.



## RAVENWING LAND SPEEDER SQUADRON . . . . 195 points per model

Land speeders of the Ravenwing are fitted with a special weapon fit with a slightly longer range than the weapons fitted on the standard Space Marine land speeder. This allows the Ravenwing to stand off and fire at the enemy while its bike and attack bike squadrons press home the attack.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ravenwing Space Marine	4	4	4	4	4	1	4	1	8

**SQUAD** The squadron consists of 1 to 3 Ravenwing land speeders.

**WEAPONS** Each land speeder is fitted with an assault cannon and a heavy bolter. Both weapons are equipped with a targeter. Each Space Marine crew is armed with a bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**SPECIAL** Special rules apply when the Ravenwing shoot at or are shot at by enemy models. See the Space Marine Forces section of the rules for full details.

## RAVENWING BIKE SQUADRON . . . . 55 points per model

The Dark Angels Chapter includes a specially equipped mobile company called the Ravenwing which gives the Dark Angels the option to field a large mobile formation.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ravenwing Space Marine	4	4	4	4	4	1	4	1	8

**SQUAD** The squadron consists of 3 to 5 Ravenwing Space Marines riding Space Marine bikes.

**WEAPONS** Each bike is fitted with twin-linked bolters with a targeter. Each Space Marine rider is armed with a bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** Any model may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

Up to two models may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.

The entire squadron may be equipped with Blind grenades at a cost of +2 points per model.

The entire squadron can be equipped with Krak grenades at a cost of +3 points per model.

**SPECIAL** Special rules apply when the Ravenwing shoot at or are shot at by enemy models. See the Space Marine Forces section of the rules for full details.



## RAVENWING ATTACK BIKE SQUADRON . . . 120 points per model

Some of the squadrons in the Ravenwing are equipped with attack bikes to provide supporting fire for the company's lightly armed bike squadrons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ravenwing Space Marine	4	4	4	4	4	1	4	1	8

**SQUAD** The squadron consists of 1 to 3 Ravenwing attack bikes.

**WEAPONS** Each attack bike is armed with twin-linked bolters and a multi-melta. Both weapons are equipped with a targeter. Each Space Marine rider is armed with a bolt pistol and Frag grenades.

**ARMOUR** Power armour (3+ save).

**WARGEAR** Any model may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

**SPECIAL** Special rules apply when the Ravenwing shoot at or are shot at by enemy models. See the Space Marine Forces section of the rules for full details.



# SUPPORT

## ALLIES

A Dark Angels army may be accompanied by allied troops chosen from the following Warhammer 40,000 lists. See the Warhammer 40,000 Codex for each individual army for details.

Any Space Marine lists, Imperial Guard, Imperial Agents.

*Note: The Dark Angels refuse to fight alongside non-humans except under the most dire of circumstances, and so may not ally with Squats or Eldar in the same way as other, rather less zealous, Space Marine Chapters.*

*Although the Dark Angels and the Space Wolves Chapters have a long-standing feud, this does not stop them from allying together to battle against the Imperium's enemies.*



## TARANTULA ..... 20 points + weapons

The Dark Angels army must include at least one Techmarine in order to have Tarantulas. The Tarantula is a semi-automated point defence weapon commonly used to protect installations or provide a first line of defence for fortifications. It can be equipped with a variety of weapons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

**CREW** The Tarantula has a crew of 1 Servitor.

**WEAPONS** The weapons fitted to the Tarantula are chosen from the list below, and come fitted with a targeter. The Servitor has no additional weapons, but is allowed to fight in hand-to-hand combat normally.

**ARMOUR** The Servitor has an armoured body (5+ save).

**OPTIONS** The Tarantula may be armed with a pair of weapons of the same kind chosen from the list below at the cost indicated.

Weapon	Points cost
Twin-linked lascannon .....	+55
Multi-melta (Nb. Counts as 1 multi-melta NOT 2) .....	+65
Twin-linked missile launchers with Super-krak missiles .....	+55
Twin-linked autocannon .....	+50
Twin-linked heavy bolters .....	+30

## SPACE MARINE

### DREADNOUGHT ..... 115 points + weapons

The Dark Angels army must include at least one Techmarine in order to have any Dreadnoughts.

Troop Type	M	WS	BS	S	I	A	Ld
Dreadnought	6	6	6	7	5	3	10

**WEAPONS** A Dreadnought may carry any two of the weapons, or weapons combinations, indicated in the Dreadnought Weapons section of the Wargear list at the points cost given.

**OPTIONS** The Dreadnought may be fitted with auto-launchers carrying Frag or Blind grenades at a cost of +5 points.

## RAPIER LASER

### DESTROYER ..... 65 points

The Dark Angels army must include at least one Techmarine in order to have any Rapier laser destroyers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

**CREW** The Rapier laser destroyer has a crew of 1 Servitor.

**WEAPONS** Rapier laser destroyer with targeter. The Servitor has no additional weapons, but is allowed to fight in hand-to-hand combat normally.

**ARMOUR** The Servitor has an armoured body (5+ save).

## SPACE MARINE

### WHIRLWIND ..... 150 points

The Dark Angels army must include at least one Techmarine in order to have any Whirlwinds. The Whirlwind is a variant of the Rhino made by attaching a multiple missile launcher to its roof. The interior carries missiles and guidance equipment. The Whirlwind is used to provide medium range supporting fire.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

**CREW** One Space Marine driver and one Space Marine gunner.

**WEAPONS** One multiple missile launcher. In addition, the crew are armed with bolt pistols.

**ARMOUR** All crew wear power armour (3+ save).

**OPTIONS** The Whirlwind may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.



## SPACE MARINE LAND RAIDER ..... 220 points

Land Raiders are large multi-role combat vehicles capable of carrying a squad of 10 Space Marines or 5 Terminators. The Space Marine army must include at least one Techmarine in order to have any Land Raiders.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and two Space Marine gunners.
- WEAPONS** Twin-linked lascannon in each side mount and twin-linked heavy bolters in the pintel mount. All these weapons have targeters. In addition the crew are armed with bolt pistols.
- ARMOUR** All crew wear power armour (3+ save).
- TRANSPORT** The Land Raider is designed to carry a full squad of 10 Space Marines or 5 Terminators.
- OPTIONS** The Land Raider may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.

## SPACE MARINE PREDATOR ..... 90 points

The Dark Angels army must include at least one Techmarine in order to have any Predators. The Predator is another common variant of the Rhino design. It includes extra armour and an enclosed armoured turret. This converts the Rhino into a dedicated fighting vehicle no longer capable of carrying crew. Predators are often equipped with side sponsons in addition.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and one Space Marine gunner for each weapon system (3 with side sponsons attached).
- WEAPONS** One autocannon mounted in the turret including targeter. In addition the crew are armed with bolt pistols.
- ARMOUR** All crew wear power armour (3+ save).
- OPTIONS** The Predator may be fitted with twin side sponsons (one each side). Each sponson carries one of the following: lascannon at +45 points, heavy bolter at +15 points or heavy flamer at +25 points.
- The Predator may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.
- The Predator may replace its standard turret armament of a single autocannon for twin-linked lascannons at an additional cost of +30 points.

## SPACE MARINE RHINO ..... 50 points

The Dark Angels army must include at least one Techmarine in order to have any Rhinos. The Rhino is the ubiquitous Space Marine vehicle turned out in vast numbers in Chapter armories throughout the galaxy. It is also the basis for many variants and field conversions.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver.
- WEAPONS** Twin-linked bolters with targeter. In addition, the driver is armed with a bolt pistol.
- ARMOUR** The driver wears power armour (3+ save).
- TRANSPORT** The Rhino is designed to carry a full squad of 10 Space Marines.
- OPTIONS** The Rhino may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.



## SPACE MARINE RAZORBACK ..... 150 points

The Dark Angels army must include at least one Techmarine in order to have any Razorbacks. The Razorback is a Rhino whose crew compartment has been partially replaced by a turret and gunner.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and one Space Marine gunner.
- WEAPONS** One lascannon and twin plasma guns linked in a turret mount with a targeter. In addition the crew are armed with bolt pistols.
- ARMOUR** Both crew wear power armour (3+ save).
- TRANSPORT** The Razorback can carry a combat squad of 5 Space Marines.
- OPTIONS** The Razorback may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.



# CODEx™

## Angels of Death™

**The Dark Angels and the Blood Angels Space Marine Chapters are both dedicated guardians of the Imperium and loyal servants of the Emperor. To mankind they are awe-inspiring figures that bring hope and salvation. To the enemies of mankind they are creatures of terror and dread. Yet each harbours a sinister millennia-old secret that sets them apart from their brother Space Marines and may yet bring them both eternal damnation.**

### The Dark Angels

The Dark Angels were the very first Space Marine Legion and are regarded as the epitome of the dedicated Space Marine warrior: serious minded, slow to anger, but tenacious and all but unstoppable in their zeal once aroused. Yet behind this impressive facade lies a truth that is altogether more sinister, for the Dark Angels have been carrying on a secret Crusade which began over 10,000 years ago following an act of terrible betrayal.

### The Blood Angels

The Blood Angels are amongst the most ferocious and blood-thirsty of all the Space Marine Chapters. Even though they have proved themselves in countless battles to be the most loyal servants of the Emperor, they remain the most feared and least trusted of all Space Marine Chapters. Few dare speak about what sullies the honour of the Blood Angels, but those who do whisper of a fatal flaw that curses the gene-seed of the Chapter.

### Army Lists & Special Rules

This Codex contains *two* army lists, which allows you to assemble either a Dark Angels or Blood Angels army. Special rules are included for the special troops and weapons used by each Chapter, including the Deathwing and Ravenwing of the Dark Angels and the Death Company of the Blood Angels. A selection of special characters for each Chapter includes Dark Angels Commander Azrael, and Chief Librarian Mephiston, the Lord of Death!

ISBN 1 872372 96 1



5 011921 001545 >

Games Workshop Ltd.,  
1645 Bonhill Road,  
Unit 9-11,  
Mississauga, Ontario,  
L5T 1R3, Canada..

Games Workshop Ltd.,  
Chewton Street,  
Hilltop, Eastwood, Nottingham,  
NG16 3HY, England.

Games Workshop Inc.,  
3431-C Benson Avenue,  
Baltimore, Maryland,  
21227-1072 USA.

Games Workshop,  
Unit 7/7-9 Kent Road,  
(Cnr Church),  
Mascot NSW 2020  
Australia.

**GAMES WORKSHOP®**

Games Workshop and the Games Workshop logo, Citadel, Space Marine, Dark Angels, Deathwing and Warhammer are all registered trademarks of Games Workshop Ltd. Blood Angels, Ravenwing, Death Company, Eavy Metal and Codex are trademarks of Games Workshop Ltd.  
The exclusive copyright in the contents of this package is the property of Games Workshop Ltd © 1996. All rights reserved.



PRODUCT  
CODE:  
**0154**