

MACROMUNDA

SPACE MARINES

DARK ANGELS

HOUSE BOOK

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FACTION

SPACE MARINES

The few, the dear, the superhuman

The Adeptus Astartes fight as the few, the dear, and the superhuman. A Chapter commits no horde to the field but a small strike force of transhuman warriors, each the equal of a squad of mortal soldiers. Their endurance is written into the flesh — the wide chest, the fused ribcage, the doubled hearts — so that a battle-brother weathers wounds that would fell any lesser fighter and never breaks under fire. Where other warhosts drown a foe in numbers, a Chapter answers with discipline: a gang-wide doctrine, declared afresh each round, that shifts the whole force from massed fire to swift advance to the closing charge as the battle demands. Every Chapter shares this spine — the transhuman body, the unbending nerve, the shifting doctrine — and expresses its own character through which end of that discipline it leans into and the relics its heroes carry. They are a strike force of demigods waging war across the galaxy, and each brother lost is a grievous loss to the Chapter.

☠ FACTION SPECIAL RULES

✧ COMBAT DOCTRINES

GANG RULE

Combat Doctrines. The disciplined heart of the Astartes way of war, and the mechanic that sets a Chapter apart from any warhost that merely brings guns to a fight. At the start of each round the controlling player declares the strike force's stance, which may shift one step along the ladder from Devastator to Tactical to Assault. Under the Devastator stance the gang fires with lethal precision, adding to its ranged Hit rolls or re-rolling misses. Under the Tactical stance the brethren move with purpose, gaining ground and seizing objectives. Under the Assault stance they close for the kill, striking harder on the charge and running down a fleeing foe. A Chapter cannot hold every advantage at once; it flows through the phases of battle as its commanders read the field, and each brotherhood leans toward the end of the ladder that suits its character.

✧ FINEST HOUR

GANG RULE

Finest Hour. Once in a battle, a commander seizes the moment the whole war seems to turn upon and drives his brethren to their greatest effort. Once per battle a Captain or Lieutenant may call upon it. Until the start of the next round the commander himself gains an additional Attack, and every friendly fighter within 6" re-rolls failed Wound rolls, the strike force striking as one at the instant it matters most. It is a single, decisive surge rather than a lasting boon — spent in the crisis of the fight, it does not come again. A wise commander holds it for the stroke that breaks the enemy rather than the one that merely bloodies him.

✧ AND THEY SHALL KNOW NO FEAR

SPECIAL RULE

And They Shall Know No Fear. The oldest and surest of the Astartes gifts: a battle-brother does not break. This rule is always in force. A fighter with it can never be Pinned by incoming fire, standing where a mortal soldier would throw himself flat. He automatically passes any Nerve test he is called to make, holding steady while lesser warriors rout around him. And once each round, should he be knocked Prone, he may Stand Up for free rather than spending an action to do so. Together these make the Marine a warrior who fights on through fire, terror and wounds that would shatter the will of anything less than transhuman — the durability of the Adeptus Astartes carried not in his armour but in his unbreakable mind.

Astartes Physiology. Beneath the plate a battle-brother is barely recognisable as a man. Two hearts, a lattice of grafted organs, ossified bone and skin cured against fire and blade make him a creature no unmodified human can match. So the line Marine stands at Toughness 5 with three Wounds, able to take blows that would kill a mortal outright and keep fighting. The Scout, whose implants are not yet complete, is the one exception, fielding the lighter Toughness 4 and two Wounds of a brother still in the making. The strength of a Chapter is written into its warriors' flesh: the body endures what the enemy cannot overcome.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
✦ Abhor The Witch Bolts	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1) Rending re-rolls failed Wound rolls against a fighter with the Psyker keyword
✦ Astartes Shotgun	4	12	+1	-	4	-	2	4+	Scattershot
✦ Bolt Carbine	9	18	+1	-	4	-1	1	6+	Rapid Fire (2)
✦ Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1)
✦ Cursed Combi Volkite	12	24	-	-	5	-2	2	-	Cursed Deflagrate Rapid Fire (1)
✦ Gorgons Wrath	8"	24"	+1	-	4	-1	2	6+	Master-Crafted Rapid Fire (1) Relic
✦ Lions Roar	12	24	+1	-	5	-2	2	6+	Combi Master-Crafted Plasma Rapid Fire (2)
✦ Mastercrafted Bolt Rifle	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1) the bearer re-rolls a single failed Hit roll with it each round
✦ Special Issue Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1) Special Ammo
✦ Stalker Pattern Boltgun	18	36	-	-	4	-1	2	6+	Rapid Fire (1) Special Ammo Telescopic Sight
✦ Storm Bolter	12	24	+1	-	4	-1	2	6+	Rapid Fire (2)
✦ Twin Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2)
✦ Volkite Charger	9	18	-	-	5	-2	1	-	Cursed Deflagrate Relic
✦ Angelus Boltgun	4"	12"	-	-	4	-1	2	6+	Hands-free (never occupies a hand; may be fired alongside a two-handed melee weapon) Pistol Rapid Fire (1)
✦ Bolt Of Artemis	8	16	+1	-	4	-1	2	6+	Master-Crafted Pistol Relic Special Ammo
✦ Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire (1)
✦ Hand Flamer	T	T	-	-	4	-1	1	5+	Blaze Pistol Template
✦ Inferno Pistol	3	6	+1	-	8	-4	3	6+	Melta Pistol

☠ Neo Volkite Pistol	3	9	-	-	5	-2	1	-	Cursed Deflagrate Pistol
☠ Plasma Pistol	6	12	+1	-	5/7	-1/-2	2/3	5+	Overcharge Pistol Unstable
☠ Plasma Talon	6"	12"	+1	-	5/7	-1/-2	2/3	5+	Overcharge/Unstable Pistol Rapid Fire (1)
☠ Bolt Sniper Rifle	18	36	+2	+1	4	-1	2	6+	Marksman Silent
☠ Flamer	T	T	-	-	4	-1	1	5+	Blaze Template
☠ Frag Cannon	8	16	-	-	4/6	-1/-2	1/2	5+	Blast (frag) Rending (shell) Scarce
☠ Grav Gun	9	18	-	-	5	-2	2	5+	Graviton
☠ Grenade Launcher	12	24	-	-	4/9	-/-2	1/D3	6+	Blast Knockback
☠ Master Crafted Melta	6"	12"	+1	-	8	-4	3	6+	Master-Crafted Melta Relic
☠ Meltagun	6	12	+1	-	8	-4	3	6+	Melta Scarce
☠ Phalanx Grav Cannon	12	24	-	-	5	-2	2	4+	Graviton Heavy
☠ Plasma Gun	12	24	-	-	5/7	-1/-2	2/3	5+	Overcharge Unstable
☠ Assault Cannon	12	24	-	-	6	-1	2	6+	Rapid Fire (3) Rending Unwieldy
☠ Autocannon	18	36	-	-	8	-1	2	6+	Knockback Rapid Fire (1) Unwieldy
☠ Drakescale Heavy Flamer	T	T	-	-	5	-2	1	5+	Blaze Template Unwieldy
☠ Heavy Bolter	18	36	-	-	5	-2	2	6+	Rapid Fire (2) Unwieldy
☠ Heavy Flamer	T	T	-	-	5	-2	1	5+	Blaze Template Unwieldy
☠ Infernus Heavy Bolter	18	36	-	-	5	-2	2	6+	Hellfire (poison) Rapid Fire (2) Unwieldy
☠ Lascannon	24	48	-	-	10	-4	D6	6+	Unwieldy
☠ Missile Launcher	24	48	-	-	4/8	-/-2	1/D3	6+	Blast Knockback Unwieldy
☠ Multi Melta	9	18	-	-	8	-4	D3+2	6+	Melta Unwieldy
☠ Plasma Cannon	18	36	-	-	6/8	-2/-3	D3	5+	Blast Overcharge Unwieldy
☠ The Spartan	18	36	-	-	5	-2	2	5+	Master-Crafted Rapid Fire (2) Relic Unwieldy
☠ Volkite Culverin	15	30	-	-	6	-2	2	-	Cursed Deflagrate Unwieldy
☠ Whirlwind Launcher	24	48	-	-	5	-1	1	4+	Blast (5") Indirect Fire Unwieldy
☠ Axe Morkai	-	E	-	-	+2	-3	3	-	Concussion Master-Crafted Melee Power Two-Handed
☠ Black Sword	-	E	-	-	+1	-3	2	-	Melee Parry Power Relic Two-Handed
☠ Blade Encarmine	-	E	-	-	+1	-3	2	-	Master-Crafted Melee Power
☠ Chainfist	-	E	-1	-	+2	-4	2	-	Melee Power Unwieldy
☠ Chainsword	-	E	+1	-	+1	-1	1	-	Melee Parry Rending
☠ Combat Knife	-	E	+1	-	+0	-	1	-	Backstab Melee
☠ Corvus Hammer	-	E	-	-	+1	-1	1	-	Melee Rending
☠ Crozius	-	E	-	-	+1	-1	2	-	Melee Power
☠ Crusader Power Maul	-	E	-	-	+1	-2	1	-	Concussion Melee Power

↘ Dorns Teeth Siege Drill	-	E	-1	-	+2	-4	2	-	+1 Damage against a target that has not moved this round Melee Power Unwieldy
↘ Fenrisian Great Axe	-	E	-	-	+3	-2	2	-	Melee Power Rending Unwieldy
↘ Fist Of Dorn	-	E	-1	-	+2	-3	3	-	Concussion Melee Power Relic
↘ Force Weapon	-	E	-	-	+1	-1	2	-	Melee Power Psi
↘ Frost Weapon	-	E	-	-	+1	-2	2	-	Melee Power Relic
↘ Frostfang	-	E	-	-	+1	-2	2	-	Master-Crafted Melee Parry Power
↘ Gauntlets Of Ultramar	-	E	-1	-	+2	-3	2	-	Master-Crafted Melee Power Unwieldy
↘ Glaive Encarmine	-	E	-	-	+1	-2	1	-	Charge (+1 Damage on the charge) Melee Parry Power Reach (+1" engagement range)
↘ Guardian Spear	12	24	-	-	+2/4	-2/-1	2	6+	Melee Power integral storm bolter
↘ Heavy Thunder Hammer	-	E	-	-	+3	-3	3	-	Concussion Melee Power Unwieldy
↘ Lightning Claws	-	E	+1	-	+0	-2	1	-	Melee Paired (+1A) Rending
↘ Mace Of Absolution	-	E	-	-	+2	-2	2	-	Concussion Melee Power Unwieldy
↘ Malefic Power Scythe	-	E	-	-	+1	-2	2	-	Cursed Melee Power Reach
↘ Medusan Lascutter	-	E	-	-	+2	-3	2	-	Melee Melta Power Unwieldy
↘ Moonfang	-	E	+1	-	+1	-2	2	-	Master-Crafted Melee Power Relic
↘ Paired Frost Claws	-	E	-	-	+0	-2	2	-	Melee Paired Rending
↘ Plainsrunner Goad	-	E	-	-	+1	-1	1	-	Melee Power Reach (+1" when charging)
↘ Power Fist	-	E	-1	-	+2	-3	2	-	Melee Power Unwieldy
↘ Power Sword	-	E	-	-	+0	-2	1	-	Melee Parry Power
↘ Power Tulwar	-	E	-	-	+1	-2	1	-	Melee Parry Power
↘ Pyre Blade	-	E	-	-	+0	-2	1	-	Blaze Melee Parry Power
↘ Raven Sword	-	E	+1	-	+1	-2	1	-	Master-Crafted Melee Parry Power
↘ Ravens Talons	-	E	+1	-	+0	-2	1	-	Master-Crafted Melee Paired (+1A) Relic Rending
↘ Spear Of Telesto	-	E	+1	-	+1	-2	1	-	Master-Crafted Melee Power Versatile
↘ Spear Of Vulkan	-	E	+1	-	+1	-3	2	-	Master-Crafted Melee Power Relic
↘ Sword Brothers Blade	-	E	-	-	+1	-2	2	-	Master-Crafted Melee Parry Power Two-Handed
↘ Sword Of Secrets	-	E	-	-	+0	-2	2	-	Master-Crafted Melee Parry Power
↘ Sword Of The High Marshals	-	E	-	-	+0	-2	1	-	Master-Crafted Melee Parry Power Relic

✂ Tempest Blade	-	E	-	-	+1	-2	1	-	Melee	Parry	Power	Rending
✂ Thief Of Secrets	-	E	+1	-	+1	-2	2	-	Melee	Phase	Power	Relic
✂ Thunder Hammer	-	E	-1	-	+3	-2	3	-	Concussion	Melee	Power	Unwieldy
✂ Whisper Blade	-	E	-	-	+0	-1	1	-	Backstab	Melee	Silent	
✂ Xenophase Blade	-	E	+1	-	+1	-2	1	-	Melee	Phase	Power	
Frag Grenade	-	Sx2	-	-	3	-	1	4+	Blast			
Krak Grenade	-	Sx2	-	-	6	-1	2	4+	Knockback			
Siege Breaker Charge	-	Sx2	-	-	8	-4	D3	6+	+1 Damage against a target that did not move this round or against terrain			
									Blast (3")	Scarce		

✂ ASTARTES BIONICS

BIONICS

COST inherent

OFFSETS A LASTING INJURY

Astartes bionics are Mars-pattern augmetics — steel and servo grafted where flesh was ruined, serving as well as the limb they replace, or better. A brother fitted with them shrugs off the mark of a lasting injury and returns to the line as whole in function as he was before the wound. For warriors who fight across centuries, such augmetics are common. Unremarkable, even. The body remade around its own scars.

✂ AUSPEX

ACCESSORY

COST inherent

NEGATE HIDDEN SETUP / INFILTRATION NEARBY

The auspex is a hand-held scanner. It reads heat, motion and disturbance across the battlefield, stripping away the concealment an ambusher relies on. A brother sweeping it denies a nearby foe the advantage of a hidden setup or a stealthy infiltration — the unseen dragged into the open before it can strike. This is the strike force's answer to an enemy who would fight from the shadows: sight, where the foe counted on blindness.

✂ CHAPTER BANNER

STATUS/COMPANION

COST inherent

GANG ICON STEADIES NEARBY BROTHERS

The Chapter banner is the standard of a strike force — a hallowed icon of battle honours, borne aloft where every brother can see it. It marks the heart of the force. It steadies the warriors who fight in its shadow, a rallying point that stiffens resolve when the fighting turns grim. To lose it is a dishonour. To hold it high is to remind every brother whose colours he wears, and what is owed to them.

✕ CHAPTER RELIC

STATUS/COMPANION

COST inherent

NAMED RELIC SLOT

A Chapter relic is a treasure of the brotherhood — an ancient blade, a hallowed weapon, a suit of war-plate carried by heroes long dead. Each Chapter guards its own. What one relic does bears no resemblance to another's, and so these named treasures are set out in each Chapter's own entries rather than shared across the Adeptus Astartes. The relic a hero bears is a piece of his Chapter's history made manifest, entrusted to him for the battle to come.

✕ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT SURGE SPARSE BY IDENTITY

Combat stimms are a one-shot chemical surge, a jolt of battlefield pharmaceuticals that drives a fighter past the limits of even his transhuman frame for a moment of desperate effort. A brother triggers them when the fight hangs on a single burst of speed or fury. The superhuman rarely need such crutches, and few carry them — but in the crisis where flesh alone is not enough, the surge can be the margin between the objective taken and the objective lost.

✕ GRAV CHUTE GRAPNEL

MOBILITY

COST inherent

ASTARTES VERTICAL INSERTION DESCEND/ASCEND WITHOUT FALLING

The grav-chute and grapnel are the Reiver's tools for fighting in three dimensions. The grapnel hauls a brother swiftly up a sheer face, and the grav-chute lets him drop from any height and land ready to kill rather than broken at the foot of the fall. Together they turn walls, towers and the ruined heights of a battlefield into open roads, letting the Chapter's stealth brethren strike from angles the foe never thought to guard.

✕ IRON HALO

FIELD ARMOUR

COST inherent

4+ FIELD SAVE (CHARACTER)

The iron halo, and the rosarius its chaplains bear, is a badge of honour that is also a life-saver — a compact generator throwing a protective energy field about its wearer. It grants a 4+ field save, a ward that has turned aside killing blows aimed at a Chapter's commanders time and again. Reserved for characters of standing, it is as much a mark of the Emperor's favour as a piece of war-gear.

✧ JUMP PACK

MOBILITY

COST inherent

GAIN FLY MAKE A JUMP MOVE

The jump pack is a back-mounted cluster of turbines that hurls a battle-brother into the air on a controlled arc of flame. It grants the Fly keyword and a powerful jump move. Walls, chasms, the enemy line — its wearer clears them all to fall upon a target from above. This is the tool of the assault brethren: verticality turned into a weapon, closing a distance that would leave a foot-brother still trudging forward.

✧ MARK CARAPACE

ARMOUR

COST inherent

4+ SAVE SCOUT ONLY

Scout carapace is the neophyte's armour — a suit of hardened plates, lighter than the full power plate of a made brother. It turns aside small-arms fire well enough, a solid 4+ save, but it leaves its wearer far more exposed than the line Marine at his shoulder. This is the harness of a warrior still earning his place. He wears it for the speed and the stealth a Scout's way of war depends on.

✧ MARK CENTURION WARSUIT

ARMOUR

COST inherent

2+ WARSUIT SAVE INTEGRAL TO THE CENTURION CHASSIS TWIN HEAVY WEAPONS / SIEGE DRILLS

The Centurion warsuit is not armour worn over a brother. It is a war-machine sealed around him — a man-portable siege frame that is one and the same as the Centurion himself. Its layered plating grants a 2+ save and lends its occupant the mass and endurance of a walker, and its hardpoints mount twin heavy weapons or siege drills. Where a mark is a suit a brother chooses, the warsuit is the fighter. Armour, frame and firepower, fused into a single advancing bastion.

✧ MARK GRAVIS

ARMOUR

COST 35

3+ SAVE +1 W -1" M UNLOCKS HEAVY/GRAVIS WEAPONS

Gravis armour is a heavier grade of power plate — a bulky suit that trades mobility for sheer resilience. Its wearer moves a touch slower but carries an extra measure of endurance, and the reinforced frame can bear the weight of gravis-pattern and heavy weapons that lighter plate cannot. This is the harness of a brother who means to stand and hold. An advancing bulwark, shrugging off fire while it brings the heavier guns to bear.

✧ MARK POWER

ARMOUR

COST inherent

3+ SAVE DEFAULT MARK

Power armour is the birthright plate of a battle-brother, a suit of ceramite fused to fibre-bundle musculature that moves as the wearer wills. It grants a dependable 3+ save and bears the weight of war without slowing the Marine within. It is not a super-heavy shell but a good, honest suit of armour — the standard against which every heavier mark is set, and the plate every made brother wears as a matter of course.

✧ MARK TERMINATOR

ARMOUR

COST 135

2+ SAVE +1 W -1" M DEEP STRIKE 5+ FIELD SAVE UNLOCKS TERMINATOR WEAPONS

Terminator plate is the finest armour a Chapter fields — a colossal suit of layered ceramite and adamantine that only the veteran elite are permitted to wear. It grants an unmatched 2+ save and a field save besides. It adds to its wearer's endurance and slows his stride. Sealed within it, a brother may teleport into the fray by Deep Strike and wield the heaviest terminator arms: storm bolter, power fist, thunder hammer. This is the panoply of the first company, worn where the fighting is deadliest.

✧ MELTA BOMBS

GRENADES

COST inherent

PLANTED ANTI-ARMOUR CHARGE DEVASTATING VS VEHICLES/WALKERS

Melta bombs are shaped thermal charges — planted, not thrown, releasing a burst of atomic heat fierce enough to gut a war-engine from within. A brother sets one against a hull, a hatch, a monster's flank, and withdraws. What the charge touches is reduced to slag. They are cumbersome, and they are close work. But against a vehicle or a walker that no bolt could scratch, few things a brother carries are so surely lethal.

✧ NARTHECIUM

MEDICAL

COST inherent

FEEL NO PAIN 6+ AURA TO NEARBY BROTHERS

IMPROVES POST-BATTLE RECOVERY

NO IN-GAME REVIVE

The narthecium is the Apothecary's gauntlet of surgical tools — worn to keep the Chapter's brothers in the fight and their gene-seed out of the enemy's hands. Nearby brethren draw a Feel No Pain 6+ from his presence, shrugging off wounds that would fell them, and those who do fall recover the faster for his care once the battle ends. It works no miracle revival mid-fight. But the brother it steadies now, and the one it returns to muster later — that is its worth made plain.

✧ PURITY SEALS

STATUS/COMPANION

COST inherent

RE-ROLL A NERVE OR COOL TEST

Purity seals are strips of blessed parchment, each an oath or a benediction pressed to a brother's armour in wax and ribbon. They are worn as a covenant made visible, and in the moment a warrior's nerve might waver they steady him — letting a brother re-roll a failed Nerve or Cool test, faith answering fear. A brother wreathed in seals carries the weight of his vows where all can see them, and fights the surer for it.

✧ REDUCTOR

MEDICAL

COST inherent

POST-BATTLE GENE-SEED RECOVERY

The reductor is the grim heart of the Apothecary's craft — an extraction tool for recovering the progenoid gene-seed from a fallen brother before it is lost. In the heat of the fight it changes nothing. Its work comes after, when the Apothecary kneels by the dead and secures the seed of future battle-brothers. To a Chapter that measures its strength in a slow harvest of such seed, no tool is more quietly vital.

✧ SERVO SKULL

STATUS/COMPANION

COST inherent

COMPANION DRONE

SCOUTING / RELAY

The servo-skull is a relic of the honoured dead pressed into service — a real skull, sanctified and set with anti-grav motors and a bound machine-spirit, drifting at its master's side. It scouts ahead, relays what it sees and carries the auspex-cant of the strike force, a silent companion that extends a brother's awareness beyond his own eyes. Part reliquary, part instrument, it is the Chapter's reverence for its fallen turned to practical use.

✕ SIGNUM

ACCESSORY

COST inherent

TECHMARINE: GRANT A NEARBY BROTHER A FREE AIM

The signum is a targeting relay slaved to a Techmarine's servo-harness, feeding firing solutions and range-data to the brethren around him. With it he grants a nearby brother a free Aim — a comrade's next shot sharpened into a certain one. This is the Techmarine's gift to a firing line: the machine-spirit's cold precision, lent to a brother's eye, turning good marksmanship into unerring aim.

✕ SMOKE

GRENADES

COST inherent

THROW A SMOKE SCREEN BLOCKS LINE OF SIGHT

Smoke grenades throw up a dense, drifting bank of concealment rather than a killing blast. A brother pitches one to raise a screen that blocks line of sight, covering an advance across open ground or breaking the aim of an enemy gunline. It kills nothing on its own, but the ground it lets the strike force cross unseen — and the shots it spoils — can decide a fight as surely as any weapon.

✕ SPECIAL ISSUE AMMO

ACCESSORY

COST inherent

PICK: KRAKEN (+AP) HELLFIRE (POISON) DRAGONFIRE (IGNORE COVER) VENGEANCE (RENDING)

Special-issue bolt ammunition is the veteran's edge — a selection of specialised rounds a brother may load in place of standard shells. Kraken rounds bite deeper into armour. Hellfire rounds carry a killing venom against massed flesh. Dragonfire rounds seek out a foe hiding in cover; Vengeance rounds are cut to tear and rend. A brother chooses the round the battle calls for, and a single bolt weapon becomes the answer to many different foes.

✕ STORM SHIELD

FIELD ARMOUR

COST inherent

4+ FIELD SAVE (MELEE)

The storm shield is a slab of armour crowned with a projected energy field, carried into the press of melee by brothers who mean to hold the line. It grants a 4+ field save against the blows of close combat — strikes that would punch clean through plate, turned aside. The brother who bears one gives up a hand that might have held a second weapon. He chooses instead to become an immovable point, the place the enemy breaks upon.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's Damage is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SCATTERSHOT

WEAPON TRAIT

A short-range spray (e.g. scatter shotgun shells). Typically grants extra hit dice at close range / hits more reliably up close, representing a shotgun cone. Often pairs with poor long-range Acc.

✂ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂ VERSATILE

WEAPON TRAIT

The melee weapon has ****reach****: the wielder can fight in close combat from slightly further away (e.g. up to 1-2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.

SKILLS

✧ BOLTER DISCIPLINE

ASTARTES SET

Bolter Discipline. The battle-brother's mastery of the bolt weapon, drilled until firing is as sure as breathing. When this fighter makes a Shoot action with a bolt weapon against a target within half that weapon's long range, the shot rings out a second time, granting one extra shot. Discipline rewards patience: the brother who lets the foe close to killing range rather than loosing at distance is answered with a heavier volley. In the massed-fire phase of the battle it turns a firing line of Marines into a wall of detonating rounds.

✧ COMBAT SQUADS

ASTARTES SET

Combat Squads. The doctrine of dividing and redeploying, so no brother is ever caught out of the fight for long. Once per battle, this fighter may break free: if he is Pinned or engaged in combat, he is freed from that state and immediately makes a free Move. It is the strike force's refusal to be fixed in place — a squad peeling away from a stalled engagement to strike where it is needed, turning a brother the enemy thought pinned down into one already gone.

✧ OATH OF MOMENT

ASTARTES SET

Oath of Moment. A brother swears a battlefield oath to see one foe dead above all others, and the whole strike force bends its aim to fulfil it. When this fighter uses the skill, mark a single enemy fighter. Until that mark is slain or the battle ends, friendly fighters re-roll a failed Hit roll against it, and re-roll 1s when rolling to Wound it. It is the Chapter turning its discipline to a single purpose — a champion, a beast, a warlord singled out and hunted down by every gun and blade in the force at once.

✧ RITES OF BATTLE

ASTARTES SET

Rites of Battle. The quiet authority of a leader whose brethren fight the better for his presence. While this fighter is on the field, any friendly fighter beginning an activation within 6" of him may re-roll a single failed Hit roll during that activation. There is no fury to it and no flourish — only the steadying certainty of a command well kept, the strike force fighting with the precision of warriors who trust the brother beside them. An aura that makes a good position deadly and a firing line relentless.

✧ TACTICAL INFILTRATION

ASTARTES SET

Tactical Infiltration. The strike force's gift for being where the enemy least expects it. When the battle begins, this fighter may set up by Infiltrate — placed more than 6" from any enemy and out of their line of sight — or instead make a free move before the first round. Either way, a brother who does so may not charge in the opening round; the advantage gained is position, not an instant kill. It is the Chapter arriving on its own terms, seizing the ground that decides the fight before a shot is fired.

✧ TELEPORT ASSAULT

ASTARTES SET

Teleport Assault. The prerogative of the Terminator-armoured elite, who strike from the warp itself into the heart of the foe. A fighter in Terminator plate may be held in reserve rather than deployed. From the second round on, he teleports in by Deep Strike, set up more than 6" from any enemy — and unlike a brother who infiltrates, he may charge in the very round he arrives. It is the hammer-blow of the Adeptus Astartes: armour that shrugs off return fire, arriving without warning exactly where the enemy line is weakest, and falling upon it at once.



SPACE MARINES · HOUSE DOSSIER

DARK ANGELS

The hammer and the hawk

The First Legion goes to war as two wings of a single, secretive host. The Deathwing are the anvil — Terminator-armoured veterans who translate onto the ground they mean to hold and do not yield it, weathering fire that would shatter a lesser line. The Ravenwing are the hawk. Bike-mounted hunters, they race the flanks, outrun the enemy's answer, run the broken down. Both postures stand at once beneath a single declared Combat Doctrine: the anvil holds while the hawk strikes, and the line body forms up between them. And beneath every open battle runs a colder war the rest of the Imperium is never told of — the Hunt for the Fallen, pursued in silence, its spoils kept and its secrets buried. A Dark Angels strike force fights one war in plain sight, and another that no ally is ever permitted to see.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every fighter carries Combat Doctrines; each winged fighter then carries its own standing posture on top - see Signature
- ♦ Exactly 1 Leader (Captain, who may join either wing by taking the Terminator mark or a bike); 0-2 Champions; specialists 0-1 each
- ♦ Backbone: Marines and Scouts $\geq$ Leaders + Champions (the wings are the elite core, not the bulk)
- ♦ Deathwing 0-3 and Ravenwing 0-4 at founding; both caps grow as the gang gains Reputation (the wings unlock over a campaign)
- ♦ Declare the wing: at gang creation tag each Deathwing and Ravenwing fighter to its wing; the standing postures and the Inner Circle skill read those tags
- ♦ 0-1 §5c VEHICLE (Dreadnought or Redeptor - reckoned through the Ash-Wastes vehicle rules, §Vehicles, not the Brute grid); Land Raider and Land Speeder are prohibitive support

A Dark Angels strike force is built around one commanding officer and its two elite wings, and musters with 1500 credits. Every fighter carries the Chapter's Combat Doctrines; each winged fighter then carries its own standing posture on top of the declared stance. Exactly one Leader takes the field — a Captain, who may ride with either wing by taking the Terminator mark or a war-bike — supported by up to two Champions and no more than one of each specialist. Marines and Scouts form the backbone, and must at least equal the Leaders and Champions together. The wings are the elite lean, never the bulk. At founding the force may field up to three Deathwing and up to four Ravenwing, and both caps rise as the Chapter's Reputation grows. At gang creation each Deathwing and Ravenwing fighter is tagged to its wing, and the standing postures and the Inner Circle skill read those tags. A single §5c vehicle — a Dreadnought or Redeptor, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the old Brute grid — may be interred among them. Land Raider and Land Speeder support remains prohibitive.

GANG RULES

✧ THE TWO WINGS

GANG RULE

The Two Wings is a posture-split laid over Combat Doctrines. Each round the gang declares and shifts one Doctrine as normal, but every winged fighter also carries its own standing stance beneath that declaration. A Deathwing fighter counts one step further toward Devastator than the declared Doctrine for its own Save and its hold on ground — the anvil never gives way. A Ravenwing fighter counts one step further toward Assault for its own Move and its charge — the hawk is always racing. The un-winged backbone fights to the declared Doctrine straight: Marines, Scouts, characters who have taken neither wing. There are no tokens, and nothing to spend. The wing a fighter was tagged to at muster is the whole of the rule. And the counter is separation — an enemy that isolates one wing faces only half the host, the anvil without the hawk or the hawk without the anvil, and can break the one before the other converges.

FIGHTERS

CAPTAIN

LEADER

✖ 275 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine stance each round*)

Finest Hour

The Two Wings (*may join either wing*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Combat

Leadership

Signature

SECONDARY

Agility

Brawn

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

Power Fist 60 credits

Thunder Hammer 70 credits

Sword Of Secrets

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Iron Halo

in kit

War Bike

in kit

STATUS

Inner Circle Robes

in kit

The Captain is the single will the strike force forms around — a master swordsman and marksman in power armour, striking first in the melee and rarely missing at range. Each round it declares the Combat Doctrine the whole force fights to, and once a battle it may call its Finest Hour to steady and sharpen the brothers around it. Alone among the officers it may choose a wing: take the Terminator mark to anchor the Deathwing hold, or a war-bike to ride at the head of the Ravenwing. Whichever war it chooses to lead, the strike force bends around it.

APOTHECARY

CHAMPION

× 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*) Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST	
BASIC	WARGEAR
Boltgun55 credits	Narthecium
PISTOL	in kit
Bolt Pistol45 credits	Reductor
GRENADE	in kit
Frag Grenade30 credits	ACCESSORY
Krak Grenade45 credits	Signum
ARMOUR	in kit
Mark Power	
included	

Field surgeon, gene-warden — the reason a downed brother so often rises to fight again. The Apothecary's true weapon is its narthecium, recovering the fallen where they lie and, where a body is past saving, the precious gene-seed inside it. It carries a boltgun. It fights when it must. But its place is close behind the line, keeping the veterans of the wings on their feet battle after battle after battle.

CHAPLAIN

CHAMPION

190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman zealot body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Ferocity

Leadership

SECONDARY

Brawn

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Iron Halo

in kit

War Bike

in kit

STATUS

✦ *Watcher In The Dark* 40 credits

Built from a robed acolyte / servo-familiar model as a bound Watcher (Dark Angels character-attendant bits) - the hooded keeper of the Chapter's secrets, bonded to the Interrogator-Chaplain who alone speaks of the Fallen. Priced above the stock servo-skull status band (~25) so it is never a free upgrade.

The Chaplain keeps the Chapter's faith and its darkest duties both, striding into the thickest fighting with the crozius arcanum in hand. Where it stands, the line does not waver. Its brothers fight harder for its presence, and what breaks against it breaks for good. Among the First Legion the Chaplains carry a second office few will name — they alone may speak of the Fallen, and sit in judgement when one is run to ground.

LIBRARIAN

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman psyker body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Savant

Interromancy

SECONDARY

Cunning

Ferocity

Leadership

Shooting

Signature

Smite

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Iron Halo

in kit

The Librarian is the Chapter's sanctioned psyker — a transhuman mind armoured against the warp, armed with a force weapon that bites through flesh and spirit alike. In the press of melee it is measured, and dangerous. But its true weight is the will it turns on the enemy and the wards it keeps over its brothers. The First Legion trusts its psykers as it trusts few others: closely watched, bound to the declared Doctrine, and never told everything.

LIEUTENANT

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman command body*)

Combat Doctrines (*fights to the declared doctrine stance*)

Finest Hour SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Leadership

Signature

SECONDARY

Agility

Brawn

Combat

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Iron Halo

in kit

War Bike

in kit

The Captain's sword-hand and second voice. A duellist quick enough to strike first and hard enough to finish what the charge begins, the Lieutenant may call its Finest Hour once a battle, lifting the fighters around it at the moment it matters most. The Captain sets the plan. The Lieutenant carries it to the part of the line that is bending, and holds it there, until the declared Doctrine turns the fight back.

RAVENWING BLACK KNIGHT

CHAMPION

✖ 270 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	2+	3+	4	5	4	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman cavalry body*)

Combat Doctrines (*fight to the declared doctrine stance*)

The Two Wings (*Ravenwing posture: counts one step more toward Assault for its own Move and charge*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Combat

Cunning

Shooting

Signature

SECONDARY

Brawn

Ferocity

STARTING GEAR War Bike · Mark Power

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

PISTOL

Plasma Pistol 70 credits

Plasma Talon 75 credits

CLOSE-COMBAT

Corvus Hammer 35 credits

Power Sword 45 credits

Raven Sword

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

WARGEAR

Iron Halo

in kit

War Bike

included

STATUS

Sable Banner

in kit

The Ravenwing Black Knight is the veteran head of the hawk — a master rider who crosses the field in a single turn, strikes with plasma and a power blade, and is gone before the enemy can answer. Its war-bike carries it nine inches at speed and shrugs the first bite of broken ground, and its own posture stands always a step nearer the Assault stance, so its charge and its Move outrun the line it leads. Where the Black Knight rides, the Ravenwing rides behind it.

TECHMARINE

CHAMPION

× 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Savant

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

ACCESSORY

Signum

in kit

The Techmarine is the Chapter's artificer, wedded to the Machine Spirit and trusted with the strike force's most valued war-gear. It fights with a marksman's discipline and favours the melta and grav weapons its craft understands best, its power fist standing in for the crushing grip of a servo-arm. Where the Rock's relics and the wings' vehicles need tending, the Techmarine is the hand that keeps them killing.

DEATHWING TERMINATOR

GANGER

× 310 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	4	3+	2	6+	4+	5+	6+

SAVE 2+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W4 transhuman anvil body*)

[Combat Doctrines](#) (*fights to the declared doctrine stance*)

[The Two Wings](#) (*Deathwing posture: counts one step more toward Devastator for its own Save and hold*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Combat

Shooting

Signature

SECONDARY

Ferocity

STARTING GEAR Mark Terminator

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

Lions Roar

in kit

CLOSE-COMBAT

Lightning Claws 55 credits

Power Fist 60 credits

Chainfist 65 credits

✦ *Mace Of Absolution* 65 credits

From the Deathwing Knights' great mace of a bsolution (Codex: Dark Angels, Deathwing Knight datasheet); kitbash the two-handed concussion maul onto a Deathwing Terminator. Priced above the stock power-fist 60 - a heavier Concussion two-hander.

Thunder Hammer 70 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator

included

WARGEAR

Storm Shield

in kit

ACCESSORY

Teleport Homer

in kit

The Deathwing Terminator is the anvil the whole strike force is built to swing around — a first-company veteran sealed in Terminator plate, four Wounds of transhuman resolve behind a 2+ save. It moves slowly and it does not need to move far: it translates onto the ground that matters and holds it, storm bolter hammering and power fist ending anything that closes. Standing always one step nearer the Devastator posture, the anvil never panics and never gives way while it lives.

MARINE

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 - durability is the body, not the save*)

Combat Doctrines (*un-winged backbone - fights to the declared doctrine straight*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Grenade Launcher 65 credits

Plasma Gun 100 credits

Grav Gun 110 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

Multi Melta 165 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

The Marine is the un-winged backbone of the strike force — a full battle-brother in power armour, T5 and three Wounds, boltgun and chainsword in hand. It is the body the two wings form up around: not the anvil's endurance nor the hawk's speed, but the disciplined line that holds the ground between them and fights to the declared Doctrine straight. Cheapest of the transhuman fighters and the most numerous, the Marines are where a strike force gains its weight.

MOUNTED MARINE

GANGER

✖ 260 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	3+	4	5	4	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman cavalry body*) Combat Doctrines (*fights to the declared doctrine stance*)

The Two Wings (*Ravenwing posture: counts one step more toward Assault for its own Move and charge*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY Agility Cunning Shooting SECONDARY Combat Savant Signature

STARTING GEAR War Bike · Mark Power

EQUIPMENT LIST	
BASIC	GRENADE
Boltgun55 credits	Frag Grenade30 credits
Storm Bolter65 credits	ARMOUR
Twin Boltgun65 credits	Mark Power
PISTOL	included
Bolt Pistol45 credits	WARGEAR
Plasma Pistol70 credits	War Bike
CLOSE-COMBAT	included
Combat Knife10 credits	
Chainsword25 credits	
Power Sword45 credits	

The body of the Ravenwing — a line brother on a war-bike, trading the anvil's patience for a hunter's speed. Twin bolters and a chainsword make it lethal at the moment of contact. Its posture keeps it always a step nearer the Assault stance, forever racing ahead of the declared Doctrine. Fielded in numbers, the mounted brothers are the flank that folds an enemy in and runs the broken down.

SCOUT

JUVE

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T4/W2*)

[Combat Doctrines](#) (*un-winged backbone - fights to the declared doctrine straight*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

[Agility](#)

[Cunning](#)

SECONDARY

[Savant](#)

[Shooting](#)

[Signature](#)

STARTING GEAR [Mark Carapace](#)

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

[Mark Carapace](#)

included

The Scout is the neophyte — a brother not yet raised to the full transhuman line, T4 and two Wounds where his elders carry five and three. Lightly armoured in carapace and armed with a bolt carbine and blade, he is the strike force's cheapest body and its forward eyes, moving ahead of the line to seize position and open the way. He learns his craft in the open field, and those who survive it are in time raised into the wings.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T6/W4 heavy warsuit body*)

[Combat Doctrines](#) (*un-winged backbone - fights to the declared doctrine straight*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

[Brawn](#)

[Shooting](#)

SECONDARY

[Combat](#)

[Ferocity](#)

[Signature](#)

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

The Centurion is a marine sealed into a piloted siege-warsuit — S5, T6 and a 2+ save, a walking weapons-platform that grinds forward where lighter fighters cannot stand. Its twin mount is warsuit-scoped, fitted to the frame rather than hand-carried, and its guns speak to armour and massed infantry alike. Slow and unwinged, it fights to the declared Doctrine straight, an armoured wall the line forms up behind.

VEHICLES

DREADNOUGHT

VEHICLE

× 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Multi Melta — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Dreadnought is the lesser walker of the strike force — a fallen hero of the Chapter interred in a walking sarcophagus, kept in service across the centuries, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Movement 5" as the line's ancient bulwark rather than its spearhead. Its multi-melta cracks armour at range while the great Dreadnought fist tears apart anything that closes; both are fixed Front hardpoints, so the walker must face its prey. It knows no fear — the brother within has already died once — and it shrugs off fire that would fell a lesser hull, its damage and handling and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Redeemptor is the greater walker that crowns the Dark Angels vehicle roster — a modern sarcophagus of enormous size, no fighter but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and it advances at Movement 6", faster and deadlier than the older pattern. It hammers the board from three fixed Front hardpoints — a macro plasma incinerator that breaks the heaviest targets, a great Redeemptor fist that tears apart what closes, and a storm bolter for the swarms in between. Facing matters: all three arms fire forward, so the Redeemptor must front its prey. Like its lesser kin it fears nothing, and it is the single most punishing body a strike force can field — and the methodology's own **450 calibration anchor** (Guardsmen 50 → Genestealer 150 → Marine 200 → Redeemptor 450), so its provisional \$5c price sits at the reference point itself, the top of the roster; its every Loss of Control still reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 8"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ INTERROMANCY

PSYCHIC DISCIPLINE

Interromancy is the Dark Angels Librarius' own witchcraft — the discipline of the mind, the interrogation, the kept secret, wielded by the one sanctioned psyker the Chapter permits into the field. This is no battle-sorcery of raw destruction. It is a set of levers on thought itself: the boring parasite of the Mind Worm, the spreading drill of Trephination, the loaned wrath of Righteous Repugnance, the pinning dread of Aversion, the unbending will of Fortitude, the caster's own shroud of Precognition. At creation a Librarian with access picks or rolls its power or powers from the six, and adds to them the universal witch-blast of Smite. Each is a Wyrd power. And each courts the warp's price for the one who calls it — a price the First Legion watches for as closely as it watches the psyker himself.

ROLL

POWER

1	Mind Worm. The Librarian drives a sliver of its will into the skull of a chosen enemy fighter within 12", a psychic parasite that bores and burrows through the mind. The target suffers a single automatic hit at Strength 4, AP -1 as the intrusion tears at nerve and thought. If it is not taken Out of Action, the worm lingers: until the end of the round the fighter cannot be given the Fight or Shoot action, clawing at its own head while the pain roots in. It is the discipline's direct blade — a punishment that both wounds and unmakes the enemy's next move.
2	Trephination. The Librarian bores a mind-drill through a chosen enemy fighter within 12" and lets it spread. That fighter, and every other enemy within 2" of it, suffers a single automatic hit at Strength 3, AP -1 as the psychic pressure cracks skull to skull. If the power takes a fighter Out of Action, the bore arcs onward: the nearest enemy within 3" of the fallen suffers one further Strength 3 hit, the drilling jumping to the next mind in the press. It is the interrogator's crowd-breaker — weaker on any one target than the Mind Worm, but it does not stop at one.
3	Righteous Repugnance. The Librarian pours the First Legion's old, cold hatred into a chosen target — itself, or a friendly fighter within 6" — and holds it there as a sustained working. While the power lasts, the target's close-combat attacks gain +1 Attack on a Charge, and it re-rolls failed Hit rolls of 1 in melee, its blows falling with the certainty of ancient wrath given form. This is the offensive lean of the discipline. Not a wound dealt to the enemy, but an edge lent to a brother — the loathing of ten thousand years made a killing advantage in the press.
4	Aversion. The Librarian turns a chosen enemy fighter's own mind against it, seeding a warp-deep dread of the psyker's presence. While that fighter remains within line of sight of the Librarian, it suffers -1 to Hit with every attack it makes, and it may not voluntarily move toward the Librarian — the body recoiling from a threat the conscious mind cannot name. It is the discipline's control lever, a single-target leash distinct from Trephination's spreading harm: it deals no damage, but it blunts an enemy's aim and pins it away from the caster it fears.
5	Fortitude. The Librarian pours the anvil's unbending will into a chosen target — itself or a friendly Dark Angels fighter within 6" — and sustains it. While the power lasts, the target ignores the effects of Flesh Wounds, taking no Hit or Cool penalty from them, and auto-passes Nerve tests, standing firm where a lesser will would falter. It is the defensive lean of the discipline, and it steadies will and wounds rather than the armour save — a different mercy from the Deathwing's Inner Circle, which hardens the save itself. Poured into one brother, it makes him for a while as immovable as the Rock.
6	Precognition. The Librarian wraps itself in a thin skein of foresight, seeing each strike a heartbeat before it comes. While the power is sustained, enemies suffer -1 to Hit the Librarian with ranged and melee attacks alike, the blow always meeting the space it has already left, and once each round the caster may re-roll a single failed Hit roll of its own, striking where it has already seen the opening. It is the psyker's own shroud — no help to the brothers around it, but the thing that keeps the Chapter's rarest mind alive in the fights it cannot avoid.

ROLL	TACTIC	TIMING
11	The Anvil Holds. The anvil is set before the first blow lands. Play at deployment and choose a Deathwing fighter. Until the start of the second round it cannot be moved by any enemy effect and automatically passes Nerve tests. Whatever the enemy brings, this ground is already held.	DEPLOYMENT
12	Unbroken Line. Brother stands with brother, and the line does not break. Play when a friendly fighter within 2" of two or more other friendly fighters would be taken Out of Action: it is instead Seriously Injured. The line closes over the gap and fights on.	ANY
13	Teleport Strike. The Deathwing come down from the void without warning. Play at deployment and set one Deathwing Terminator aside in reserve. At the start of any following round you may place it on the battlefield more than 6" from any enemy — the anvil arrives exactly where it is needed most.	DEPLOYMENT
14	The Rock Endures. The discipline of the fortress-monastery is stone laid under the flesh. Play in reaction to a friendly fighter failing a Save: re-roll that Save. Where a lesser warrior would fall, the training of the Rock holds him upright.	REACTION
15	Relic Of Caliban. A treasure carried out of dead Caliban lends its bearer the weight of ages. Play before the battle and choose a friendly fighter to bear a Chapter relic into the fight. That fighter re-rolls its first failed Hit roll of the game. What Caliban lost, its sons still carry to war.	PRE-BATTLE
16	Hold At All Costs. Some ground is not surrendered while a brother still stands on it. Play at any time and choose a friendly fighter within 1" of an objective. Until the start of your next turn it cannot be Pinned and may re-roll a failed Nerve test — the anvil holds the line whatever the cost.	ANY
21	Storm Of Bolts. Disciplined fire falls like a storm. Play in the shooting phase and choose a friendly fighter firing a Rapid Fire weapon: until the end of the phase it re-rolls failed Hit rolls. The bolt-hail does not slacken until the target is gone.	SHOOTING
22	Wrath Of The First Legion. Ten thousand years of held grievance falls on the enemy at once. Play in the melee phase. Until the start of your next turn, friendly fighters re-roll Hit rolls of 1 in close combat. The wrath of the First Legion is a cold and patient thing, and terrible when it is finally loosed.	MELEE
23	Speed Of The Raven. When the Ravenwing commit to the charge, nothing outruns them. Play in the movement phase and choose a Ravenwing fighter: it may make a second standard Move this phase. The hawk crosses the field before the enemy has set its guard.	MOVEMENT
24	Outflank Strike. The First Legion is rarely where the enemy expects it. Play at deployment and set up to two friendly fighters aside in reserve to Outflank. At the start of any following round, bring them onto the battlefield from a chosen board edge, striking the flank the enemy thought secure.	DEPLOYMENT
25	The Hunt Begins. Somewhere in the enemy ranks stands a soul the First Legion means to take. Play at any time and nominate an enemy fighter as the quarry. While it lives, friendly fighters within 6" of the quarry re-roll failed Hit rolls against it. The Hunt has begun. It does not end until the quarry falls.	ANY
26	Hit And Fade. The hawk strikes and is gone before the answer comes. Play in reaction to a friendly Ravenwing fighter finishing its attacks in melee: it may immediately make a free 4" Move away from the fight, breaking clean before the enemy can reply.	REACTION

31	Twin Linked Fusillade. Paired barrels double the certainty of the kill. Play in the shooting phase and choose a friendly fighter firing a storm bolter or other twin-linked weapon: until the end of the phase it re-rolls failed Hit rolls. Two guns speaking as one leave little to chance.	SHOOTING
32	Ride Them Down. The hawk does not stop at one kill. Play in the melee phase when a friendly Ravenwing fighter takes an enemy Out of Action: it may immediately make a free 3" Move, carrying the charge on into the next foe within reach.	MELEE
33	Corvex Swiftness. The Ravenwing move like the wind they are named for. Play in the movement phase and choose a Ravenwing fighter. It adds 2" to its Move this phase and ignores the penalty for moving through difficult terrain.	MOVEMENT
34	The Black Host. The black host rides ahead of the war. Play at deployment: every Ravenwing fighter in your gang may deploy up to 3" further forward than it otherwise could, or be held in reserve to Outflank. The hawk is already on the enemy's flank before the battle is joined.	DEPLOYMENT
35	Hunt The Fallen. The true war of the First Legion runs beneath every other. Play before the battle and secretly nominate one enemy fighter as the quarry. Friendly fighters re-roll failed Hit rolls against the quarry, and should it be taken Out of Action the secret is kept — the enemy learns nothing of why it was singled out.	PRE-BATTLE
36	The Quarry Marked. Once the quarry is marked, there is no hiding from the Hunt. Play at any time and mark an enemy fighter: the next friendly attack made against it this round, in melee or at range, re-rolls failed Hit and Wound rolls. What the First Legion marks, it kills.	ANY
41	Secrets Kept. What the First Legion keeps hidden dies with the body. Play in reaction to a friendly fighter being taken Out of Action: the enemy gains no experience or reward from felling it, and you need not reveal any of your reserves still off the board. The secret is kept, whatever the cost.	REACTION
42	Relentless Pursuit. A fleeing enemy is not permitted to escape. Play in the movement phase and choose a friendly fighter: if it moves toward the nearest Broken or fleeing enemy, it adds 2" to that Move. The First Legion runs down what it has broken.	MOVEMENT
43	Both Wings Converge. The anvil and the hawk are deadliest when they close on the same foe. Play at any time and choose one Deathwing fighter and one Ravenwing fighter. Until the start of your next turn, while the two are within 6" of each other, each may re-roll a failed Hit roll.	ANY
44	Inner Circle Discipline. Those who keep the Chapter's secrets keep their nerve as well. Play at any time and choose a friendly fighter. Until the start of your next turn, that fighter and any friendly fighter within 3" of it automatically pass Nerve tests. The discipline of the Inner Circle steadies all who stand near it.	ANY
45	Declare The Wing. The strike force chooses its shape before the enemy is seen. Play before the battle and re-tag one winged fighter to the other wing, or grant one un-winged fighter a wing's standing posture for this battle only. The host commits to its stance, and fights the coming war in the form it has chosen.	PRE-BATTLE
46	The Two Postures. The strike force can hold both stances at the moment they are both needed. Play when the declared Combat Doctrine shifts: this round, one Deathwing fighter keeps its Devastator-leaning posture and one Ravenwing fighter keeps its Assault-leaning posture regardless of the new Doctrine. Anvil and hawk each fight in the stance the moment demands.	DOCTRINE

51	Silent Brotherhood. The brotherhood fights in silence and shares its fear with no one. Play at any time. Until the start of your next turn, no friendly fighter may be forced to take a Nerve test by an enemy effect. The line holds, wordless and unshaken.	ANY
52	The Lions Blade. A blade struck in the Lion's name finds the killing line. Play in the melee phase and choose a friendly fighter making close-combat attacks: it may re-roll one failed Hit roll and one failed Wound roll this round. The sword remembers the war it was forged for.	MELEE
53	Weapons Of The First Legion. The armouries of the First Legion hold weapons older than most Chapters. Play before the battle and choose a friendly fighter to draw an ancient arm from the vaults: each round of the battle, that fighter may re-roll one failed Hit roll made with its chosen weapon. The old wargear kills as surely as it did in the Legion's first war.	PRE-BATTLE
54	Plasma Talon Overcharge. A Ravenwing rider pushes the fury of its plasma to the edge. Play in the shooting phase when a friendly fighter fires a plasma weapon: that shot is made at +1 Strength. If its Ammo check fails, however, the weapon flares and the fighter suffers a hit at the weapon's profile as the coils burn out.	SHOOTING
55	Vengeful Fusillade. A fallen brother is answered before his body cools. Play in reaction to a friendly fighter being taken Out of Action: a friendly fighter within 12" may immediately Shoot as a free action at the enemy that felled it. The First Legion pays its debts in the same breath they are incurred.	SHOOTING
56	Sanctified Rounds. Rounds blessed by the Chaplains bite deeper. Play in the shooting phase and choose a friendly fighter: until the end of the phase it re-rolls Wound rolls of 1 with its ranged weapons. The First Legion sends its enemies to judgement with hallowed shot.	SHOOTING
61	Grim Resolve. The First Legion does not falter when the fight turns against it. Play in reaction to a friendly fighter failing a Nerve or Cool test: that test is passed instead. Where lesser wills break, the grim resolve of the Unforgiven holds.	REACTION
62	No Fear No Mercy. The First Legion charges without fear and strikes without mercy. Play at any time. Until the start of your next turn, friendly fighters that made a charge this round re-roll failed Hit rolls in the ensuing melee. The enemy that stands to receive them does not stand long.	ANY
63	The Masters Command. A word from the master moves the strike force as one. Play at any time when a friendly Leader is on the battlefield: one friendly fighter within 12" of that Leader may immediately make a free Move or Shoot action. The host answers command before the enemy can react to it.	ANY
64	Stubborn To The Last. The Unforgiven do not yield while breath remains. Play in reaction to your gang failing a Bottle test, or a friendly fighter failing a Cool test to stay in the fight: re-roll that test. The First Legion holds the field long after a lesser force would have quit it.	REACTION
65	Vengeance For Caliban. The loss of a brother is a debt paid in the enemy's blood. Play in the melee phase when a friendly fighter is taken Out of Action: a friendly fighter within 6" gains +1 Attack until the end of the round. The memory of dead Caliban lends fury to the blade.	MELEE
66	The First Legion Endures. The First Legion has endured every age of the Imperium, and endures still. Play at the end of the battle, before recovery rolls are made: one friendly fighter who is Seriously Injured recovers to Standing and Active instead. The Unforgiven rise again to fight on.	END

ALLIANCES

✧ THE KINDRED LOYALISTS

ALLIANCE

WHO	the kindred loyalists of the Imperium (a successor Chapter of the Unforgiven, a loyal allied Astartes force, or any zealous Imperial detachment that keeps the same wars as the First Legion)
TERMS	campaign-level alliance: while it stands, the Dark Angels and their kindred observe a map-level non-aggression and may lend one favour to each other per post-battle sequence; both gain a small reputation bonus for a campaign won together - but the Dark Angels tell the kindred nothing of the Hunt for the Fallen, and share no salvage taken from a Hunt battle even with an ally

The kindred loyalists are the natural allies of the First Legion — a successor Chapter of the Unforgiven, a loyal Astartes force, or any zealous Imperial detachment that keeps the same wars. While the alliance stands, the Dark Angels and their kindred observe a map-level non-aggression and may lend one favour to each other in each post-battle sequence, and both gain a small reputation bonus for a campaign won together. But the Dark Angels tell the kindred nothing of the Hunt for the Fallen, and share no salvage taken from a Hunt battle — not even with an ally. Some secrets are kept from friends most of all.

✧ THE SWIFT AND CONCENTRATED

ALLIANCE

WHO	a fast, concentrated force that overwhelms one wing at a time (any highly mobile or hard-hitting gang built to fall on half the First Legion and break it before the other half converges - the Dark Angels' natural predator)
TERMS	campaign-level feud: while it stands, the Dark Angels gain bonus reputation for a decisive win where both wings converged intact, but the enemy gains reputation for every battle in which they broke one wing while the other stood apart; the feud runs until one side is driven off the contested world

The natural predator of the First Legion is a fast, concentrated force — any highly mobile or hard-hitting gang built to fall on half the strike force and break it before the other half can converge. While the feud stands, the Dark Angels gain bonus reputation for a decisive win in which both wings converged intact, while the enemy gains reputation for every battle in which it broke one wing while the other stood apart. It runs until one side is driven from the contested world. Call it a running argument, fought in blood, over whether the two wings are a strength or a fault line.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
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2	Munitions Of The Rock. The vaults of the mobile fortress-monastery are opened to your strike force. Once before your next battle you may re-arm a single fighter with any one weapon from its equip-list at no credit cost, drawn from the Chapter's own stores. The Rock provides for those who serve it.	THE ARMOURY OF THE ROCK (THE CHAPTER'S MOBILE FORTRESS-MONASTERY, ITS VAULTS TITHED FORWARD FOR THE CAMPAIGN)
3	Deathwing Reinforcement. The first company sends one of its own. For your next battle you may field one additional Deathwing Terminator at no credit cost; it returns to the reserve afterward and cannot be kept on your roster. The anvil answers when the Chapter calls.	THE DEATHWING ARMOURY (THE FIRST COMPANY'S TERMINATOR RESERVE)
4	Ravenwing Outriders. The second company loans its riders. For your next battle you may field up to two additional Mounted Marines at no credit cost, returned to the muster once the fighting is done. The hawk lends its wings for a single war.	THE RAVENWING MUSTER (THE SECOND COMPANY'S OUTRIDER RESERVE)
5	Blessing Of The Inner Circle. The keepers of the Chapter's secret grant their blessing. For your next battle, one fighter you choose automatically passes its first Nerve test and re-rolls its first failed Save. Those the Inner Circle favour do not falter.	THE INNER CIRCLE (THE VETERANS WHO KEEP THE CHAPTER'S DEEPEST SECRET)
6	A Loyal Chapters Aid. A kindred Chapter lends its aid — kept, as ever, in ignorance of the Hunt. For your next battle you may call on a single allied Astartes fighter of a common type, fielded at no credit cost, who departs when the battle ends. The alliance holds; the secret does not travel with it.	AN ALLIED LOYAL CHAPTER (A SUCCESSOR OR KINDRED ASTARTES FORCE THAT KEEPS THE SAME WARS, TOLD NOTHING OF THE HUNT)
7	The Watchers Vigil. A silent, hooded Watcher attends your strike force, and where it walks the Chapter's relics answer. For your next battle, one fighter bearing a named relic re-rolls its first failed Hit roll each round. The Watchers keep their counsel. They keep their vigil. They tell you nothing of either.	A WATCHER IN THE DARK (THE SILENT, HOODED KEEPERS WHO ATTEND THE CHAPTER'S RELICS AND SECRETS)

8	Interrogators Counsel. The Chaplains who alone may speak of the Fallen lend their counsel to the Hunt. For your next battle you may declare a quarry before deployment: friendly fighters re-roll failed Hit rolls against it, and if it falls the enemy learns nothing. The Interrogators guide the blade to the throat that matters.	THE INTERROGATOR-CHAPLAINS (THE CHAPLAINS WHO ALONE MAY SPEAK OF THE FALLEN)
9	Fleet Tithe Of Caliban. The void-ships that carry the Legion's war grant passage and support. For your next battle you may hold up to two fighters in reserve to arrive by Outflank or deep strike, brought down by the fleet's guidance wherever they are needed. Caliban is ash, but its ships still carry the war onward.	THE CHAPTER FLEET (THE VOID-SHIPS THAT CARRY THE FIRST LEGION'S WAR, IN MEMORY OF LOST CALIBAN)

SUB-PLOTS

THE SECRET HUNT

SUB-PLOT

Reward: The Inner Circle confirms the trail: the gang gains a permanent Hunter of the Fallen honour it may assign to one fighter (per the Legendary Name), and once more before the campaign ends it may declare a Hunt in which a win yields double reputation - but per the secrecy of the Hunt, every Hunt battle continues to yield no shared salvage. This sub-plot can be claimed only once per campaign.

This sub-plot begins to close when, across the campaign, your gang has declared the Hunt for the Fallen and taken a declared quarry Out of Action in three separate battles — running the same silent war to ground game after game.

When it does, the Inner Circle confirms the trail. Your gang gains a permanent Hunter of the Fallen honour to assign to one fighter, and once more before the campaign ends you may declare a Hunt in which a win yields double reputation. As ever, every Hunt battle still yields no shared salvage — the secret is worth more than the spoils. This sub-plot can be claimed only once per campaign.

Reward: The Chapter formally recognises the strike force's two wings: for the rest of the campaign the Deathwing cap rises to 4 and the Ravenwing cap rises to 5, and once per campaign the gang may promote one veteran Marine into either wing at no credit cost (paying only the wing's mark or bike). This sub-plot can be claimed only once per campaign.

This sub-plot ripens when, over the campaign, your gang has fielded and kept at least three Deathwing Terminators and at least three Ravenwing bikers or Black Knights — proving both wings are more than a founding token.

When it does, the Chapter formally recognises the strike force's two wings. For the rest of the campaign your Deathwing cap rises to four and your Ravenwing cap rises to five, and once per campaign you may promote a veteran Marine into either wing at no credit cost, paying only for the wing's mark or bike. This sub-plot can be claimed only once per campaign.

💀 LEGENDARY NAMES

✧ HUNTER OF THE FALLEN

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

Hunter of the Fallen is an honour-title rather than a rank — earned by a warrior who has taken a declared Fallen Out of Action, and open to any fighter. It costs 12 experience to choose, or 6 if left to the roll of the dice. The hunter re-rolls failed Hit rolls against any declared quarry or Fallen, and against enemy Leaders and Champions; it knows how to end the ones who matter. But it cannot ignore its prey: it must always move toward the nearest declared quarry or enemy Leader within its Move plus charge range, and a clever enemy can bait it out of position with a single lone officer.

✧ MASTER OF THE DEATHWING

CAPTAIN OR DEATHWING TERMINATOR

XP cost (random): 6

XP cost (chosen): 12

Master of the Deathwing is the title of a Grand Master of the first company, in the tradition of Belial — borne by a Captain or a Deathwing Terminator. It costs 12 experience to choose, or 6 if rolled for. While this fighter is on the field, friendly Deathwing fighters within 9" re-roll a single failed Save each round; the anvil the Grand Master commands never cracks. But the Master does not retreat: it may never voluntarily leave an objective it holds while an enemy is within 12", and a foe who refuses to close can pin it in place.

✧ MASTER OF THE RAVENWING

CAPTAIN OR RAVENWING BLACK KNIGHT

XP cost (random): 6

XP cost (chosen): 12

Master of the Ravenwing is the title of a Grand Master of the second company, in the tradition of Sammael — borne by a Captain or a Ravenwing Black Knight. It costs 12 experience to choose, or 6 if rolled for. While this fighter is on the field, friendly Ravenwing fighters within 9" re-roll a failed charge distance each round; the hawk the Grand Master leads always lands its outflank. But the Master rides at the very tip of the hunt: the first enemy fighter to take it Out of Action grants its gang bonus reputation, for it is always the marked head the foe seeks.

☠ TERRAIN

✧ THE HAMMERFALL BUNKER

TERRAIN

The Hammerfall Bunker is an automated Deathwing strongpoint — a sealed emplacement mounting a heavy defensive weapon, slaved to the Chapter's war-cant and needing no crew to fight. The Dark Angels player may place it in or adjacent to their deployment zone. It is impassable and blocks line of sight, and a friendly fighter in base contact with it has a 4+ field save. Once per round, in the shooting phase, its automated weapon fires a single shot at the nearest enemy fighter in line of sight — Strength 5, AP -1, Damage 2, at Long range and hitting on a 4+ — with no fighter needed to operate it.

✧ THE ROCK OUTPOST

TERRAIN

The Rock Outpost is a forward relic-vault of the Chapter's fortress-monastery — a fortified strongpoint of ancient stone and Deathwing armour, set down to anchor a held sector. The Dark Angels player may place it wholly within their deployment zone. Any friendly fighter wholly inside it has a 4+ field save, and a Deathwing fighter that begins the battle within it may re-roll its first failed Save of the game. Held as a campaign territory, the Rock Outpost also grants one free Terminator-mark relic weapon — a Lion's Roar or an ancient blade — to a single Deathwing fighter each campaign.

✕ THE SILENT HUNT

SCENARIO

ATTACKER	the Dark Angels (an Inner Circle strike force hunting a single suspected Fallen hidden in the enemy ranks, who must take the quarry Out of Action and let nothing be learned)
DEFENDER	the opposing gang (a force sheltering the marked fighter, knowingly or not, who must keep it alive and get it off the board)
DEPLOY	the defender secretly nominates one of its non-Leader fighters as the quarry and deploys as normal; the Dark Angels deploy opposite, and may hold a Ravenwing element in reserve to Outflank onto the quarry's flank
OBJECTIVE	the Dark Angels win by taking the quarry Out of Action; the defender wins by moving the quarry off the Dark Angels' board edge, or by surviving to the end of round five with the quarry still standing
VICTORY	the Dark Angels win the instant the quarry is taken Out of Action; the defender wins if the quarry leaves via the far board edge or is still on the field at the end of round five
REWARDS	a Dark Angels win grants bonus reputation and a Control-Track step, but per the secrecy of the Hunt the gang gains no shared salvage from the battle (the secret is kept); the fighter that felled the quarry gains 2 bonus XP; a defender win grants the defender bonus reputation for denying the First Legion its prey
CONTROL TRACK	a Dark Angels win advances their Control-Track claim by one step (the Hunt has run its quarry to ground on this world); a defender win holds the marker, and the Dark Angels take no salvage either way - the price of a war fought in silence

A single Fallen hides among the enemy, and the Inner Circle means to end it before it can speak.

ATTACKER

The Dark Angels — an Inner Circle strike force hunting a suspected Fallen concealed in the enemy ranks. They must take the quarry Out of Action and let nothing be learned.

DEFENDER

The opposing gang — a force sheltering the marked fighter, knowingly or not. It must keep the quarry alive and carry it off the board.

DEPLOYMENT

The defender secretly nominates one of its non-Leader fighters as the quarry and deploys as normal. The Dark Angels deploy opposite, and may hold a Ravenwing element in reserve to Outflank onto the quarry's flank.

OBJECTIVE

The Dark Angels win by taking the quarry Out of Action. The defender wins by moving the quarry off the Dark Angels' board edge, or by surviving to the end of round five with the quarry still standing.

ENDING THE BATTLE

The battle ends the instant the quarry is taken Out of Action, or at the end of round five.

VICTORY

The Dark Angels win the moment the quarry falls. The defender wins if the quarry leaves by the far board edge, or is still on the field when round five ends.

REWARDS

A Dark Angels win grants bonus reputation and a Control-Track step, but per the secrecy of the Hunt the gang takes no shared salvage from the battle — the secret is kept. The fighter that felled the quarry gains 2 bonus XP. A defender win grants the defender bonus reputation for denying the First Legion its prey.

CONTROL TRACK

A Dark Angels win advances their Control-Track claim by one step; the Hunt has run its quarry to ground on this world. A defender win holds the marker. Either way, the Dark Angels take no salvage — the price of a war fought in silence.

ATTACKER	the Dark Angels (a two-wing host that means to hold the centre with the Deathwing and take the flank with the Ravenwing, converging both wings on the enemy before either can be isolated)
DEFENDER	the opposing gang (a force that must collapse one Dark Angels wing before the other converges - break the anvil or run down the hawk while they are still a board apart)
DEPLOY	the board splits into a held centre and a racing edge: a central objective and a flank objective. The Dark Angels deploy the Deathwing on or near the centre and hold up to half the Ravenwing in reserve to Outflank; the defender deploys between the two objectives, able to strike at either wing
OBJECTIVE	the Dark Angels win by controlling both objectives at once - the anvil holding the centre while the hawk takes the flank; the defender wins by collapsing one wing, taking the majority of either the Deathwing or the Ravenwing Out of Action before the wings link up
VICTORY	the Dark Angels win if they control both the centre and the flank objective at the end of any round from round three onward; the defender wins if, by the end of round five, either the Deathwing or the Ravenwing has been reduced below half its starting number while the other has not reached it
REWARDS	a Dark Angels win grants bonus reputation and a Control-Track step; a fighter that held an objective for its wing gains 1 bonus XP; a defender win that broke a wing grants the defender bonus reputation for splitting the First Legion
CONTROL TRACK	a Dark Angels win advances their Control-Track claim on the district by one step (both wings have taken and held the ground); a defender win holds the marker and denies the advance, and the wing that was broken takes an attrition penalty for fighting alone

Hold the centre. Take the flank. Do both at once — and converge the two wings before either can be cut off and broken.

ATTACKER

The Dark Angels. A two-wing host that means to hold the centre with the Deathwing and take the flank with the Ravenwing, converging both wings on the enemy before either can be isolated.

DEFENDER

The opposing gang. A force that must collapse one Dark Angels wing before the other converges — breaking the anvil, or running down the hawk, while the two are still a board apart.

DEPLOYMENT

The board splits into a held centre and a racing edge, with a central objective and a flank objective. The Dark Angels deploy the Deathwing on or near the centre and hold up to half the Ravenwing in reserve to Outflank. The defender deploys between the two objectives, able to strike at either wing.

OBJECTIVE

The Dark Angels win by controlling both objectives at once — the anvil holding the centre while the hawk takes the flank. The defender wins by collapsing one wing, taking the majority of either the Deathwing or the Ravenwing Out of Action before the wings link up.

ENDING THE BATTLE

The battle ends at the end of round five, or the moment the Dark Angels hold both objectives from round three onward.

VICTORY

The Dark Angels win if they control both the centre and the flank objective at the end of any round from round three onward. The defender wins if, by the end of round five, either the Deathwing or the Ravenwing has been reduced below half its starting number while the other has not.

REWARDS

A Dark Angels win grants bonus reputation and a Control-Track step. A fighter that held an objective for its wing gains 1 bonus XP. A defender win that broke a wing grants the defender bonus reputation for splitting the First Legion.

CONTROL TRACK

A Dark Angels win advances their Control-Track claim on the district by one step; both wings have taken and held the ground. A defender win holds the marker and denies the advance, and the wing that was broken takes an attrition penalty for having fought alone.