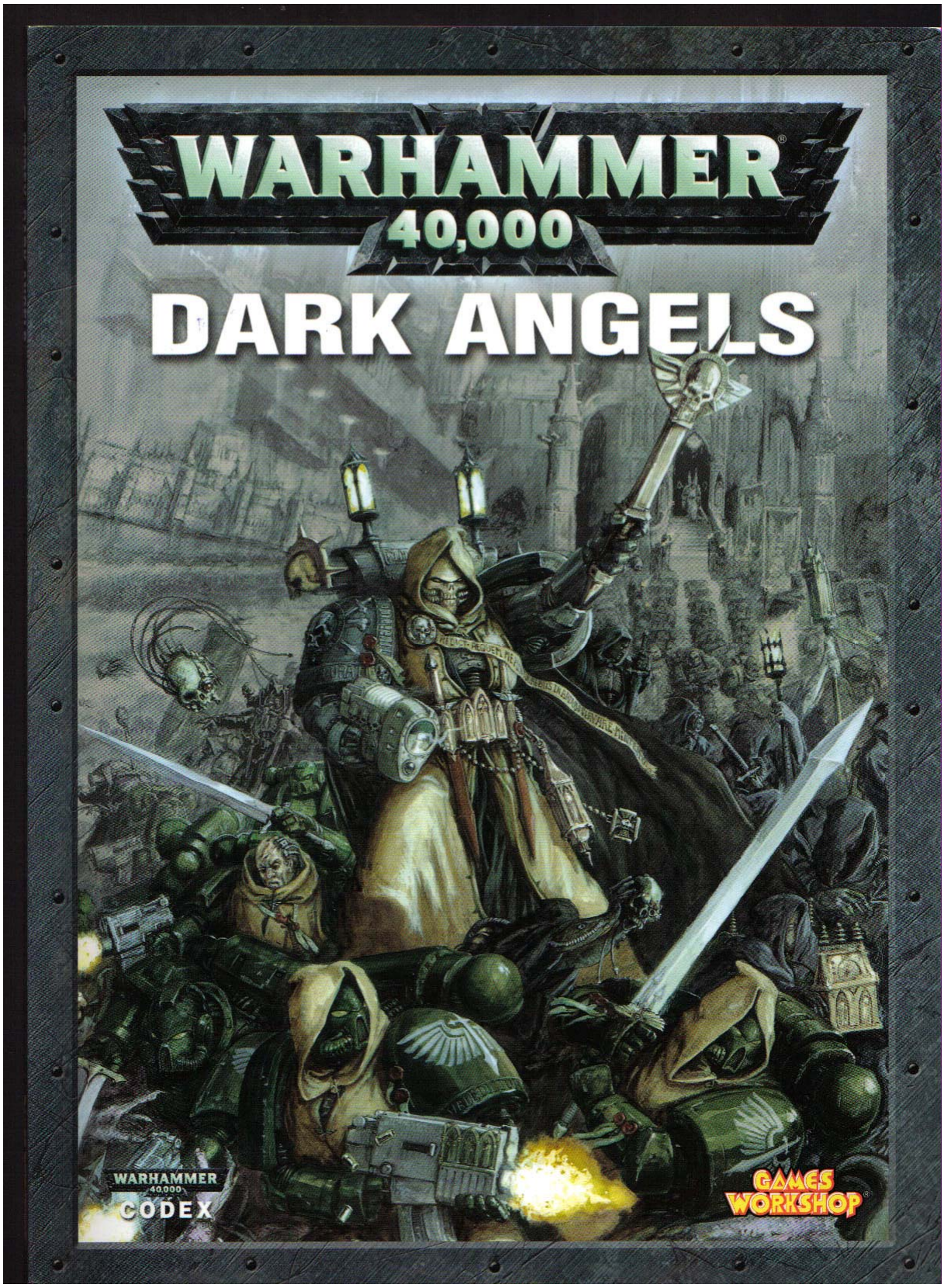
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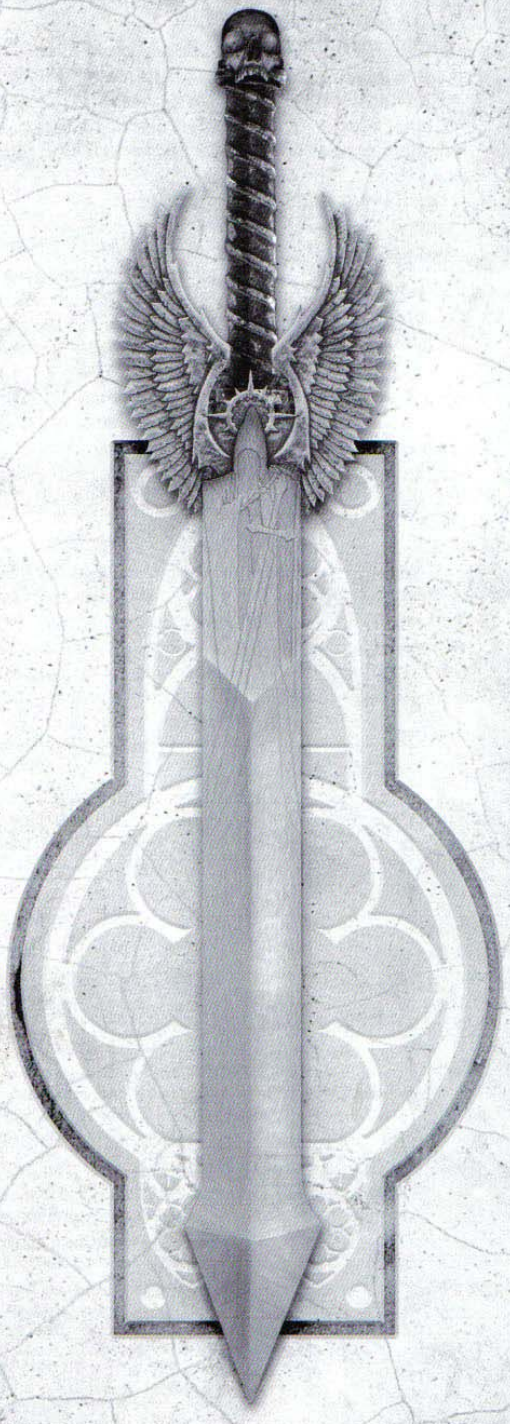

by Jervis Johnson and Andy Hoare

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INTRODUCTION

Welcome Brother Marine to Codex: Dark Angels, a book dedicated to the most secretive of all Space Marine Chapters. Codex: Dark Angels is the definitive guide to collecting, painting and playing with a Dark Angels army in the Warhammer 40,000 tabletop wargame.

THE WARHAMMER 40,000 GAME

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures in the war-torn universe of the 41st Millennium. Every army has its own Codex book that works with these rules and allows you to turn your collection of miniatures into an organised force, ready for battle. This particular Codex details everything you need to know about the Dark Angels, and allows you to use them in your games of Warhammer 40,000.

WHY COLLECT A DARK ANGELS ARMY

Space Marines are amongst the most powerful warriors of the 41st Millennium. They are not Human, but gene-enhanced superhumans, armed with the mighty bolter and protected by suits of power armour. Though few in number compared to the innumerable ranks of the Imperial Guard, each is a formidable warrior the equal of a score of mortal Men. They are able to call upon a fearsome array of weapons, equipment and vehicles.

The Dark Angels Space Marines are all of this and more. Their story is one of bitter betrayal and a secret mission they have pursued for ten thousand years – the truth of this quest for redemption known only to a select few. The Dark Angels appeal to players who like their Space Marines dark, gothic and sinister!

HOW THIS CODEX WORKS

Every Codex is split into four main sections that deal with different aspects of the army. Codex: Dark Angels contains the following:

• **The Dark Angels:** The first section introduces the Dark Angels Chapter of Space Marines and their part in the Warhammer 40,000 universe. It includes details of their origins, the terrible events of the Fall of Caliban, and the Dark Angels' organisation. Also included are details of famous battles in which the Chapter has fought.

• **Forces of the Dark Angels:** Each and every character, troop type and vehicle in the Dark Angels army is examined in this section. Firstly, you will find a full description of the unit, detailing its place within the army and the within Warhammer 40,000 universe as a whole. Secondly, you will find complete rules for the unit and details of any unique powers they possess or specialist wargear they carry into battle.

• **The Dark Angels army:** This section contains photographs of the range of Citadel Miniatures available for your Dark Angels army, gloriously painted by Games Workshop's famous 'Eavy Metal team. Markings for the various squad types and vehicles are included, as well as the colour schemes sported by some of the Successor Chapters. Lastly, six of the Dark Angels' Successor Chapters that share both their roots and their secret shame are described.

• **Dark Angels Army List:** The army list takes all of the units presented in the Forces of the Dark Angels section and arranges them so you can choose a force for your games. A force organisation chart categorises the units you can pick into HQ, Elites, Troops, Fast Attack and Heavy Support choices. Each unit type also has a points value attached to help you pit your force against an opponent's in a fair match.

FIND OUT MORE

While Codex: Dark Angels contains everything you need to play a game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine White Dwarf contains articles about all aspects of the Warhammer 40,000 game and hobby, and you can find articles specific to the Dark Angels on our website:

www.games-workshop.com

THE SPACE MARINES

What is it to be a Dark Angel?
It is to be the first Legion, the honoured,
the Sons of the Lion.

In the dark universe of the 41st millennium, vast and terrible forces threaten the very existence of Humanity. Alien races such as Orks and Tyranids ravage entire solar systems, and the soul of every Human is menaced by the daemonic powers of Chaos. Shielded only by the potent psychic power of the Immortal Emperor, the Imperium of Man is besieged by hostile foes. Ranged against these inimical enemies are the armies of the Imperial Guard, the giant war machines of the Titan Legions, and most potent of all, the mighty Space Marines of the Legiones Astartes.

A Space Marine is a towering warrior, his brute strength tempered by inhuman skill. He is armed with the fearsome bolter, a blessed weapon that fires devastating, mass-reactive shells that explode within the body of the target. He is protected by a suit of power armour, shielding him from the fiercest of enemy fire, whilst simultaneously strengthening his blows and allowing him to survive in the most hostile of environments. He is the product of intensive training and genetic manipulation, which transforms mortal Men selected from the deadliest warrior races in the known universe into the most lethal of superhuman killing machines in the Imperium's arsenal.

The Space Marines are organised into Chapters. Each Chapter is a self-sufficient army, equipped with its own spacecraft and capable of responding at a moment's notice to any threat to the security of the Imperium.

The Dark Angels are one of these Chapters, the very first to be founded at the dawn of the Age of the Imperium.

THE ORIGINS OF THE SPACE MARINES

Some Chapters have histories pre-dating the Imperium itself, back to a time more than ten thousand years ago when the Emperor of Humanity still walked among Men. In those days the Emperor created the Primarchs, twenty immortal superbeings who were to be his generals and comrades during the Great Crusade to reunite the Human worlds. The Primarchs wielded powers the like of which are not known in the universe today. The first Space Marines of the nascent Imperium were also the creation of that period. Each Primarch led a Legion of Space Marines, each a formation considerably larger than the later Space Marine Chapters.

The names of many of the Primarchs echo down the millennia, and the tales of their deeds are legendary. Names such as Lion El'Jonson, Leman Russ, Rogal Dorn and the angel-winged Sanguinius are spoken of with awe on worlds where Mankind dwells. They command a reverence second only to that afforded the Emperor himself. Other names are cursed wherever Men gather, for many Primarchs rebelled against the Emperor and followed Horus, mightiest of their number, when he raised his standard against all Mankind. During the dark time known as the Horus Heresy they gave themselves to Chaos, and ravaged the worlds of the Imperium in a war that was eventually to lead to the death of Horus, and the incarceration of the fatally wounded Emperor within his life-preserving Golden Throne.

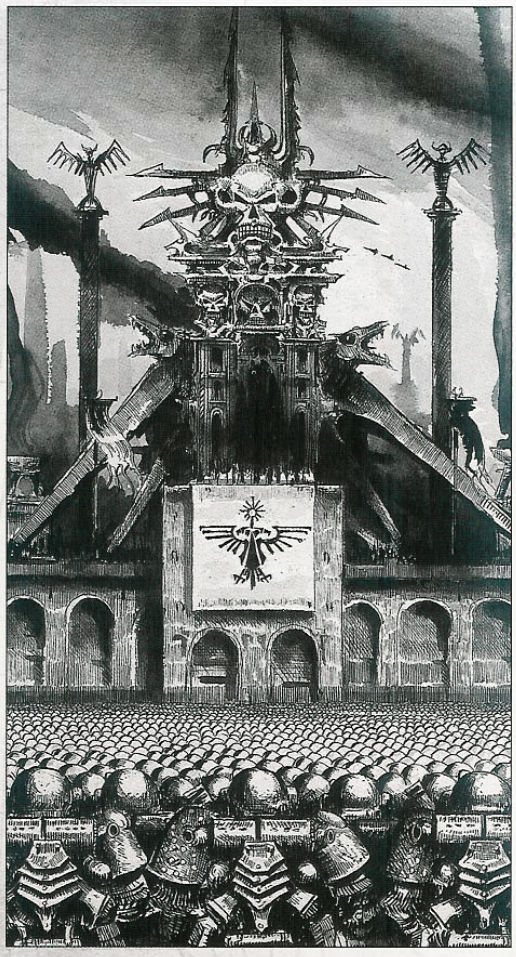
The Horus Heresy revealed weaknesses in the gene-seed of several of the early Space Marine Legions, which had been exacerbated by the need to keep the huge Space Marine Legions up to strength in the terrible wars being fought at the time. The insidious powers of Chaos had been able to manipulate this corruption to turn Horus and many of the Space Marines under his command against the Emperor. Once Horus was defeated it was decided to reorganise the structure of the forces of the Imperium so that a similar catastrophe could not happen again in the future.

The Space Marine Legions were divided up to create one Chapter of the same name as the founding Legion and a number of new Chapters with new names. This event was called the Second Founding, and over two dozen further Foundings have occurred in the ten millennia since. It is not known exactly how many Chapters were created in the aftermath of the Horus Heresy, as many Imperial records are incomplete or lost entirely, and whole Chapters have been created and destroyed in the millennia that have followed. What is known is that there are just over a thousand Chapters scattered across the Imperium at the end of the 41st Millennium, and the Dark Angels stand first amongst them.

ORIGINS OF THE DARK ANGELS

A moment of laxity
spawns a lifetime of heresy.
Never forget, never forgive.

Though the Dark Angels' name is spoken across the Imperium, very few know the tale of their origins. The truth is that they once teetered on the very brink of heresy, that a terrible betrayal besmirched all of the Chapter's feats of valour and left an indelible stain on their honour. Such is their shame that from that time on they have striven for absolution from the sins of millennia past. Only the highest ranking members of the Dark Angels Chapter know the terrible, shameful secret of what happened ten thousand years ago – a secret that drives the Dark Angels to search through space and time, towards a final, apocalyptic battle that will bring them redemption, or damnation…



THE LOST PRIMARCHS

The story of the Dark Angels begins 10,000 years in the past to the time when the Emperor, at the height of his powers, created the superhuman Primarchs. The genes used as the basic building blocks for these elite warriors had taken centuries to gather and refine, and despite the Emperor's most potent psychic warding, his industry did not go unnoticed by the malevolent powers of the warp. Though none can say exactly what tragedy occurred, it is speculated that the Chaos Powers combined their strengths and somehow stole the foetal Primarchs away from the Emperor, casting them beyond the Emperor's reach, throughout the galaxy.

The ward-encrusted incubator capsule of one Primarch, he who was to become Lion El'Jonson, founder of the Dark Angels, crashed upon an isolated planet on the northern fringe of the roiling Eye of Terror – the death world of Caliban.

CALIBAN

Caliban was as cruel and harsh an environment as any in the galaxy. The dark, twisted forests that covered the globe were infested with creatures that had been warped by unnatural forces. To tread the forest paths was to invite certain death, for so ferocious were these ravening beasts that mere day-to-day survival was a ceaseless struggle. The Human inhabitants of Caliban were forced to live in huge and forbidding keeps, located in clearings hacked from the thorny forests. Cut off from Terra by the warp storms that had ravaged the galaxy in the Age of Strife, civilisation on Caliban had regressed to a feudal state, ruled over by a warrior nobility.

The nobles of Caliban were raised from childhood to live and die by the sword; they were disciplined fighters and extremely brave. They rode to battle upon huge, black steeds, and wore a form of archaic powered armour similar to that used by the Space Marines. Like the Space Marines, their main weapons were the chainsword and the bolt pistol.

The nobles' lives were ones of constant hardship and fighting against the savage packs of creatures that lurked under the dark canopies. Life for many was a short and brutal affair, only the most skilled living to see their second decade. The twisted beasts lurking beneath the dark bowers were not mere subjects of myth and legend, they were an all-too real, and all-too dangerous reality of life on Caliban. Sometimes a creature so mutated and foul as to wither the vegetation in its path would terrorise an area, forcing the local ruler to declare a quest. Nobles from all around would come to attempt to kill the beast. Slaying a quest-creature could bring honour and renown for the noble skilled enough to kill it – more often than not, though, it brought only a bloody and horrific death at the teeth and talons of a hell-spawned abomination.