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Dark angels 7th edition codex

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The three pillars of Dark Angel armies are the Ravenwing, Deathwing, and Battle Companies. Games Workshop's strategy to force players into playing a variety of Dark Angel units is centered on making the most iconic Dark Angel army unplayable: the Deathwing.Deathwing Terminators were the beating heart of the Dark Angels, now they are merely an accessory you add to your army. Don't be discouraged though even without the Deathwing, Dark Angels are one of the top tier armies of 7th edition. Dark Angels get the amazing Space Marine Battle Company rules with a few twists and the Ravenwing ability to re-roll Jink saves make them very formidable. Thanks to products like Dark Vengeance Dark Angels are very easy to buy and field. Throw in a few Black Knight units, some transports, and anyone can have a competitive Dark Angel force. If you look below the surface you will also find some amazing units like Azeral, who is often used to force multiply allied Imperium units. The Dark Shroud is an example of one terrible unit made great with the current codex. As a starter army for competitive play you can't really do any better than starting with the Dark Angels especially on a budget.Below you find all the quick reference material you need to build an competitive or fluffy Dark Angels army. As of 10-25-2016 Dark Angel Unique Item groups are... (See tabs for details)Only one of each Relic of Caliban may be taken per army.Shroud of Heroes 10 pts:The bearer of the Shroud of Heroes has the Feel No Pain special rule. In addition, while he is not in a unit, the bearer has the Shrouded special rule.Foe-smiter 15 pts:Range 24 inches, Str 4, AP 4, Type: Assault 4, Master-Crafted, ShredLion's Roar 20 pts:The Lion's Roar is a Master-crafted combi-weapon. Range 24 inches, Str 7, AP 2, Type: Assault 1, Blast, Gets Hot, Master-Crafted, One Use OnlyMace of Redemption 30 pts:Range -, Str +3, AP3 Melee, Blind, Concussive, Bane of the Traitor = When the Mace of Redemption is used to attack a unit with the Chaos Space Marines Faction, its AP is increased to 1.Monster Slayer of Caliban 40 pts:At the start of each Fight sub-phase in which the wielder is locked in combat, roll a D6 to determine which profile the Monster Slayer of Caliban uses that turn. Roll of 1 = Range -, Str User, Ap3, Type: Melee. Roll of 2-4 = Range -, Str +1, Ap3, Type: Melee. Roll of 5-6 = Range -, Str +2, Ap3, Type: Melee, Instant DeathThe Eye of the Unseen 40 pts:The bearer of the Eye of the Unseen has the Fear and Preferred Enemy special rules. As of 10-25-16 The next section features all the various Formations each faction has. Expand each Formation for detailed information for, including (red highlighted) links to shopping lists for each Formation. The Unrelenting HuntRequirements: 1 Company Master, 1 Librarian, 1 Tactical Squad, 1 Deathwing Terminator Squad, 1 unit of Deathwing Knights, 1 Ravenwing Attack Squadron, 1 unit of Ravenwing Black Knights, 1 Ravenwing Dark Talon Restrictions: All units in this Formation must have the Dark Angels Faction.Special Rules: Hatred (Chaos Space Marines,Relentless No Respite, No Forgiveness: Models from this Formation that are within 12? of a model with the Chaos Space Marines Faction automatically pass Leadership tests, and can re-roll failed charge rolls.Source: Dataslate: The Unrelenting Hunt Dark Angels Librarius Conclave FormationRequirements: 1 Ezekiel, 2-4 Librarians Restrictions: All units in this Formation must have the Dark Angels Faction.Special Rules: Empyric Connection: At the start of the Psychic phase, you can nominate one model from this Formation. If you do this, the nominated model has access to any psychic powers known by other models from this Formation within 12? until the end of the phase; however, other models from this Formation within 12? of the nominated model cannot manifest psychic powers until the end of the phase. Furthermore, when the nominated model makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is at least one other model from this Formation within 12?. FocusedInterromancy: When manifesting the Mind Worm psychic power, models in this Formation can double the power's maximum range if there is at least one other model from this Formation within 12?.Source: Dataslate: Dark Angels Librarius Conclave Deathwing Redemption Force FormationRequirements: 1 model chosen from the following list: Belial, Company Master, Interrogator-Chaplain, Librarian, 2-5 Deathwing Terminator Squads, 0-1 Deathwing Command Squad, 0-1 units of Deathwing Knights, 0-1 Venerable Dreadnoughts Units Restrictions: If it is taken, the unit of Venerable Dreadnoughts in this Formation may only include one model, which must be given a Drop Pod as a Dedicated Transport. All Independent Characters in this Formation must have Terminator armour.Special Rules: Preferred Enemy (Chaos Space Marines)Deathwing Assault: All units in this Formation must be placed in Deep Strike Reserve. Immediately after determining Warlord Traits, make a secret note of which of your turns you would like each Deathwing Redemption Force in your army to arrive: your turn 2, 3 or 4. All units in this Formation automatically arrive by Deep Strike at the start of the chosen turn. If this Formation includes a Venerable Dreadnought embarked in a Drop Pod, the Drop Pod automatically arrives at the start of the chosen turn, and ignores the normal rules that determine when a Drop Pod arrives.Take the Fight to the Enemy: Units from this Formation can either shoot and then Run, or Run and then shoot, in the Shooting phase of the turn they arrive by Deep Strike.Source: Codex: Dark Angels Ravenwing Attack Squadron FormationRequirements: 1 Ravenwing Bike Squad or 1 Ravenwing Attack Bike Squad, 1 Ravenwing Land Speeders or 1 Ravenwing Land Speeder Vengeance Unit Restrictions: The unit of Ravenwing Land Speeders may only include one model.Special Rules: Scout.Attack Squadron: If the Ravenwing Land Speeder or Ravenwing Land Speeder Vengeance from this Formation scores one or more hits upon an enemy unit in the Shooting phase, then all models in this Formation's Ravenwing Bike Squad or Ravenwing Attack Bike Squad add 1 to their Ballistic Skill characteristic when shooting at the same target for the rest of the phase.Summon the Deathwing: Friendly units composed entirely of models with the Deathwing special rule do not scatter when they Deep Strike, so long as the first model is placed within 12? of a model from this Formation. For this to work, the model from this Formation must have been on the battlefield at the start of the turn.Source: Codex: Dark Angels Ravenwing Support Squadrons FormationRequirements: 1 unit of Ravenwing Land Speeders, 1 Ravenwing Land Speeder Vengeance or 1 Ravenwing Darkshroud Restrictions: The unit of Ravenwing Land Speeders must include at least 3 models.Special Rules: Grim Resolve, Interceptor, Strafing RunRavenshield: When an enemy unit declares a charge against a friendly unit with the Ravenwing special rule, models from this Formation within 24? of that friendly unit can choose to fire Overwatch against the charging unit (even though vehicles cannot normally fire Overwatch). Template weapons can only use the Wall of Death special rule if they are within 6? of the friendly unit. Remember that a unit can still only fire Overwatch once per turn.Support Squadron: All vehicles in this Formation must form a single Vehicle Squadron as described in Warhammer 40,000: The Rules. However, this Vehicle Squadron counts as two units for the purposes of calculating Victory Points if it is completely destroyed.Source: Codex: Dark Angels Ravenwing Silence Squadron FormationRequirements: 2 Nephilim Jetfighters, 1 Ravenwing Dark Talon Restrictions: None.Special Rules: Capture Run: When making a Bombing Run with the stasis bomb of this Formation's Ravenwing Dark Talon, do not roll for scatter; the stasis bomb hits automatically. Furthermore, enemy models that suffer an unsaved Wound from the stasis bomb must roll two dice and pick the highest result when taking their Initiative tests to see if they are removed as casualties. In missions that use Victory Points to determine the winner, the Slay the Warlord Secondary Objective is worth D3 additional Victory Points to the controlling player at the end of the game if the enemy Warlord was removed as a casualty as result of a Capture Run.Fighter Escort: When making Reserve Rolls, make a single roll for this entire Formation, which you can choose to re-roll. On a successful Reserve Roll, all of the units in this Formation arrive from ReserveSource: Codex: Dark Angels Hammer of Caliban Formation Requirements: 1 Techmarine, 1 unit chosen from the following list: Land Raider, Land Raider Crusader, Land Raider Redeemer, 1 unit chosen from the following list: Predators, Whirlwinds, Vindicators Restrictions: This Formation's unit of Predators, Whirlwinds or Vindicators must include three models.Special Rules: Monster Hunter, Tank HuntersHammer of Heretics: This Formation's Techmarine must begin the game embarked upon this Formation's Land Raider, Land Raider Crusader or Land Raider Redeemer. Whilst the Techmarine from this Formation is embarked upon the Transport vehicle from this Formation, that vehicle's Ballistic Skill is increased to 5.Might of the Lion: All vehicles in this Formation must form a single Vehicle Squadron as described in Warhammer 40,000: The Rules. However, this Vehicle Squadron counts as 2 units for the purposes of calculating Victory Points if it is completely destroyed.Source: Codex: Dark Angels Below are any links to any buying guides, product reviews, or tactical articles related to the Dark Angels.



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