

# WARHAMMER<sup>®</sup> 40,000

## STORM ANGELS

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# INTRODUCTION

Welcome Brother Marine to Codex: Storm Angels, a book dedicated to the secretive and fearsome Dark Angels Successor Chapter. Codex: Storm Angels is the definitive guide to collecting, painting and playing with a Storm 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 41<sup>st</sup> Millennium. Every army has its own Codex, which works with these rules and allows you to turn your collection of miniatures into an organized force, ready for battle. This particular Codex details everything you need to know about the Storm Angels, and allows you to use them in your games of Warhammer 40,000.

## WHY COLLECT A STORM ANGELS ARMY

Space Marines are among the most powerful warriors in the 41<sup>st</sup> 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 Storm Angels Space Marines are all of this and more. Their story is one of an inherited quest for redemption, along with a stain that has haunted them for over ten thousand years – the truth of their secret mission known only to a select few. The Storm Angels, like their Progenitor Chapter, appeal to players who like their army dark, sinister and gothic!

## HOW THIS CODEX WORKS

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

**The Storm Angels:** The first section introduces the Storm Angels Chapter of Space Marines and their part in the Warhammer 40,000 universe. It includes details of their origins, the Lost, and the Storm Angels' organization. Also included are details of famous battles in which the Chapter has fought.

**Forces of the Storm Angels:** Each and every character, troop type and vehicle in the Storm 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 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 Storm Angels army:** This section contains photographs of the range of Citadel miniatures available for your Storm Angels army, gloriously painted by Games Workshop's 'Eavy Metal team. Markings for the various squad types and vehicles are included, as well as the colour schemes sported by some of

the other Dark Angels Successor Chapters. Lastly, six of these brother Chapters that share the Storm Angels' heritage are described.

**Storm Angels army list:** The army list takes all of the units described in the Forces of the Storm Angels section and arranges them so that you can choose a force for your games. A force organization chart categorizes 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: Storm Angels contains everything you need to play the 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 Storm Angels on the website:

[www.games-workshop.com](http://www.games-workshop.com)



# **THE SPACE MARINES**

**What is it to be a Storm Angel? It is to carry the burden of ages past, and use it to fire your determination. Redemption is our goal; but until that day comes, we shall be sated with vengeance.**

In the dark universe of the 41<sup>st</sup> millennium, vast and terrible forces threaten the very existence of Humanity. Alien races such as the 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 forces. Ranged against these inimical enemies are the massed ranks 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 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 Storm Angels are one of these chapters, formed early in the Age of the Imperium.

## **THE ORIGINS OF THE SPACE MARINES**

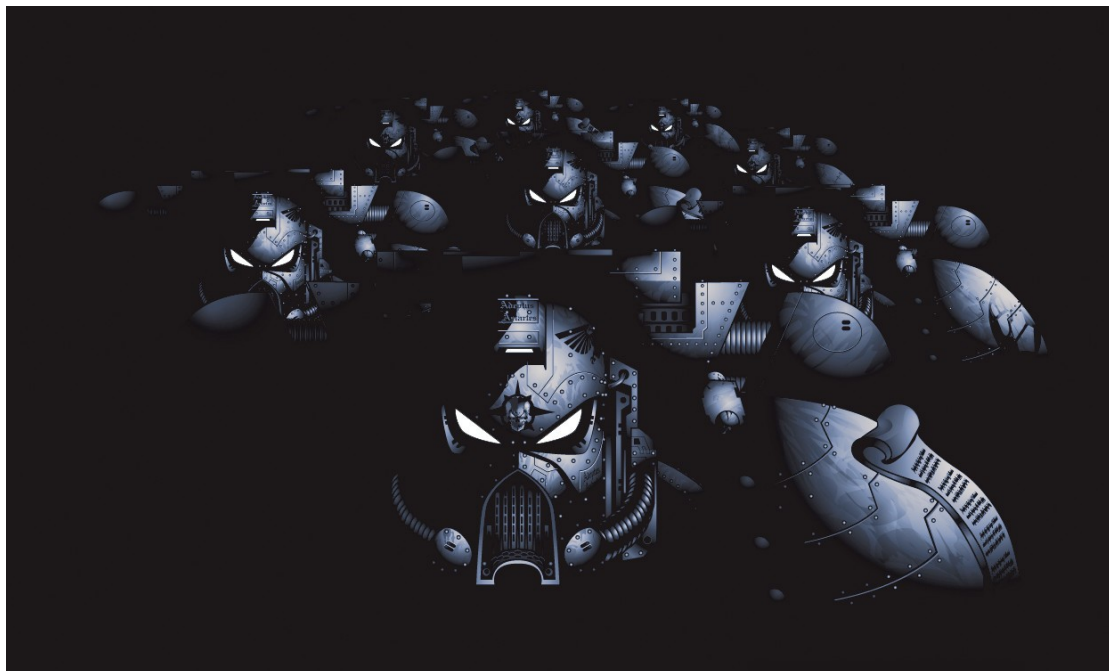
Some Chapters have histories pre-dating the Imperium itself, back to a time more than ten thousand years ago when the Emperor of Humanity still walked among Men. In those days the Emperor created the Primarchs, twenty immortal superbeings who were to be his generals and comrades during the Great Crusade 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 dwell. They command a reverence second only to that afforded to the Emperor himself. Other names, however, 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 of Mankind. During the dark time now known as the Horus Heresy these traitors gave themselves to Chaos, and ravaged the worlds of the Imperium they had once sworn to protect. This war eventually resulted in 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-seeds of several of the early Space Marine Legions, which had been exacerbated by the need to keep the huge 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 reorganize 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 41<sup>st</sup> Millennium, and the Storm Angels stand proudly among them.



# ORIGINS OF THE STORM ANGELS

**Relenting for a moment spawns a lifetime of heresy. We must remain strong in our minds, as well as our bodies.**

In the aftermath of the Horus Heresy, the Dark Angels Legion was pared down to a Chapter, and sired several Successor Chapters of its own. Of these, the Angels of Absolution, the Angels of Vengeance and the Angels of Redemption are amongst the best known, and along with the Storm Angels, these all maintain close links with their Progenitor Chapter. The Dark Angels and all of their Successors are collectively called the Unforgiven, though no outsiders and few even within the Chapters are fully aware of why this is the case.

After the terrible events leading to the destruction of Caliban, the Dark Angels' homeworld, the Unforgiven vowed to seek absolution from their Progenitor Legion's dark past by seeking out all those who had turned from the Emperor's light to the shadows of Chaos. (For the full story behind these terrible and tragic events, see the Codex: Dark Angels). This secret mission takes precedence over all else for the Unforgiven, who although they fight effective and well-planned campaigns, have been known to decline to support Imperial forces when requested to do so. On occasion, the Unforgiven have abandoned a campaign at a critical juncture with no reason being offered to explain why, leaving entire armies to be slaughtered and whole worlds to burn. Even when they do fight alongside other forces, the Unforgiven keep their own counsel, communicating little with their allies and brooking no interference with their own mission.

## THE ARMADA

The first Grand Master of the Storm Angels, its Chapter Master Rhamiel Patrozin, was given several frigates and strike cruisers and a large command vessel by the Dark Angels; and he took his fledgling Chapter in these ships to find a homeworld for them to settle on. It was while piloting the Storm Angels fleet through the Warp that the ancient Iron Warriors Battle Barge '*Prejudicial Punishment*' was discovered, a mighty vessel thought to have been lost decades earlier. Although the Iron Warriors had followed Horus during the dark period of the Heresy, no one had suspected that they had turned a vessel of that size over to the forces of Chaos. Unwilling to let such a potent warship remain in the control of the traitors and their dark masters, the Storm Angels boarded the mighty vessel en masse and eventually reclaimed what still remains the largest space hulk ever to have been recovered. Wielding his mighty power sword, Rhamiel Patrozin himself led the charge into the depths of the contaminated vessel, and stories are still told of the horrors he and his first company fought within. The Dark Gods, insanely furious at the Imperium's attempt to reclaim the vessel from them, fought long and hard to push the Storm Angels from the ship, and Warp storms engulfed the Battle Barge repeatedly, bringing fresh troops for the Ruinous Powers. It was while the 6<sup>th</sup> Company were fighting back a force of Chaos Space Marines from one of these storms in an extremity of the vast ship that the Dark Powers, no

doubt with a sense of glee, closed the storm with the 6<sup>th</sup> Company still inside, and they have never been returned to their brothers since. Nonetheless, over the course of several months of conflict and many battles, the vast ship was finally conquered, cleansed and purified. The Storm Angels then claimed it as their own, renaming the mighty warship the '*Lion of Justice*,' in homage to their lost Primarch.

Taking their hard-won victory as a sign of the Emperor's blessing, the Storm Angels decided to forgo a home planet, in favour of becoming a fleet-based Chapter. Following in the footsteps of their Progenitors the Dark Angels, they roam from planet to planet, seeking out the mightiest warriors from across the northern galaxy as potential recruits.

Over the millennia since the Second Founding, other ships have been added to the Storm Angels' fleet, which is now one of the largest fielded by any Space Marine Chapter, and is generally referred to as The Armada. Already aboard their ships, the Storm Angels can respond more quickly than most to the call of the Imperium, and are often the first to arrive at the scene of battle.

### **THE LOST COMPANY**

The Storm Angels sorely missed their brethren of the 6th Company, a Battle Company of some renown even in the Chapter's short history up to that time. Despite the great victory in reclaiming the Battle Barge, there was an edge of sadness that still clung to every Storm Angel. The Librarians of the Chapter went to their scryings, and declared that the company survived still, though they could not say where, or offer hope of their retrieval. The 6<sup>th</sup> Company was never reformed with new Space Marines, and their quarters still remain ready for their hoped-for return.

Three thousand years later, during the Battle of Talyn IV, a detachment of Storm Angels were under-strength and hard pressed by Chaos Space Marines of the Word Bearers, and were desperately holding onto a small defensive position while they waited for reinforcements - which were due to arrive about a day too late, by the reckoning of Sadriel Acutus, the Company Master in command. Suddenly another band of what appeared to be Chaos Space Marines appeared in the flames of the battlefield, and the Storm Angels thought the end was upon them. Readying themselves for one last heroic push at the enemy, they were stunned to see the new arrivals begin shooting at the Word Bearers. Without hesitation, Sadriel re-engaged the enemy and routed them with the aid of the newcomers. As they pressed home their advantage, the Storm Angels recognized, underneath the twisting corruptions the Warp had imposed upon their allies' power armour, the ancient colours and markings of the Storm Angels' 6<sup>th</sup> Company. Once the battle had ended, however, the newcomers disappeared without a trace, and before anyone could question them.

Reports of the encounter naturally found their way to the upper echelons of the Chapter, where they were received with mixed feelings. Some among the Storm Angels believed the '6<sup>th</sup> Company' to be some sort of trick played upon the Chapter by the Dark Powers, while some believed them to actually be

their lost brothers. The Librarians were unable to clarify the matter, and so it was decided never to trust these Marines if they appeared again.

Since that time however, the Lost Company has reappeared many times, always when the Storm Angels are in desperate need and always without warning or explanation. But each time they aid the Storm Angels in their battles, not once giving cause for distrust by their actions. Some among the troops believe that the 6<sup>th</sup> Company perished ten thousand years ago, and what appear are their unforgiven spirits, seeking absolution through the saving of their brothers. Others believe they survive still in the timelessness of the Warp, and that the Librarian of the 6th Company has found a way of using the Warp to bring the company to their brothers' aid when they need it most; but is denied by the Dark Gods the ability to exit the Warp completely. If this is the case, he is engaged in a constant, titanic psychic battle, the like of which strikes fear into any psyker who considers the possibility.

Whatever the case, these ancient and fearsomely skilled warriors are always able to turn the tide of battle when they appear, seemingly able to endure withering firepower that would annihilate normal Space Marines, and able to use their vast experience as veterans of the Heresy to fight more effectively than any foe they encounter. Statistics show that of all the foes the Storm Angels face, the Lost Company reappear most often when the forces of Chaos are the enemy. Whether this is because of a special hatred on their part, or because of some connection to the Warp, no one can say. All that is known for sure is that when the victory is won, the Lost Company disappear; leaving only mystery and thankful Storm Angels in their wake.

### **THE INNER CIRCLE**

After the Fall of Caliban, the senior members of the Dark Angels Legion assembled in a secret conclave. They decided that knowledge of the fall of their brothers must remain undisclosed for all time; that no outsider must ever learn of the schism that had split the Legion, or that Space Marines of the Dark Angels Legion had turned to the Ruinous Powers. Should this dreadful truth ever become known, they feared, the Dark Angels and their Successors would be reviled as traitors, and all hope of expunging the stain to their honour would be lost forever. An Inner Circle of the Legion's most senior officers was formed to forever guard this dangerous knowledge, and each swore oaths of unspeakable binding.

In the beginning, the brethren celebrated that all of the Fallen had been vanquished, believing that they had perished in the cataclysmic events of the Fall of Caliban. But the traitors, the fallen Dark Angels, had disappeared deep into the Warp during the destruction, the Dark Gods' fury scattering them far and wide. The Legion's Librarians had been inducted into the Inner Circle, and their scryings determined that the traitors lived yet. The masters greeted this news with mixed emotion. On the one hand, they feared that while the Fallen lived, they might spread knowledge of their treachery throughout the galaxy. But on the other hand, if the traitors could be tracked down and made to repent, then the sins of the entire Legion might one day be absolved, washed away in the blood of the Fallen.



The Grand Masters of the nascent Inner Circle swore that so long as even one of the Fallen remained alive and unrepentant, the Dark Angels and their Successors would be Unforgiven, cursed by their traitorous brothers to atone for all eternity for the sins of the past. Until every last of the Fallen was captured and made to repent, there could be no peace for the True Sons of the Lion. This would be the secret mission of the Inner Circle, and through its machinations, that of all Sons of the Lion.

As the decades after the Fall of Caliban turned to long centuries, the Inner Circle took shape. It grew from a shadowy, ad hoc conclave to a formal, if still clandestine, organization. As the second and subsequent Foundings produced more Successors, the Inner Circle's reach spread farther, encompassing the upper ranks of all the Unforgiven Chapters. A new generation of Unforgiven arose, their elders instructed to keep them ignorant of the sins of their fathers. The truth of what occurred at the Fall of Caliban was withheld, known only to the increasingly small number of Brethren who had survived it. Where many Space Marine Chapters openly celebrated their ancestors' achievements, the Dark Angels and their Successors take great pains to conceal the truth of their history, much of their teachings couched in allegory and myth.

And so the Inner Circle turned its back and hid its true face even from its own, choosing to keep newly recruited brothers entirely ignorant of the Unforgiven's earliest history. Only upon his ascension to the 1<sup>st</sup> company would a battle brother learn of the events that had transpired at the very dawn of the Age of the Imperium. Rising through the intricate and convoluted ranks of the Inner Circle, he would learn more and more, the secrets one by one revealed as his masters' trust in him increased. Only upon ascension to Grand Master would the truth be revealed, and even then it is likely that there remain revelations known only to the holder of the title of Supreme Grand Master; the Chapter Master of the Dark Angels himself.

Only the most trusted of Brethren are considered for membership of the Inner Circle. These are observed from afar, sometimes finding themselves inexplicably shadowed for many years by the diminutive and mysterious Watchers in the Dark. It may be decades before the individual is approached. Only warriors who have fought through the ranks for many years and have proved their loyalty to the Chapter time and time again are allowed to progress. Silent and hooded Brothers lead them before the Inner Circle for judgement, and soon after they are elevated to the Strikewing, or their own Chapter's equivalent 1<sup>st</sup> Company. That, or they disappear forever.

Each company of the Storm Angels is led by a Company Master, who has passed through the ranks of the Strikewing and is privy to many of the secrets of the Inner Circle. Many of the Chapter's supernumerary officers – Interrogator-Chaplains and Librarians – are also inducted into its ranks, learned in not just their own speciality, but in the secrets of their Chapter also. Notably, the Techmarines are not members of the Inner Circle, for their oaths

to the Mechanicus of Mars are not compatible with those required by the Inner Circle.

### **THE HUNT FOR THE FALLEN**

In the eyes of the Inner Circle, the only way that the Unforgiven can rid themselves totally of their shame is if all of the Fallen are captured and made to repent. However, this would be no easy task, for the Warp had scattered the survivors not just throughout space, but through time as well. Thus the Unforgiven know that their quest for redemption will not be over for a long time yet. Therefore, no matter the mission that the Storm Angels are called upon to carry out for the Imperium, the search for the Fallen is always the primary focus of the Inner Circle, and a quest that the Unforgiven can never relinquish.

Though the Fallen Dark Angels chose the Ruinous Powers over their brethren, not all of them have succumbed to the power of Chaos to the same degree. Some of the Fallen have embraced the way of the Dark Gods totally, becoming true Chaos Space Marines. These Fallen do not belong to a Chapter of their own. Instead, they are dispersed throughout the galaxy, some as isolated individuals and others gravitating together in small bands. As each of the Fallen is a Space Marine of the First Founding, he is a veteran warrior the like of which is rarely seen in the 41<sup>st</sup> Millennium. They often rise to positions of considerable power, taking control of entire armies of lesser men and leading them to their destruction for the Fallen's own ends. Some have ruled entire planetary empires, sowing death and misery across whole sectors and waging bitter wars that have lasted decades and cost the lives of billions.

The Fallen are especially dangerous when they gather together, for then the Imperium is faced with a force of warriors whose skill at arms is matched only by the bitterness in their hearts. When Fallen gather, it may take the entire Strikewing to bring them down, and many brave brethren will die for the smallest victory.

Perhaps the most destructive are those upon whom the Dark Powers have played the cruellest of tricks. On occasion, a Fallen has appeared upon a world of the Imperium having only just – to his frame of reference – been plucked from the disintegrating surface of Caliban. To him, the intervening millennia have passed in the blink of an eye. Driven beyond sanity by the event, such an individual may launch himself upon the servants of the Imperium, becoming a terrible force of vengeful rage, raving aloud those secrets that the Inner Circle have worked so hard to keep silent. This the Inner Circle fears above all else.

Other Fallen have realized that their actions during the Fall of Caliban were wrong. Disgusted by their weakness in the face of the corrupting influence of the Chaos Gods and unable to reconcile themselves with their order, they lead a forlorn existence. Many become mercenaries or pirates, roaming the galaxy as masterless Men. Others are willing to atone for their sins, and in an attempt to do so, have integrated themselves back into Human societies. These may become the leaders of one of the uncounted small, outlying

communities that so often slip through the cracks of the monolithic Imperium of Man.

The Unforgiven can go years without hearing any rumours that might lead to the capture of one or more of the Fallen. Once captured, however, the Fallen is transported in the utmost secrecy back to the Dark Angels' home on The Rock, where he is imprisoned in one of its dungeons and Interrogator-Chaplains attempt to make him repent. Occasionally a Fallen does, and for his pains is given a quick and merciful end. More often than not, however, the captured Fallen refuses to admit his sins, and suffers a drawn-out and agonizing death at the hands of those trying to save his soul.

#### **CYPHER, FALLEN DARK ANGEL**

Of all the Fallen, none is as hated – or indeed, feared – as the enigmatic and deeply sinister individual known as Cypher. He appears as if from nowhere, bringing death and destruction with him, and vanishes as abruptly as he arrived. Cypher's continued existence bears testimony to his almost supernatural prowess and ability to escape capture. Some believe that he is watched over by the same Dark Powers that originally snatched him from the Fall of Caliban, repeating this feat whenever his pursuers close upon him.

Cypher rarely speaks, and no one knows his real name, though the ancient Dark Angels power armour beneath his robes speaks of his connection to the Chapter. He also carries a sword that he never draws or uses in combat, which could be the fabled Lion Sword, once wielded by Lion El'Jonson himself. Whatever the truth, it is certainly the case that if he is ever in one place for any amount of time, the Fallen seem to be attracted to him, though none know how they are able to find him. The Inner Circle hate and fear Cypher, and would do almost anything to capture or kill him.



# CHAPTER ORGANIZATION

When the Space Marine Legions were broken down into smaller Chapters at the end of the Horus Heresy, the Dark Angels and their Successors were some of the few Chapters that did not use the strict organization laid down by Robouteau Guilliman in the Codex Astartes. This being said, any outsider would find it hard to spot differences between the Storm Angels and a Chapter that was rigidly sticking to the Codex, such as the Ultramarines.

It is in the organization of the higher levels that deviations from the Codex Astartes can first be seen. All Chapters include a number of officers and specialists who stand aside from the company organization. In the Storm Angels these individuals are known as the Inner Circle. Members of the Inner Circle may be assigned to fight with a company in battle, and include the Chapter's Librarians and Interrogator-Chaplains.

The Chapter relies on a large support staff, and highly ranked members include the Victuallers and the Grand Masters of the Fleet, the Arsenal, the Recruits and the Watch. Although each Grand Master is a Space Marine, there are actually relatively few brethren in the Chapter's support staff, and the Chapter's Human serfs fill most non-combatant roles. The Chapter includes a large number of support staff that do not know the full history of the Unforgiven, but who hold great responsibility nonetheless. Many are non-combatants of advanced years, charged with the day-to-day administration of the Chapter. The largest group of Space Marines in the support staff are the Armourers and Techmarines, who are aided in their work by hundreds of mono-task Servitors.

Each of the ten companies of the Storm Angels is led by a Company Master, or Master of the Storm Angels, who has progressed through the ranks of the Strikewing and is a member of the Inner Circle. He is attended by a Command Squad, comprising the Company's Standard Bearer, Apothecary and Champion, as well as other brethren assigned to aid the Master in his duties. Each Company apart from the Strikewing also includes a Chaplain, who presides over the brothers' spiritual welfare and stirs their fury upon the field of battle.

Of the ten companies comprising the Storm Angels Chapter, the first two are unique to the Unforgiven Chapters and do not follow standard Codex organization. The 1<sup>st</sup> Company is called the Strikewing and consists entirely of veteran troops in Terminator armour. They are never fielded in power armour, as is the case in most Codex Chapters.

The Thunderwing is the name of the 2<sup>nd</sup> Company of the Storm Angels. It is a highly specialized formation used for scouting, and for assault missions where speed is more important than heavy firepower. To this end all of the Space Marines in this company ride on bikes or Land Speeders, which are organized into special units called attack or support squadrons.

The remainder of the Chapter is mostly organized along Codex lines. The 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> are Battle companies; each consisting of up to six Tactical squads, two of Assault and two Devastator squads. These three Battle companies form the main battle lines and generally bear the brunt of the fighting.

The 6<sup>th</sup> is called the Lost Company, due to events described earlier. They are a Battle Company, and are organized as they were nearly ten millennia ago, although their wargear is not necessarily that with which they disappeared. They have the archaic marking system of their time, and any ten members of the Company can appear on the field of battle.

The 7<sup>th</sup> is a Tactical Company, consisting of ten Tactical squads. This is one of the three Reserve Companies, which may be used to bolster the front line, launch diversionary attacks or stem enemy flanking moves.

The 8<sup>th</sup> Company consists of ten Assault squads. This highly mobile company is often equipped with jump packs, and is fielded in the assault role whenever a strong hand-to-hand fighting force is needed to storm an enemy strongpoint.

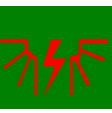
The 9<sup>th</sup> Company is made up of ten Devastator squads. It is the most powerfully equipped company in the Chapter, and is used to bolster defensive positions and provide long-range support.









The 10<sup>th</sup> Company consists of a number of Scout squads; youths who have been recruited and partially transformed into Space Marines. There is no formal size for this company, since the rate of recruitment varies.

The 3<sup>rd</sup> to 9<sup>th</sup> companies maintain Rhino transports for each of their squads and officers. The Command squad of each Company has its own Razorback, and Drop Pods are held by the Armada. The Strikewing has a permanent unit of Land Raiders for carrying the Terminator squads. More of each vehicle type are held by the Armoury, to be issued to individual squads as the needs of battle dictate.


Many of the Battle and Reserve Companies include a number of Dreadnoughts. It is customary for Dreadnoughts to remain a part of the company in which the warrior served before being interred within the metal sarcophagus in which he now fights, and his presence increases the company's fighting strength considerably. Dreadnoughts assigned to the Strikewing are particularly revered warriors, and their experience combating the Fallen is much valued by the Masters of the Storm Angels.

# CHAPTER ORGANIZATION CHART

<p style="text-align: center;"><b>INNER CIRCLE</b></p> <p>Supreme Grand Master (Dark Angels Chapter Master)          Grand Masters, Company Masters          Interrogator-Chaplains          Librarians          Master of the Forge</p>	<p style="text-align: center;"><b>THE STRIKEWING</b></p> <p>Company Master          Apothecary          Standard Bearer</p> <p style="text-align: right;"><b>Squads:</b> 20 Terminator  <b>Support:</b> Dreadnoughts          Land Raiders</p>	
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<p style="text-align: center;"><b>THE THUNDERWING</b></p> <p>Company Master          Chaplain          Apothecary          Standard Bearer</p> <p><b>Squadrons:</b>          Attack Bikes          Land Speeders          Bikes</p>	<b>BATTLE COMPANIES</b>				<b>RESERVE COMPANIES</b>		
	<p style="text-align: center;"><b>3<sup>RD</sup> COMPANY</b></p> <p>Master          Chaplain          Co. Champion          Apothecary          Standard Bearer</p> <p><b>Squads:</b>          6 Tactical          2 Assault          2 Devastator</p> <p><b>Support:</b>          Dreadnoughts          Rhinos</p>	<p style="text-align: center;"><b>4<sup>TH</sup> COMPANY</b></p> <p>Master          Chaplain          Co. Champion          Apothecary          Standard Bearer</p> <p><b>Squads:</b>          6 Tactical          2 Assault          2 Devastator</p> <p><b>Support:</b>          Dreadnoughts          Rhinos</p>	<p style="text-align: center;"><b>5<sup>TH</sup> COMPANY</b></p> <p>Master          Chaplain          Co. Champion          Apothecary          Standard Bearer</p> <p><b>Squads:</b>          6 Tactical          2 Assault          2 Devastator</p> <p><b>Support:</b>          Dreadnoughts          Rhinos</p>	<p style="text-align: center;"><b>6<sup>TH</sup> (LOST) COMPANY</b></p> <p>Master          Chaplain          Co. Champion          Apothecary          Standard Bearer</p> <p><b>Squads:</b>          6 Tactical          2 Assault          2 Devastator</p> <p><b>Support:</b>          Dreadnoughts          Rhinos</p>	<p style="text-align: center;"><b>7<sup>TH</sup> COMPANY</b></p> <p>Master          Chaplain          Co. Champion          Apothecary          Standard Bearer</p> <p><b>Squads:</b>          10 Devastator</p> <p><b>Support:</b>          Dreadnoughts          Rhinos</p>	<p style="text-align: center;"><b>8<sup>TH</sup> COMPANY</b></p> <p>Master          Chaplain          Co. Champion          Apothecary          Standard Bearer</p> <p><b>Squads:</b>          10 Tactical</p> <p><b>Support:</b>          Dreadnoughts          Rhinos</p>	<p style="text-align: center;"><b>9<sup>TH</sup> COMPANY</b></p> <p>Master          Chaplain          Co. Champion          Apothecary          Standard Bearer</p> <p><b>Squads:</b>          10 Assault</p> <p><b>Support:</b>          Dreadnoughts          Rhinos</p>
							

<p><b>ARMOURY</b></p> <p>Techmarines &amp; Servitors          Razorbacks, Predators, Vindicators          Whirlwinds, Land Raiders</p>
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<p><b>10<sup>TH</sup> (SCOUT) COMPANY</b></p> <p>Master          Chaplain</p> <p style="text-align: right;"><b>Squads:</b>          Scouts</p>	
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<p><b>OTHERS</b></p> <p>Administration Staff &amp; Support          Personnel</p>
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# **THE STRIKEWING**

**Hiding in the darkness of fearful places lie the enemies of the Emperor. You are to enter these haunts and cleanse them. May the Emperor's light guide you.**

The Strikewing is the 1<sup>st</sup> Company, or Terminator Company, of the Storm Angels Chapter. The 1<sup>st</sup> Company of most Chapters consists of veterans who may fight in Terminator armour or power armour, as dictated by battlefield requirements. The Storm Angels, however, in imitation of their Progenitors the Dark Angels, are relatively unusual in maintaining an entire company that is only ever fielded as Terminator squads. It is thought that when the Dark Angels Legion was divided, the Terminator-equipped Assault Company was divided into a number of 100-strong units, and each assigned to a Chapter formed from the Legion. The Strikewing is a force able to march irresistibly into the face of the heaviest of enemy guns; but they are also much more than this. The Strikewing is the iron fist of the Inner Circle, the deliverer of justice, and none can stand in the face of their intractable determination.

The Storm Angels paint their Terminator armour dark green in homage to their forebears, the Dark Angels. The Strikewing never forget the mission of atonement they carry out; the dark colour reminds them of their past, and fires their determination to absolve themselves from the sins of their ancient past.

Countless are the fabled battles that the Strikewing have fought over the millennia, and stories of these are told to recruits and scouts as they progress through the Chapter. Often couched in allegory, these tales tell of heroes returned from war only to find their brethren corrupted or enslaved; while others tell of self-sacrifice and the absolute refusal to accept defeat, even against the most overwhelming odds. All are tales of bitter woe, ending in the defeat of the foe at terrible cost to the heroes, and of an eternal stain on the honour of those who come after them. Such tales instil in every Storm Angel a zealous drive to right ancient wrongs and to seek out the enemy no matter where they hide. Every Storm Angel aspires to join the Strikewing, and lead the assault against the enemies of the Unforgiven and the Emperor. Thus are their minds prepared for the terrible truth of the Unforgiven's past, should they eventually prove themselves worthy of learning it.

# THE THUNDERWING

**The Thunderwing is the outstretched sword of the Unforgiven, bringing swift vengeance upon the Fallen.**

The Thunderwing is the name of the 2<sup>nd</sup> Company of the Storm Angels Chapter. Instead of the usual dark grey of the rest of the Chapter, the Thunderwing's bikes and Land Speeders, as well as their power armour, are painted in darkest blue, the colour of a midnight storm. Named after the fearsome noise of their motorized company and the horizon-wide inevitability of a storm, the Thunderwing are a highly mobile force, called in to scout ahead of the battle companies, or provide fast support and incisive, swift incursions. However, they are also much more than this: the true, secret function of the Thunderwing is vital to the ten thousand year mission of the Unforgiven.

Although only the company's highest-ranked officers know it, the Thunderwing's primary role is to hunt down and capture the Fallen. Therefore, the members of the 2<sup>nd</sup> Company are granted limited knowledge of the history of the Storm Angels – more than the 3<sup>rd</sup> to 10<sup>th</sup> companies, but much less than the Strikewing and the Inner Circle. Detached Thunderwing squadrons range far and wide, their overall mission dictated by the Inner Circle. Intelligence is gathered, leads pursued, and information passed back to the Chapter's shadowy masters. Then, when the order is given and a target assigned, the Thunderwing descend upon their victim with ruthless efficiency.

To the Brethren of the 2<sup>nd</sup> Company, those they are ordered to capture are vile and debased heretics, renegades and traitors. All Storm Angels are trained to be deaf to their captives' lies and protestations, and the Thunderwing are even more so, for the traitors will seek to undermine faith in the Chapter and in Lion El'Jonson himself. The captive will speak terrible falsehoods of treachery and schism, and attempt to lure the Brethren from the light of the Emperor. For this reason, the Brethren selected for the 2<sup>nd</sup> company are chosen not just on the basis of their affinity with fast attack vehicles – they must also be the most stoic of Men, their mental fortitude exceptional, even for a Space Marine. The members of the Thunderwing are ministered to by the Chaplains, and monitored closely for any sign of spiritual turmoil or corruption brought on by their close contact with the malign Fallen.

The Thunderwing might go decades or even centuries with no little or no success achieved in tracking down their targets. In the meantime, they act as a conventional rapid strike force for the Storm Angels' battle companies. But if suddenly some scrap of information is uncovered or a distant rumour overheard, the Thunderwing will be despatched once more on their true mission. On occasion they might hunt down and capture a single Fallen – a great achievement indeed – but, very rarely, the Thunderwing might locate a concentration of targets; perhaps even an entire band of Fallen Dark Angels. If this happens, they will call in the Strikewing, who teleport in from orbiting spacecraft. Once combined, no one may resist the might of the 1<sup>st</sup> and 2<sup>nd</sup>



companies of the Storm Angels. And with every Fallen captured, the Storm Angels gain redemption, one heretic at a time.



# rites and Initiation

**Your past life means nothing now. Leave it behind and look to a glorious future, for now you have a new family. The Chapter is all that matters. You are a Storm Angel.**

Every Chapter of Space Marines must recruit new warriors into its ranks in order to survive. The Storm Angels select 'aspirants' from a host of worlds across the northern galaxy, over which the Armada orbits while the rites of selection are performed below. Warriors must always be chosen while they are still young, before their bodies become too mature to accept the gene-seed, which will turn them into Space Marines. The procedure of implantation is just the beginning, for it takes several years for the genetic implants to achieve the transformation. During these years, the recruit is known as a Space Marine Scout – neither fully a Space Marine, nor now a mere human.

Nineteen varieties of gene-seed, corresponding to the nineteen different superhuman organs that make a Man an Astartes, are surgically implanted into the aspirant. Most Chapters have existed for thousands of years, and during that time the gene-seed belonging to some of them has mutated. This has resulted in changes to the exact nature of the artificially cultured organs. Such changes may sometimes make an organ useless; in other cases, changes to an organ might reduce its effectiveness or cause strange new effects. Whatever the result, it will affect the entire Chapter – all Space Marines belonging to the Chapter have implants cultured from the same original gene-seed. As well as mutations, some Chapters have lost one or more types of gene-seed due to accident, genetic failure, or some other cause. Very few Chapters thus possess all nineteen original implants.

The Dark Angels and their Successors are distinct in that their gene-seed is one of the purest and least degraded – there are no known aberrations in the Dark Angels' genetic stock. This makes the fact that the High Lords of Terra have ordered few, if any, subsequent Foundings using the Legion's gene-seed highly unusual.

Before being chosen from the ranks of aspirants, a human warrior must undergo the ritual trials unique to the Storm Angels Chapter – trials that test mental and spiritual strength as much as physical prowess. The Storm Angels are exceptionally vigilant in this regard, and will not risk any chance of impurities entering the Chapter's gene pool. It is enough to attempt atonement for the sins of the past, without risk of further heresy.

Once accepted, the genetic implantation and induction begins. The warrior becomes a Scout, and is placed under the tutelage of a sergeant, who will oversee his training. A Scout has a lot to learn – not only must he become accustomed to the wargear of a Space Marine, and deal with the genetic enhancement that are underway in his body, but he must also learn the litany of battle, which will fortify and strengthen him. He will eat, sleep, train and

learn the doctrines of the Chapter along with the rest of the 10<sup>th</sup> Company, joining them in battle as his training continues.

Only once the Scout's implants have fully matured and he has proven himself in battle will his sergeant judge him worthy of the title of Space Marine. Then he will be pronounced a full Brother of the Storm Angels Chapter, and is ready to join one of the Battle Companies.

# BATTLES OF THE STORM ANGELS

(This section will have to be completed by Games Workshop, if the Codex gets that far, as they have all the historical references needed to put battles into the correct context within the 40K timeline. Thus place names and dates are subject to change).

**THE BATTLE OF REQIN - 877.M35** A Dark Eldar strikeforce had conquered the planet Frakdis, to the north of the Ultima Segmentum, overrunning the Imperial Guard force there and submitting the Human population to terrible tortures. Responding to the frantic distress calls, transmitted before the last Imperial Guard unit fell, the Storm Angels battleforce 'Warspite' was diverted from their course back to the Armada after a successful campaign against Chaos forces amongst the Ghouls Stars. Arriving already battle-weary, the Space Marines reconnoitred the Dark Eldar presence on Frakdis, their commander deciding that an all-out assault on the capital city, Requin, would be the most effective tactic.

Wave after wave of Thunderhawk gunships descended from the heavens, reaching the ground just as a hundred Drop Pods landed around the city. Every armoured vehicle in the battleforce was deployed to the front lines, and pounded their way through the surprised Dark Eldar perimeter before the enemy could react. The foe soon rallied, however, and an epic city-battle raged for days as the Storm Angels' tanks slowly penetrated the metropolis.

Brother Ixara of the Strikewing, an honoured veteran sergeant, was following an armoured spearhead as it assaulted a former Imperial Guard barracks near the city centre. Now occupied by the enemy, the structure was being slowly ground into dust by Vindicators; brother Ixara and three other Strikewing squads waiting in Land Raiders for the enemy to break cover. Their defences disintegrating, the Dark Eldar inside suddenly gave a loud war cry and leapt out at the Storm Angels, attempting to cover their retreat.

Brother Ixara was ready for this. With a mighty battlecry of their own, the three Strikewing squads poured from their Land Raiders and fell upon the Dark Eldar like an iron tidal wave. The assault Terminators cut a bloody swathe through the enemy, aiming for the heart of their unit and the Farseer they were protecting. Brother Ixara called for his Librarian, who defended the Terminators from the psychic force of the Dark Eldar's attack as they closed in. The Farseer's last words as brother Ixara finally cut him down were a mystery to the veteran: "I'll never understand your kind, Human. You fight with such passion, yet are so willing to betray your own," he wheezed. Brother Ixara's lightning claws had already claimed his life, however, and the Dark Eldar said no more.

But now the Storm Angels suspected that a heretic had betrayed the inhabitants of Frakdis, possibly one of the Fallen that the Inner Circle so desperately desired to capture. With this information, the Thunderwing contingent was immediately dispatched to scout ahead and discover what they could about the fall of Frakdis.

In the Presidential Palace, Iuvart Patrozin was more than concerned at the Storm Angels' progress, and was raging at his Dark Eldar allies. The xenos were seeming less and less happy with their agreement by the moment, however, and cursed their ally's name to his face; at which he became more reasonable in his demands. All of this was witnessed by Scouts from the Storm Angels' 10<sup>th</sup> Company, and word of the true enemy was swiftly conveyed to the Thunderwing, who dispatched a Land Speeder immediately to relay the news to Sauriel Adonai, the Master of the 4<sup>th</sup> Company and leader of the Warspite battleforce. He turned to his Librarian and repeated the name, at which records were consulted and Iuvart Patrozin declared to indeed be one of the Fallen from near five thousand years hence.

With renewed ire, Sauriel sent his Thunderwing back to the presidential palace, now the focus of the entire Storm Angels battleforce. Under covering fire from two dozen Thunderhawks and with the rest of the army charging behind them, two full squadrons of the Thunderwing punched through the defences surrounding the palace and, falling to Dark Eldar heavy weapons as they penetrated the grounds, managed to get a solitary Biker into the building itself. This lone Marine killed many Dark Eldar inside the palace, blowing them apart with his mount's boltguns, scorching them with his flamer and running them down; before he too was hit. With his dying breath, he reached out and activated his bike's teleport homer.

Brother Ixara's Terminator squad and two others had been waiting for that signal, and now teleported directly into the huge palace, intent on finding the ancient traitor. Materializing around their fallen brother of the Thunderwing, the Strikewing squads' determination was fired even hotter, and they stormed through the corridors like a cleansing flame, destroying any that opposed them. The assault Terminators took point, smashing into rooms and wiping out the enemy in close combat, stepping aside only when

foes fired at them from range across great halls, to let their brothers pour storm bolter and assault cannon fire into the enemy. As they reached the heart of the palace, the Dark Eldar gave way to Chaos Space Marines, the true reason for the Dark Eldar's reluctance to terminate their agreement with Iuvart.

Their righteous fury boiling at the sight of these heretics, the Storm Angels raged into the attack, destroying the Chaos forces in a blaze of holy bolter fire and sweeps of their blessed power weapons. Bursting into the throne room with a blast of fire at their backs, they found Iuvart Patrozin in the process of summoning the Dark Gods' assistance.

With a grim satisfaction Brother Ixara raised his lightning claws as he approached the traitor, ripples of glowing power sweeping across the inhumanly sharp adamantium and causing the heretic to pause in his incantations, as Ixara held the weapons so close to Iuvart's face that his skin was scorched.

"Silence, blasphemer," Ixara commanded; "Your judgement is come."

With Iuvart captured and the Chaos forces routed, the Dark Eldar had no reason to stay and face the wrath of the entire Storm Angels battleforce, and so they retreated through their webway portal back to the Labyrinth Dimension from which they had come, taking scores of prisoners with them. The survivors of Frakdis have held the Storm Angels in special regard from that day to this.

Iuvart Patrozin was transferred to the command strike cruiser of battleforce Warspite's fleet, where he was found to be in possession of more information regarding the Fallen. With haste and under the stern watchcare of the Custodian Knights, he was transported to the Rock, there to be interrogated by the Dark Angels. As far as anyone is aware, he remains there still, locked in the depths of the fortress.

### **THE HAMMER AND ANVIL – 121.M36**

The Halo Stars and their worlds were experiencing the first tendrils of what would later be called Hive Fleet Leviathan, a vast force of Tyranids that swept across the sector like a plague, leaving nothing alive in their wake. Several worlds had already fallen to the xenos, the only Space Marines in the vicinity at the time were Dark Sons, who were forced to fall back by sheer weight of numbers on the aliens' side. Their Chapter Master decided to consolidate his forces on their homeworld, Darkhold, which was in the path of the Tyranid advance. Apparently seeing Darkhold as a threat to their progress, the Tyranids flooded into the planet's system, seemingly intent on wiping out the Imperial forces.

The Dark Sons' fleet fought bravely, but was soon overwhelmed by the masses of bio-ships, and the battle quickly shifted to the surface of the planet. In open areas the xenos were unstoppable, swarming over the ground by the thousand and shredding any resistance. The Imperial Guard battled bravely but for once, numbers were not on their side. Soon the Dark Sons realized that their only hope was to fall back once again to their fortress, if they had any hope at all. Despising the necessity, the Dark Sons sent out a call for assistance, to which the Storm Angels responded. The Armada was close by, and within hours the mighty Storm Angels fleet had warped to their brethren's aid.

The mighty warships punched a hole through the alien blockade, the three Battle Barges dropping into orbit while the strike cruisers and battleships engaged the enemy in space. Prepared en route, the Storm Angels quickly descended to the planet's surface; half a thousand drop pods screaming through the atmosphere, leaving blackened trails across the sky. Following them, Thunderhawks and Stormravens darkened the skies as they thundered into battle, dropping their lethal cargo before taking to the air once again to strafe the enemy from above. Deathwind drop pods smashed straight into the heart of the enemy, opening their doors to unleash barrages of missiles and assault cannon fire into the Tyranid horde; while from other pods Dreadnoughts emerged and from the rest troops roared forth with righteous fury at the alien menace.

This was no subtle, tactical incursion; this was all-out assault, using most of the Chapter as a single strategic weapon. A wall of armour led the charge into the xenos' ranks, Land Raiders, Predators, Vindicators and Whirlwinds at the vanguard. Rhinos and Razorbacks followed, bringing more troops to the line as the Storm Angels pursued the enemy toward the Dark Sons' fortress. As the Tyranid horde turned to face the new threat and the battle was engaged, Terminators disembarked from Land Raiders and teleported onto the field, taking the fight directly to the enemy. Fifteen Strikewing squads were fielded that day, an array of armour rarely seen, which relentlessly marched forward, smashing aside all xeno attempts to halt it.

Over committed, the Tyranids realized too late that they were now trapped between the anvil of the Dark Sons' fortress and the hammer of the attacking Storm Angels. Seeing the aliens' hesitation, the Dark Sons mounted their own mighty offensive, marshalling their forces and pushing out at the enemy as their allies pushed inward. Thousands of slaving Genestealers perished on the killing fields outside the Darkhold fortress in the dying moments of the battle, along with mighty Carnifexes that were overrun

themselves by the scores of Dreadnoughts targeting them. As the last Tyranids on the surface died, the bio-ships above broke off and retreated, pursued to the edge of the system by the Armada and the Dark Sons' ships, not to be seen again for some fifty years.

On Darkhold, as the wind slowly cleared the smoke from the battlefield, the carpet of twisted xeno corpses that was revealed was stunning to behold. The stench lay over the ground like an invisible fog, and clearing the area of the vile bodies was a grim task, which took the combined forces longer than did the battle. However, the people of Darkhold were all too eager to help, thankful as they were for the deliverance that the Emperor's Children had brought them. From that day to this, the Dark Sons hold the Storm Angels in special regard; and though the Unforgiven do not have friends, the Dark Sons are as close as any can get.

### **SCORPION BAY – 227.M39**

The small contingent of Storm Angels stationed on the recruitment world of Iuroidea were coming to the end of their assignment, and were looking forward to getting back to the rest of the Chapter and seeing active duty once more. Although guarding their potential future brethren was undoubtedly an important task, the Space Marines longed to sink their chainswords into the enemies of the Imperium once again. Being on diplomatic duty was stretching their courtesy as well, and they ached to shout warcries and wade into battle once more.

Their chance came when an Ork warband Telly-Porta'd onto the planets' surface, intent on seizing the spaceport at the capital, Segura. The spaceport was situated on the coast in Scorpion Bay, not far from the Storm Angels' barracks. Through information gleaned from the planets' own defense forces, the Space Marines learned that more Ork vessels were in orbit, waiting for the landing area to be secured by their advance party. If the spaceport were not held, the Ork reinforcements would be able to land, and then would easily overwhelm the defenders. Justus Agares, the veteran sergeant leading the Storm Angels on Iuroidea, quickly assumed command of the defense forces and used them to their greatest effect, to slow the Orks' advance into the city. They would be allowed to enter Segura, but at a pace chosen by Agares, and only into areas chosen by him.

While the human defence forces slowed and directed the enemy, Agares prepared Scorpion Bay for the arrival of the foe. With the bay on one side and the city forming a picket line on the other, the wharf was the ideal place to make a stand. Justus used the terrain and resources at his disposal to maximum effect, while also ensuring minimal casualties – the human defense forces would channel the Orks, but not engage them head-on. *That* was the Storm Angels' task.

With local armour reinforcing the city line and snipers in position among the excellent cover therein, Scorpion Bay was ready. Soon enough, the local forces herded the invaders into the killing field, and the Storm Angels revealed themselves: three squads against the Ork warband of a hundred greenskins. The enemy, frustrated at the lack of a direct fight up to then, snarled in fury at the fifteen Space Marines and launched themselves in a furious assault. The Storm Angels stood their ground, calmly laying down a withering field of fire with their boltguns that cut down the first wave with disdain. Local forces hidden among the buildings sniped at the Orks too, while the invaders tried to narrow the gap to the defenders to stop incoming fire. Soon enough the frenzied greenskins engaged the Space Marines directly, chopping and clawing at the armoured defenders, who were more than pleased to return the action, slicing through the Orks with power and chain swords. Justus Agares himself was in the centre of the fight, leading by example with his mighty power fist and blessed bolt pistol, slaying all who attacked with impunity.

Still the Orks kept coming, Nobz battering their way through the line with brute strength, and slowly the Space Marines' numbers began to dwindle. Brothers on the flanks fell, as the Orks attempted to circle the Space Marines; but Agares had planned for this. At his signal, the Storm Angels feigned a retreat, consolidating on one side of the wharf. With a derisive roar, the Orks raced past them into what they thought was the entrance to the spaceport, exactly as Agares had hoped they would. In fact, the spaceport's entrance was now behind the regrouped Space Marines, and the Ork force had swept victoriously into what they now saw to be a vast, enclosed loading area. The large steel doors slammed down behind them, trapping them in the loading bay, and the planets' defense forces gathered around the entrance, along with all the vehicles they could muster, and the remaining Storm Angels.

Before long, the Orks began firing at the steel doors, which could not endure the barrage and quickly began to collapse. As the greenskins saw daylight once more and prepared to charge back out, the combined defense forces unleashed every weapon they had at the loading bay, creating an awe-inspiring maelstrom of death that fractured, incinerated, shredded and perforated the enemy, until there was nothing left but gore inside the loading bay.

As the smoke slowly cleared and the extent of the destruction was revealed, a great cheer went up from the planetary guard, and their general shook Justus' hand heartily, thanking him. Agares smiled briefly at the general, and then gazed at the smoking remains of the now-ruined loading bay, coated inside with the remains of nearly a hundred Orks.

"Sorry about the mess," he said. The general just laughed.

"It would have been much worse, if not for you," he replied. For the next few years, an increased number of volunteers came from Iuroidea, and the people there hold the Storm Angels in special regard even now.

#### **THE RISE OF EZZARAN – 664.M41**

During 545.M41 a group of warriors from the feral world of Goronis IV, near the Occularis Terribus, were tested and recruited into the Storm Angels Chapter. After the usual rigours and trials, several were selected to receive the blessed gene-seed of Lion El'Jonson, and were subjected to the rituals of implantation. Soon after, these seven were inducted into the Scout Company, where their aptitude for battle was first noted by their superiors. A natural flair for combat was gradually tempered with the skills and discipline that a Space Marine requires, and within a decade these seven had proved themselves worthy to be Storm Angels Space Marines.

Assigned to the 9<sup>th</sup> Company, the former Goronians excelled at assault duties, displaying a fearsome appetite for battle whilst still keeping a clear head for tactics. Thirty short years later they were assigned to the 5<sup>th</sup> Battle Company, where they served with distinction in the assault squad for another twelve years. Four of their number were promoted to sergeant, and led squads of their own, still serving in that capacity to this day, where they fearlessly lead their troops and claim honour after honour for their loyal service.

The other three, however, were in the centre of a fierce rivalry, which had existed even before their becoming Space Marines. Jaxartes and Ezzaran used this competition to drive themselves forward in their service to the Emperor; however, Geroskesufael nurtured a bitterness within himself that would remain carefully hidden for many years. These three were moved to a Tactical squad, where they quickly proved themselves to be capable warriors in all aspects of the trade, surpassing many others in martial ability and tactical awareness. After serving as sergeants in three Tactical squads of the 5<sup>th</sup> Company with distinction for nigh fifty years, Ezzaran and Jaxartes were asked to join the Company Veterans squad, where they continued to excel.

Throughout this period, Geroskesufael became more and more withdrawn, his naturally taciturn nature giving way to an isolation that began to trouble his brothers. As his malaise deepened, his position stagnated. Jaxartes and Ezzaran continued to forge ahead through the ranks, while Geroskesufael began to cause his superiors to question the wisdom of keeping him where he was. His jealousy only deepened further over time.

It was at this point that the Halvic Uprising began, the forces of Chaos having somehow gained a foothold on what had been up to recently a peaceful agri-world. Halvia had a modest population, but its strategic position and the fact that it was a main supplier to the sector's premier forge world made its security a matter of some importance. Thus the Storm Angels were directed to attend and push the Dark God's forces back, and along with a contingent of the Angels of Absolution who were in the sector at the time, a strikeforce was put together and sent there with all haste.

During the ensuing engagement, the Space Marines found the enemy resistance greater than they had anticipated, and the battle raged on for several weeks. The carnage attracted yet more Chaos forces, and the resulting Warp storms made further Imperial reinforcements impossible. The situation grim, the Unforgiven Chapters readied themselves for a bitter fight.

As the intense conflict raged on, no-one noticed that Geroskesufael had disappeared, along with several others. Any brothers who did not report in were assumed killed, until the battle was over and the fallen could be identified. Thus his treachery went unnoticed until an assault squad of the 4<sup>th</sup> Company encountered a squad of Chaos Space Marines who were all but unaltered from their brothers, at least physically. Some of the enemy were recognized, and their presence was immediately reported. With heavy hearts, the commanders realized what had happened, and ordered the 5<sup>th</sup> Company Veterans squads to track down the heretics as quickly as possible.

Aided by several more-than-willing members of the Thunderwing, these set about their grim task. All Chaos Space Marines elicit a certain amount of sadness from the faithful brethren who encounter them, none more so than former members of their own Chapter. This, however, is totally eclipsed by the all-consuming righteous anger and hatred that every Space Marine feels when he beholds a blasphemer. Thus with this burning desire to punish the heretics and cleanse their reputation, the Storm Angels pursued Geroskesufael with fierce determination.

Ezzaran and Jaxartes charged into the stronghold of the Chaos forces, the Thunderwing ploughing ahead and the Strikewing following closely behind. As they penetrated the fortress of Harjen, the bikers broke off and maintained a perimeter to prevent their incursion being trapped, while the Veterans moved into the building itself, closely followed by the three Strikewing squads. Soon they encountered a force of twenty Chaos Terminators, who tried to pin them down in a vast lobby area. Urged onward by the stalwart leader of the Strikewing force, Ezzaran led the Veterans away through an anteroom, seeking the traitor Geroskesufael and the others who had defected with him.

Finding a path through the fortress's vast network of mazy passages was not easy, and the resistance was fierce. Jaxartes recommended leading their troops in two squads and searching the keep one level at a time, and Ezzaran agreed. Taking half the men, Jaxartes nodded to his friend and led them off around the castle. Ezzaran led the remaining veterans in the opposite direction. Floor by floor they searched, slaughtering Chaos forces as they went, meeting up each time with slightly fewer men and no sign of the traitor.

Finally upon reaching the uppermost levels, some six hundred feet above the battle raging outside, Ezzaran began to encounter his traitorous former brothers. His resolve fortified by the rage inside, Ezzaran shouted a mighty warcry and charged at the heretics. None stood before his wrath, and though the last of the veterans with him fell in combat, Ezzaran's superior strength and skill saw him scythe through all the Chaos forces who dared approach. On the other side of the tower, Jaxartes too was fighting his way inward, struggling to catch up with Geroskesufael himself. But it was Ezzaran who found his former friend in the uppermost room of Harjen's tower, chanting damned rites as he summoned the dark powers. Geroskesufael's eyes glowed a deep blue with the blasphemous energy of the Chaos gods, and his form had already started to succumb to the distortions of the Warp. Mighty muscles of dark flesh had burst from the remains of his power armour, and a huge, twisted power sword was in his hand.

"Brother!" he said in an altered voice; "Who of us is the stronger now? See what I can become, with someone willing to use me!"

"Silence, traitor! Ezzaran cried, and swung his bolter to bear, Releasing a flurry of bolts at Geroskesufael, he advanced toward him. Swatting the bolts aside with a sneer, Geroskesufael readied his mighty sword. Ezzaran himself was wielding an ancient power sword, presented to him on his ascension to the veteran squad; a large blade formerly wielded by a Terminator sergeant centuries before. The two blades met in a clash of energy, Ezzaran barely able to push back under the immense strength of his former friend. Breaking off, Ezzaran stepped clear and assessed his foe. Brute force was for once not on his side, and he realized that deceit would serve him better. Swapping the sword to his other hand, he used the distraction to draw his combat blade, which he held out of sight, concealed by his body. He knew there would only be one chance to end the fight with victory, and a mistake would mean death and the escape of this blasphemer. For the first time, Ezzaran felt fear of failure; but, steeling his thoughts, he prepared to make his gambit.

Swinging the sword in a mighty arc, Ezzaran disguised the direction of his cut until the last second, preferring to end the fight that way if possible. Geroskesufael was aware of the technique, however, and slapped Ezzaran's sword out of his grasp with a well-timed flick of his own weapon. Embedding itself in the wall of the fortress, Ezzaran's blade would play no further part in this fight, and he allowed himself to appear dejected. Closing, Geroskesufael laughed at his former friend's plight, raising his sword above his head to deliver the killing blow. In that instant, Ezzaran rolled his shoulder forward and pushed the combat knife's monomolecular blade as hard as he could into one of Geroskesufael's glowing eyes. With a flash of tainted energy, the blade vaporized and sent a shock down Ezzaran's arm. Screaming in agony, Geroskesufael thrashed around aimlessly with his sword, one hand clasped over his ruined eye.

"I will destroy you, Ezzaran!" he shouted. Ezzaran glared in hatred at what his old friend had become, and raised his boltgun once more.

"Go to the gods you have chosen," he said, pulling the trigger.

Moments later Jaxartes and the lone veteran with him entered the room, and found Geroskesufael dead on the floor and Ezzaran sitting beside the body, weeping. His right hand lay scorched and useless on his lap, and his sword was still trapped in the wall of the keep. Around these two lay the bodies of near twenty Chaos Space Marines whom Ezzaran had slain in his fury, and the two newcomers stayed silent for a moment as a mark of respect for their brother's deeds.

Soon, with their chief agent destroyed, the Chaos forces were beaten back and eventually retreated into the Warp once more. Halvia was saved, and Ezzaran had marked his place in the book of heroes.



# FORCES OF THE STORM ANGELS

This section of the Codex details the forces used by the Storm Angels – their weapons and units, and some famous special characters that you can choose, such as Grand Master Raziel Vassago. Each entry describes the unit and gives the rules to use them in your games of Warhammer 40,000.

The section is divided into two parts. The first part describes all of the troops and vehicles fielded by the Storm Angels Chapter, as well as the special characters; while the second part details the Storm Angels armoury of weapons and equipment.

## UNIQUE EQUIPMENT

You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the entry for its owner, otherwise it is detailed in the Wargear section. (A good example of this is the Lightning Sword, which is a potent weapon carried by Raziel, Grand Master of the Storm Angels. As it is unique to him, its rules are detailed in Raziel's entry. Raziel also carries a bolt pistol, but since other Space Marines do too, the rules for this weapon are found in the Wargear section).

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# STORM ANGELS SPECIAL RULES

The models in the Storm Angels army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Given here are either the details of those rules, or a reference to where you can find them.

## **AND THEY SHALL KNOW NO FEAR**

Space Marines automatically pass tests to regroup, and can take such tests even if the squad has been reduced in number by more than 50% by casualties; though all other criteria apply. If Space Marines are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens, the squad is subject to the No Retreat! Rule in this round of close combat, and may therefore lose additional casualties if outnumbered. Usually troops that regroup may not move normally and always count as moving whether they do so or not, but these restrictions do not apply to models with this special rule.

Note that units that include Servitors are still subject to this rule as long as there is still at least one Space Marine. Space Marines are still subject to Last Man Standing tests. However, they will always pass the test to regroup after each Fall Back move.

## **INDEPENDENT CHARACTER**

See Characters in the Warhammer 40,000 rulebook.

## **FEARLESS, INFILTRATE, MOVE THROUGH COVER, SCOUT**

All these rules are detailed in Universal Special Rules in the Warhammer 40,000 rulebook.

## **COMBAT SQUADS**

A number of ten-man units in the Storm Angels army have the option of breaking down into two five-man units called Combat squads. This option is clearly specified in the unit's entry. (For example, a ten-man Company Veterans squad can either fight together or break down into two five-man Combat squads).

The units that can be split into Combat squads are:

- Company Veterans squads
- Scout squads
- Tactical squads
- Assault squads
- Thunderwing Attack squadrons (see Thunderwing Squadrons entry)
- Devastator squads

The decision to split the unit into Combat squads, as well as which models go into each Combat squad, must be made when the unit is deployed. Both Combat squads are deployed at the same time, but may be deployed in separate locations. If you decide to break the unit down, then each Combat squad is treated as a separate unit for all game purposes from that point on.

For victory points purposes, each Combat squad is worth a number of victory points equal to half the points value of the original unit.

# STORM ANGELS SPACE MARINES

Let mortal men see you now, and quiver. Let the enemies of mankind behold you and feel fear in their hearts, for no longer are you mere Men; you are Space Marines.

A Space Marine is a towering giant, dwarfing an ordinary man in height and bulk. He has received the most comprehensive and rigorous training, he is the product of barely understood genetic engineering processes, and he bears the very finest equipment made anywhere within the domains of Man. He is the equal of a dozen, even a hundred lesser soldiers; but he is merely one amongst the thousand Battle-Brothers that make up a Space Marine Chapter.

Each Battle-Brother can fulfil any tactical role, able to fight on any battlefield and to wield any weapon in the Chapter's arsenal. Throughout his service, he will gain many battle honours and much specialized experience. A few become Company Veterans, and still fewer Veteran Sergeants. Those who gain the eye of their superiors may rise in rank, being elevated first to the Terminator squads of the Strikewing and then into the shadowy ranks of the Inner Circle.

Whatever his fate, every Space Marine aspires only to serve his Chapter and the Emperor, to fight against the foes of Mankind, and if necessary to die in this service, bolter in hand and surrounded by a pile of enemy dead.

As set down in the Codex Astartes, Space Marines are organized into three main types of squad: Tactical, Assault and Devastator. Typically, each is led by a Sergeant and includes nine other Space Marines, for a total of ten. Each squad type has a unique battlefield role, and the three are designed to work together for mutual support. They are often split into sub-units called Combat squads, affording the Company Master even greater flexibility on the battlefield. In addition, each Company contains at least one Command squad, and many contain one or more squads of Company Veterans.

## VETERAN SERGEANTS

Space Marine squads are often led into battle by Veteran Sergeants. These individuals are warriors of prodigious skill, whose exploits are held as examples for all the Brethren to follow. They have fought through many campaigns and have faced every foe imaginable, and so are able to impart a wealth of experience and battle knowledge to their troops. Some may go on to higher rank, but most are considered too valuable acting as squad leaders to rise higher. These natural leaders of men are ever to be found at the very front line, leading by example and inspiring their squads to acts of valour worthy of the legends of the Storm Angels.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Space Marine	4	4	4	4	1	4	1	8	3+
Veteran/Sergeant	4	4	4	4	1	4	2	9	3+
Company Champion	5	4	4	4	1	4	2	9	3+

## **TACTICAL SQUADS**

Tactical squads are the most common type of Space Marine squads in any Chapter. They are versatile fighters, able to speed forward in a Rhino and fight the enemy in hand-to-hand combat, or stay back and give supporting fire with their bolters and heavy weapon. It is the Tactical squads' ability to fulfil a number of widely varying roles that makes the Space Marines so effective, in any combat situation.

### **SPECIAL RULES**

**And they Shall Know No Fear, Combat squads, Combat Tactics.**

## **ASSAULT SQUADS**

Assault squads excel at hand-to-hand combat. They are terrifying foes in battle, dropping from above like vengeful angels of death; the jets of their screaming jump packs describing fiery contrails through the sky. Few adversaries can withstand them once caught in the bloody melee.

### **SPECIAL RULES**

**And they Shall Know No Fear, Combat squads, Combat Tactics, Deep Strike.**

## **DEVASTATOR SQUADS**

Devastator squads are equipped with multiple heavy weapons. This is the most heavily-armed type of Space Marine squad, and is deployed wherever extra firepower is needed; especially where the Storm Angels face well-armoured opposition, or where there are fortifications that need to be broken open.

### **SPECIAL RULES**

**And they Shall know No Fear, Combat squads, Combat Tactics.**

## **COMPANY VETERAN SQUADS**

Company Veteran squads represent the finest warriors the company is able to field, gathered together in a single squad and deployed wherever the fighting is thickest. Each Veteran has access to a range of equipment, inherited from former squad members or gifted to him in recognition of great deeds.

### **SPECIAL RULES**

**And they Shall know No Fear, Combat squads, Combat Tactics.**

## **COMMAND SQUADS**

Command squads accompany high-ranking Space Marine officers on the field of battle, and consist of five veteran Space Marines. A Command squad often includes a Standard Bearer, Company Champion and, most importantly, an Apothecary.

The Apothecary is well-versed in the arts of battlefield aid as well as advanced surgery, cybernetics and bio-engineering; but he must also be a warrior of might and bravery, for his place is where the fighting is thickest. If a comrade falls the Apothecary can use his narthecium to tend the wounds, allowing his brother to return to battle even after receiving the most appalling of injuries. However, this is not his most important role.

Not all the wounded can be saved, and others are killed instantly. The Apothecary can calm the spirits of the dying and prepare them for death, if necessary helping them on their way with his bolt pistol to end any suffering. Once dead, a Space Marine can live on through his gene-seed, the Apothecary using his Reductor to remove the progenoid organs from the body. From the genetic imprint held within these organs, future generations of Space Marines are created, thus assuring the continuation of the Chapter.

Company Champions are charged with defending the honour of the Storm Angels in battle, fearlessly answering any challenge and taking on any foe. They also play a key role in the many mysterious ceremonies enacted by the Unforgiven.

Standard Bearers carry into battle the banner of the company in which they serve. The banner is an ancient relic, and a potent reminder to the Storm Angels of the reasons they fight, firing their resolve and strengthening their determination. The Standard Bearer will have been chosen for this honourable duty because of his proven bravery and steadfastness in battle, and he is trusted never to let the standard out of his grip while he still draws breath.

#### **SPECIAL RULES**

##### **Fearless.**

#### **WARGEAR**

**Narthecium:** As long as the Apothecary is alive, all models in his squad have the Feel No Pain universal special rule.

**Reductor:** In the enemy shooting phase, the Apothecary can use his reductor to recover the gene-seed of any treatable models that are killed within 6" of him. These casualties are ignored when determining if their units have to take a Morale test for suffering 25% shooting casualties. (For example: A unit suffers four casualties out of nine, but two of them are within 6" of an Apothecary, so no Morale test is taken – two casualties out of nine being less than 25%).

**Company Standard:** Space Marine units within 12" of the Standard Bearer always re-roll failed Morale and Pinning tests. In addition, while the standard bearer is alive, the Command squad counts as scoring one extra wound in close combat for the purpose of calculating the assault result.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Company Champion	5	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+
Apothecary	4	4	4	4	1	4	2	9	3+

# THUNDERWING SQUADRONS

The 2<sup>nd</sup> Company of the Storm Angels Chapter, like that of their progenitor the Dark Angels, is numbered among the finest fast attack forces in the Imperium. Each member of the Thunderwing is an expert biker, a superb Land Speeder pilot and a skilled gunner, able to adapt himself to carry out any mission requested of him.

Charged with forging ahead of the main force, the Thunderwing is usually the first element of a Storm Angels force that an enemy encounters. The impression created by the thunder of their vehicles and the shocking speed of their attack has been enough to turn the tide of many a battle that has barely begun. The Thunderwing are also at the forefront of the Chapter's ongoing hunt for the Fallen.

The Thunderwing field two types of unit: Attack squadrons and Support squadrons. Both types are organized around ten Space Marines.

## THUNDERWING ATTACK SQUADRONS

Attack squadrons consist of six Brethren riding Space Marine bikes, two crewing an Attack Bike, and two in a Land Speeder. Each bike is fitted with twin-linked bolters, and the bikers often carry another weapon to augment their firepower. Attack Bikes are often equipped with a multi melta or heavy bolter to add extra punch. Lastly, and in order to deal with concentrations of enemy infantry, each Thunderwing squadron includes a Land Speeder crewed by two Space Marines. Usually armed with a heavy bolter and assault cannon, Thunderwing Land Speeders can cut a swathe through troops before the enemy even know they are under attack.

## THUNDERWING SUPPORT SQUADRONS

Support squadrons are tasked with providing fire support to the Attack squadrons, and consist of ten Brethren providing the crew for five Land Speeders. One of these craft will carry the mighty assault cannon, and one the deadly Typhoon missile launcher; while the other three carry heavy bolters. The firepower that this fast-moving force can generate is sufficient to break many foes forces.

Having located and engaged the enemy, the Thunderwing will if necessary call in the Strikewing to launch a devastating close assault. This is facilitated by each Thunderwing vehicle having a teleport homer fitted – the Strikewing waiting in orbit simply home in on the signal. Meanwhile, the Thunderwing keep the enemy pinned down, ensuring that none escape the Strikewing's assault.

## THUNDERWING BIKES AND ATTACK BIKES

	WS	BS	S	T	W	I	A	Ld	Sv
Thunderwing Sergeant	4	4	4	4(5)	1	4	2	9	3+
Thunderwing Bikers	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

## SPECIAL RULES

### Fearless

**Scouts:** Note that no vehicle may make a Turbo Boost move whilst using the Scouts Special Rule.

## WARGEAR

**Teleport Homer:** Thunderwing bikes are all equipped with teleport homers. These emit a powerful signal, enabling Storm Angels strike cruisers to lock onto them with their teleportation equipment. By using this method, the risk of missing the intended mark is greatly reduced, as are the dangers of more serious accidents.

If Terminators wish to teleport onto the battlefield via Deep Strike and choose to do so within 6" of a teleport homer, then they won't scatter. (Note that the teleport homer only works for units that are actually teleporting, not for units using jump packs, drop pods or other means of transport. Also note that the homer must already be on the table at the start of the turn for it to be used).

## THUNDERWING LAND SPEEDER

	Type	BS	Armour		
			F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

## WARGEAR

**Typhoon Missile Launcher:** The Typhoon pattern missile launcher is a weapon upgrade for the Land Speeder. Armed with powerful frag missiles, the Typhoon is perfect for taking on lightly armoured infantry, where the high explosive missiles can wreak havoc.

<b>Frag:</b>	<b>Range</b> 48"	<b>Strength</b> 4	<b>AP</b> 6	<b>Type</b> Heavy 2, Blast
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<b>Krak:</b>	<b>Range</b> 48"	<b>Strength</b> 8	<b>AP</b> 3	<b>Type</b> Heavy 2
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### THUNDERWING COMBAT SQUADS

Thunderwing bike squadrons at full strength may fight either as a single unit of six bikes, or break down into two three-man Combat squads.

Much like infantry Combat squads, the squadron's Attack Bike and Land Speeder are purchased together with the squadron and deployed at the same time as the bikes, but from then on they always operate as completely independent scoring units.

Thus, victory points are awarded separately for each of the Bike Combat squads, (each worth half the total cost for six bikes), the Attack Bike worth 50 points and the Land Speeder 100 points.



# STRIKEWING TERMINATORS

Not only are the Strikewing the finest warriors within the Storm Angels Chapter, but also it is generally accepted that they are approaching the Dark Angels' Deathwing as being amongst the finest warriors of the Imperium. In battle every member of the company fights in Terminator armour, equipped with the deadliest weapons available. Their fortitude is unwavering, no matter how fearsome the enemy, and they prefer to lay down their lives at great cost to the enemy rather than take a backward step. Although Space Marines wearing the fabled Tactical Dreadnought Armour excel at close combat, the powerful armour also enables them to carry fearsome heavy weaponry. Truly they are a force that strikes dread into the enemies of the Imperium.

Learning from their Progenitor Chapter, the Storm Angels' 1<sup>st</sup> Company is becoming renowned for devastating attacks by gunship or teleportation right into the heart of the enemy, smashing their command structure and ripping the will to fight from the forces they battle against. Each member of the Strikewing has begun to learn the secrets that enshroud the Storm Angels' history, thus their resolve is strengthened and their determination to carry on the fight reaffirmed. The members of the 1<sup>st</sup> Company have proved their loyalty and valour over centuries of service, and have been judged worthy to take the first steps into the shadowy ranks of the Inner Circle.

	WS	BS	S	T	W	I	A	Ld	Sv
Strikewing Terminator/Sergeant	4	4	4	4	1	4	2	9	2+

## SPECIAL RULES

### Fearless

**Strikewing Assault:** When you deploy a Strikewing unit you may choose to put it on the table, or in reserve, as described in the Deep Strike Scenario Special Rule (even in missions that do not use the Deep Strike rule).

At the beginning of your first turn, you may choose up to half (rounding up) of your Strikewing Terminator squads kept in reserve to make up a 'Strikewing Assault.' Units making a Strikewing Assault arrive on the player's first turn using the Deep Strike rules. The arrival of the remaining units held in reserve is rolled for as normal.

Independent characters wearing Terminator armour may also be deployed using Strikewing Assault. They must join and enter play with Strikewing Terminator squads to do so.

## WARGEAR

**Chainfist:** A chainfist is a power fist fitted with a chainblade attachment designed to carve through armoured bulkheads or vehicles using its whirring adamantite teeth. Originally intended for use during boarding actions, chainfists were quickly found to make deadly weapons in close combat.

A chainfist is treated exactly as a power fist, but rolls 2D6 for its Armour Penetration value.

**Cyclone Missile Launcher:** The Cyclone is a specially designed missile launcher system, used by Space Marines in Terminator armour to provide heavy fire support. Essentially a rack of missiles fitted onto the shoulders of a Terminator, the Cyclone enables the Terminator to engage both heavily armoured targets and more lightly armoured infantry.

A Cyclone counts as a twin missile launcher with frag and krak missiles. Thanks to its unique targeting system, a Terminator can use his Cyclone missile launcher in addition to his storm bolter.

	Range	Strength	AP	Type
<b>Krak</b>	48"	8	3	Heavy 2
<b>Frag</b>	48"	4	6	Heavy 2, Blast

The left shoulder pad of a suit of Terminator armour carries the large solid stone icon known as the Crux Terminatus. This doubles as both a tactical symbol and a revered honour badge.

Each Crux is reputed to have bound within its core a tiny sliver of the battle armour worn by the Emperor during his epic duel with Horus the Arch-Traitor, ten thousand years ago.

The design of this ancient badge can vary considerably, even within a Chapter or indeed a single unit. Sergeants and Officers tend to have more elaborate and finely detailed Crux than standard Battle-Brothers; but all are venerated equally. To lose a Crux in battle would be to betray the Emperor's trust and bring down great shame upon the entire Chapter.



# THE CUSTODIAN KNIGHTS

**Believed to be the last remaining vestige of the once fabled Knights of Caliban, the Custodian Knights are a mysterious and seldom spoken of organization within the Unforgiven Chapters. As they are rarely seen – the very nature of their function keeping them hidden from prying eyes – they are actually considered by many not to exist, but to be of mythical status only. This is an image of the Custodian Knights that those within the Inner Circles of the Unforgiven are most anxious to maintain.**

The Custodian Knights were originally part of the Deathwing, yet they do not form a part of either the first company's organization nor take a part in the battle order of any fighting elements of the Unforgiven Chapters. They form a separate organization and have their own titular Master. In numbers they are kept at 15 strong; they are not organised into permanent squads but are put together to form independent units whenever required.

On Caliban their main task was that of guarding any suspected captured Fallen or Fallen agents. To this end they were stationed deep within the bowels of the fortress homeworld, where they kept a silent vigil over their charges. Essentially they still carry out the same tasks, being custodians of all the cells, interrogation chambers and other offices used by the Interrogator-Chaplains and Librarians to undertake their duties. It is also thought (though not confirmed) that the Custodian Knights bear responsibility for the activities of the Watchers in the Dark.

All Custodian Knights are members of the Inner Circle. They take the normal Oaths of Fealty as do all inductees, but in addition they take the Oath of Vigil, which, essentially, binds them to their custodial victims. All are recruited from the 1<sup>st</sup> Company and from various levels within the Inner Circle itself. Indeed the rank-status of a Custodian Knight is equated to that of a Veteran Sergeant of a battle company – though it is not unusual to see a Master serving in the ranks. Because of this, many great Company Masters have emerged from the ranks of the Knights.

In their role they present an austere demeanour even by the standards of the Storm Angels. They wear robes of dark green lined with bone white, and each is armed with a two-handed great sword that is kept in a scabbard slung across their back. They have shaven heads, exposing both a tattoo of the crossed keys (the unit's emblem) as well bearing the usual service studs. In addition, as a badge of office, the Custodian Knights wear a golden key (the Last Key) slung from a chain around their neck. This is reputedly a representation of the key that was used to seal the stasis field cell of Luther, so long ago.

Although of an archaic appearance, the Custodian Knights are a formidable fighting unit, highly motivated and of undoubted loyalty, able to use their unmatched experience on the battlefield. It is not unusual to see a small squad of Custodian Knights aboard a battle barge when the Chapter is on campaign, ready to fulfil their primary function should the need arise.

Yet there is also darker side to them. It is rumoured that the Master of the Custodian Knights has a series of sealed orders from the Primarch himself, written on his journey back to Caliban, and continually counter-signed by every subsequent Supreme Grand Master of the Unforgiven. It is thought that in order to prevent a repeat of the schism within the Unforgiven ever occurring again, the Custodian Knights are charged with the summary execution of all active ring-leaders and sympathisers to such an uprising, no matter what rank and position they hold within the Chapter. Unthinkably, Grand Masters of the Unforgiven, and even Azrael himself, could be subject to their grim jurisdiction.

The main emphasis of the Custodian Knight doctrine is assault, as such the difference between them and their battle company brethren lies with their armament. Each Keeper carries a bolter and the two-handed Penitential Blade, which they are able to use with great skill and ferocity in close combat; they are also equipped with frag and krak grenades and a bolt pistol

	WS	BS	S	T	W	I	A	Ld	Sv
Exemplar	6	4	4	4	1	4	3	10	2+
Custodian Knight	5	4	4	4	1	4	2	10	2+

## SPECIAL RULES

### Fearless

**Honour or Death** (Custodian Knight Exemplar only): The Exemplar must be ready to challenge any enemy leader to single combat, and all his training is bent to this goal. In an Assault, the Exemplar must direct all his attacks against an enemy Independent Character if in base contact with one. He always re-rolls any failed rolls to hit and to wound against an enemy independent character.

## WARGEAR

**Artificer armour, frag and krak grenades, Penitential Blade** (relic blade), **bolt pistol**.

# SCOUTS

When first accepted into the Storm Angels Chapter, a new recruit joins the ranks of the 10<sup>th</sup> Company as a Space Marine Scout. He is placed under the tutelage of a sergeant, who will lead him on the field of battle and oversee his training, as well as educating him on what it truly means to be one of the Adeptus Astartes.

A Space Marine Scout has much to learn. Not only must he become accustomed to the many biologically engineered enhancements that are at work within his body, but he must also learn the litany of battle, which will fortify and strengthen him. Through a gruelling training regime that may last many months or even years, the recruit will learn to use the battlegear on which his life depends, and he will get his first real chance to fight against the enemies of Mankind.

Throughout his tenure as a Space Marine Scout, the recruit is watched over and taught by his sergeant, his actions guided and judged as he progresses with his bolter, shotgun and blade. As his training continues, the Scout will grow proficient with many other weapons, such as the heavy bolter, sniper rifle, missile launcher and melta bomb. Acting as part of an infiltration force, a Scout will become skilled at every aspect of war.

Lightly armed and armoured than the more experienced Battle Brothers, Scouts chiefly fight as skirmishers. Their duties include infiltrating enemy positions ahead of the main Space Marine force, setting ambushes for the unwary, spying on the enemy's movements and gathering information. Sometimes Scouts will pounce unseen into an enemy camp, capturing a commander for interrogation or sabotaging equipment and supplies. Striking in silence, the Scouts accomplish their mission and vanish before the enemy has the chance to retaliate.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Scout Sergeant	4	4	4	4	1	4	2	9	4+
Scout	4	4	4	4	1	4	1	8	4+

## **SPECIAL RULES**

**And They Shall Know No Fear, Combat squads, Combat Tactics, Infiltrate, Move Through Cover, Scouts.**

## WARGEAR

**Hellfire Shells:** A heavy bolter in a Scout squad can fire a single Hellfire shell instead of firing normally.

Range	Strength	AP	Type
36"	1	-	Heavy 1, Blast Poisoned (2+)

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**Shotgun:** Shotguns are sturdy and versatile weapons, often carried by Space Marine Scouts.

Range	Strength	AP	Type
12"	4	-	Assault 2

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**Sniper Rifle:** These boast powerful telescopic sights that enable the firer to target weak points and distant foes with unerring accuracy.

Range	Strength	AP	Type
36"	X	6	Heavy 1, Sniper

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# THE LOST COMPANY

Of all the legends taught to a Storm Angel by his Scout sergeant, the strangest and most mysterious by far is the story of the Lost Company. These silent warriors have been witnessed in battle only by a relative few, and their deeds all but defy belief. Most onlookers doubt even the Lost Company's mortality, for an eerie glow suffuses their armour and a ghostly halo dances about their feet. There are many corroborated accounts of the Lost enduring firepower that would utterly destroy mortal men.

The Lost Company includes all of the troops in the Storm Angels' 6<sup>th</sup> - tactical, assault and devastator, as well as several vehicles and both Dreadnoughts that were deployed with the company aboard the *Prejudicial Punishment* nearly ten thousand years ago. A squad of the Lost can be armed with any combination of weaponry, since it seems they are unable to control which of their number appear on the field of battle. As such, their armament varies considerably, and a group of the Lost that appears on a battlefield may include mixtures of troop types.

Also, the distorting power of the Warp has twisted and altered their armour and weaponry, so that each warrior appears at first glance to more closely resemble a Chaos Space Marine than a loyal servant of the Imperium. However, this appearance is belied by both their actions to date, which have all been in support of their Brethren, and by the archaic markings and colours of their armour – beneath the distortions, it is the same as that which disappeared with the 6<sup>th</sup> Company, millennia ago.

The nature of the Lost Company is the subject of much debate by Imperial scholars. Some believe the Company to be the survivors of the Warp storm that took the Company away, now in a strange and terrible form. Others believe them to be an extension of the Emperor's superhuman will, time-lost brothers, or even the vengeful spirits of the 6<sup>th</sup> Company, whom they believe actually died ten millennia past. Several Inquisitors have tried to intercept and communicate with the Lost Company, but all have failed. Events always inexplicably conspire to prevent the investigators getting close to their quarry, the Company vanishing as mysteriously as they appear.

Who or what guides the Lost is an enigma to all, save perhaps the beneficent Emperor himself. They appear only at times of greatest need, more often than not in the midst of a conflict with the forces of Chaos, where their balefire seems to glow brightest. The Lost fear no foe, and fight with a chill precision that few mortal warriors can match, passing over a battlefield like vengeful ghosts. Terror is their harbinger and destruction their legacy. When the battle is won, the Lost disappear as suddenly as they had arrived, leaving only the corpses of the enemy and thankful Storm Angels behind.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
<b>Lost Company Sergeant</b>	5	4	4	4	1	4	2	10	3+
<b>Lost Company Space Marine</b>	4	4	4	4	1	4	2	10	3+

## SPECIAL RULES

### Fearless, Slow and Purposeful

**Unyielding Spectres:** The Lost Company are impervious to even the deadliest weaponry. Their saving throw is invulnerable.

**Aid Unlooked For:** The Lost Company always start the game in reserve, and always arrive by **Deep Strike**, even in missions that do not normally use these rules. (Note that the Lost Company are renowned for arriving wherever they are needed most, so you can re-roll the deep strike scatter dice if you wish).

'I have never witnessed such fighting as I saw that day when the Lost Company appeared. They fell upon the Chaos forces like an impervious wall of righteous anger, scattering and destroying all before them. I regrouped my forces and again entered the battle, but there was little opposition left for us to fight. As the last enemy fell, the Lost Company stood in the blackened ruins of the battlefield, the strange glow fading around them. With it, they too disappeared; leaving us victorious, yet baffled.'

Rael Pluvius  
Storm Angels 4<sup>th</sup> Company Master



# DREADNOUGHTS

It is unheard of for a Storm Angel to die at peace, for only terrible injury can slow him, and only the most grievous of wounds can slay him. When a Space Marine is fatally wounded, his body will be borne reverently from the battlefield, where most times he will die swiftly from his wounds, or receive the Emperor's Mercy from one of the Apothecaries.

However, the mightiest fallen, those within whom the spark of life is strongest and who remain of sound mind though their body be rent and torn, are preserved from final rest. His skills, wisdom and fighting spirit must be allowed to continue serving the Chapter, albeit in another form. The hero's body is interred within the cyborganic web of an armoured sarcophagus, his dying body bound to electro-fibre implants. Linked to the mechanical senses of a suit of Dreadnought armour, he can see, hear and speak through his new mechanical body, his mortal human vessel exchanged for a nigh immortal one, immeasurably harder to destroy.

A Dreadnought is a truly massive fighting machine, weighing several tons and standing two or three times the height of a man. As the Dreadnought strides purposefully into battle, incoming fire spatters like rain from his towering adamantium and ceramite hull. Fiery death roars from his weapons and his great metal arms churn through any enemy foolish enough to approach. Actual weapon loadout varies from Dreadnought to Dreadnought, and according to the needs of the mission. Needless to say, the hero that guides the armoured hulk is more than proficient in all the many powerful instruments of death employed by the Space Marines.

A Dreadnought's raw power is made all the more deadly because it is wielded with all the grim resolve of the mortally wounded veteran bound in its core, and is directed by centuries – if not millennia – of experience. The memories of these venerable "Old Ones" can extend back thousands of years to the founding of the Chapter and its earliest history. Thus they are revered by other Space Marines, not just as potent warriors, but also as ageless forebears and as a living embodiment of battles fought long ago. Dreadnoughts are thus viewed as keepers of tradition and custodians of knowledge, whose advice is sought by initiate and Chapter Master alike. It is not unknown for Dreadnoughts to serve within the Inner Circle, lending wisdom to strategy as they do fury to the battlefield.

Suits of Dreadnought armour are amongst the most prized of the Chapter's relics. Should a Dreadnought fall in battle, his brothers will fight all the harder to retrieve the shell and lay its occupant to rest with honour. The suit itself will also be reclaimed to house another dying hero, who will become an Old One to future generations of Storm Angels.

	Armour							
	WS	BS	S	F	S	R	I	A
Venerable Dreadnought	5	5	6	12	12	10	4	2
Dreadnought	4	4	6	12	12	10	4	2
Ironclad Dreadnought	4	4	6	13	13	10	4	2(3)

### **SPECIAL RULES**

**Venerable:** If a Venerable Dreadnought suffers a glancing or penetrating hit, you can ask your opponent to re-roll the result rolled on the Vehicle Damage chart. You must accept the result of the second roll, even if it is worse than the first.

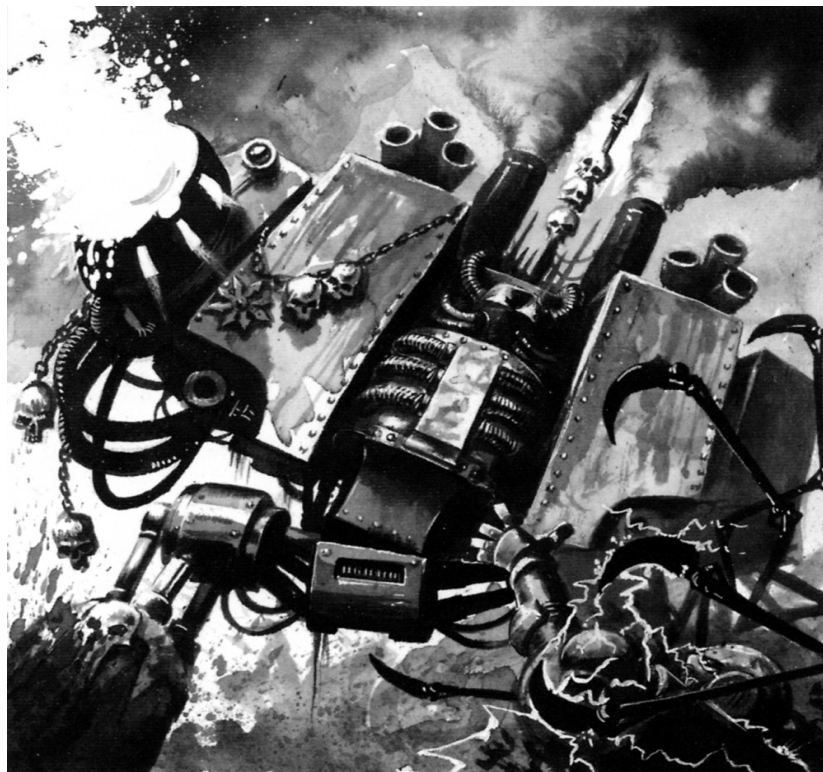
**Move Through Cover** (Ironclad Dreadnought only)

### **WARGEAR**

**Dreadnought Close Combat Weapon:** See the Warhammer 40,000 rulebook for details.

**Seismic Hammer:** A blow from the seismic hammer causes catastrophic shockwaves to tear through the target. A seismic hammer is treated as a Dreadnought Close Combat Weapon that adds +1 to rolls on the vehicle damage chart.

**Ironclad Assault Launchers:** See the Vehicle Armoury section.



# TECHMARINES

Ancient pacts sworn between the Adeptus Mechanicus and the Adeptus Astartes allow the Space Marines to send those warriors with an affinity for technology to Mars, there to begin the long, arduous training that will culminate in their becoming a priest of the Machine God. Without the passing on of such ancient lore, the Space Marines, so dependent upon technology, would be unable to make war.

Aspiring Techmarines train for many years on Mars, steeping themselves in the rites of activation and maintenance, and learning how to call forth and control the wrath of a machine spirit. Techmarines return to the Storm Angels as aloof and mysterious figures, learned in arcane lore. From this point forwards, they are men of dual loyalties – pledged by blood to the Chapter, but bound in mind and spirit to the Mechanicus Omnissiah. This dichotomy ensures that a Techmarine is never fully trusted by his brothers, and is kept at arms' length from the Inner Circle.

Despite this suspicion, their brothers, who recognize their expertise in the mysterious sciences, hold Techmarines in high esteem. A Space Marine Chapter would be of little account without its many technological tools. Ancient weaponry needs maintenance, and without Techmarines this would be impossible. Despite their arcane calling, they are warriors first and foremost, and their Battle-Brothers pay them due respect for their martial skills. Should a vehicle or technological artefact be lost in battle, the Techmarines will fight for its retrieval as fiercely as their brethren would fight to recover a fallen comrade; perhaps, as some suggest, even harder.

## SERVITORS

Created by the Adeptus Mechanicus, Servitors are monotask-adapted slaves whose mechanical components are designed so that they can perform a single laborious function. There are untold millions of these cyborgs throughout the Imperium, and especially on Mars, the home of the Cult Mechanicus. Every one has had the creative side of their brain surgically removed.

Within the Storm Angels Chapter, many of the Servitors are recruits who have failed the initiation rites, and subsequently had their minds scrubbed. Some Servitors are Chapter thralls who have committed grave crimes or suffered terrible injury of mind or body. Still others, it is said, may be innocent bystanders who unknowingly witnessed the Chapter's secret mission. Taken from the scene, they are altered, lest they speak of what they saw.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Techmarine	4	4	4	4	2	4	2	9	2+
Servitor	4	4	3	3	1	3	1	8	4+

## SPECIAL RULES

### Independent Character, Combat Tactics, And They Shall Know No Fear

**Blessing of the Omnissiah:** If a Techmarine is in base contact with a damaged vehicle during a Shooting phase, he can attempt to repair it instead of shooting. Roll a D6 and add the following modifiers:

Each Servitor with a servo-arm in the unit	+1
The Techmarine has a servo-harness	+1

If the result is 5 or more, then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Techmarine cannot repair if gone to ground or falling back.

**Bolster Defences:** Techmarines can increase the effectiveness of cover, reinforcing crumbling walls and welding badly damaged spars. Each Techmarine can bolster a single ruin before the game begins. When you deploy, nominate one ruin in your deployment area for your Techmarine to bolster. The ruin's cover save is increased by one for the duration of the game. For example, a normal ruin (4+ save) so reinforced would then offer a 3+ cover save. A ruin can only be bolstered once.

## WARGEAR

**Servo-arm:** Techmarines and Servitors are equipped with powerful servo-arms that can be used for battlefield repairs, or even used as weapons. Each servo-arm grants the bearer a single extra close-combat attack, made separately at Initiative 1 and Strength 8, ignoring Armour Saves.

**Servo-harness:** This gives the Techmarine an extra servo-arm, (giving him two servo-arm attacks), a plasma cutter, (fired in the Shooting phase as twin-linked plasma pistols, but cannot be used in close combat), and a flamer. In the shooting phase a Techmarine can fire both harness-mounted weapons, or one harness mount and another gun.

# COMPANY MASTERS

Storm Angels Company Masters are the commanders of the Battle Companies, Reserve Companies and the Scout Company. Each of the Company Masters is a hardened veteran; a master strategist who has proven his prowess in centuries of service in the Battle Companies, and proven his trustworthiness as a member of the Strikewing. Each Master bears honorific titles in addition to his rank, such as Guardian of the Inner Sanctum or Master of Unseen Ceremony; or more universally recognized titles like Captain of the Watch or Commander of the Arsenal.

While the Captains of other Chapters are renowned for their skill as orators and diplomats, the Storm Angels, like the rest of the Unforgiven, are more taciturn. They are shadowy figures who shun the company of others, especially those outside the Chapter. Each Company Master is a member of the Inner Circle and bears this duty with a stoic resolve, always alert for chances to pursue the Unforgiven's hidden agenda.

In battle it is the Company Masters who orchestrate the tactics of the campaign, and they alone that oversee the Chapter's many victories. Truly masters of the battlefield, they can read its ebb and flow, as ancient mariners were able to judge the mood of the oceans. Having a superhuman grasp of tactics and strategy, a Company Master is able to employ them in the heat of battle, reading the ever-changing arena and altering the outcome with a word.

As well as his skill with deployment and strategy, a Company Master is among the finest warriors that the Storm Angels possess, able to cut down the mightiest of enemies in single combat, or leading his men into the heaviest fighting. Bearing the weighty responsibility of the honour of his Chapter, as well as overseeing the ongoing hunt for the Fallen, much hangs on his decisions and actions.

A Company Master leads from the front, his example inspiring and educating the men under his command. Where he treads, his brethren rejoice and his enemies tremble.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Company Master	6	5	4	4	3	5	3	10	3+

## SPECIAL RULES

### Fearless, Independent Character

**Rites of Battle:** Company Masters have led their warriors through the heat of battle for centuries, with a depth of faith and self-belief unmatched by most mortal men. They are able to coordinate units under their command with ruthless efficiency, monitoring inputs from other squads' auto-senses and imparting their great wisdom to their troops.

If a Company Master is on the table, then all other Storm Angels units may use his Leadership for Morale, Pinning or Leadership tests, but not Psychic tests.

### **WARGEAR**

**Iron Halo:** Storm Angels Company Masters wear the Iron Halo as a symbol of their exceptional bravery and wisdom, and as a ward against the weapons of the enemy. The Halo incorporates an energy field that can turn aside even the most deadly attacks. Such is the protection they offer that many consider them to be a shield against spiritual attacks as well as physical ones.

An Iron Halo confers a 4+ Invulnerable Save.



## CHAPLAINS AND INTERROGATOR-CHAPLAINS

The spiritual guardians of the Chapter, Space Marine Chaplains are terrifying and sinister black-clad figures of holy purity. Their helms bear the deathly visage of the Emperor, their armour hung with devotional tokens of battle. Awe-inspiring warrior-priests, they lead the charge from the front and rejoice in the slaughter of their enemies, rendering praise to the Emperor and their Primarch.

In battle the Chaplains are utterly fearless and never flinch from danger, whatever its source. They wield the Crozius Arcanum, both a badge of office and a lethal weapon of battle. In addition to their armour they wear the Rosarius, a shield of faith able to withstand even the strongest of attacks. Their grim example and stirring rhetoric drives the Battle Brothers around them to mightier feats of arms, focussing their minds and steeling their resolve. Away from the field of battle, the Chaplains are ever ready to bestow the words of the Emperor to those who need them.

Interrogator-Chaplains are members of the Inner Circle. The process by which a Chaplain is elevated to an Interrogator is arcane and convoluted. Throughout his tenure as a Chaplain, the individual is scrutinized from afar by the Masters, for his duties may at times take him dangerously close to knowledge of the Fall of Caliban. Should the Chaplain fathom that truth unaided, he will be brought before the Inner Circle and judged. If found worthy, he will be admitted to the Inner Circle and will learn the full truth. If he is judged to be unworthy, he may be mind-scrubbed, or worse.

Interrogator-Chaplains are grim individuals charged not just with ensuring the faith and loyalty of the Storm Angels, but also forcing repentance from the Fallen that are captured. Interrogator-Chaplains must therefore be strong of mind to resist the heretical ramblings and damnable lies that the Fallen will offer them. Steadfast in his determination to draw contrition from the heretic, the Interrogator-Chaplain may add a single black pearl to his Rosarius for every Fallen he brings to repentance.

	WS	BS	S	T	W	I	A	Ld	Sv
Interrogator-Chaplain	5	5	4	4	3	5	3	10	3+
Chaplain	5	5	4	4	2	5	3	9	3+

### SPECIAL RULES

#### Independent Character

**Honour of the Chapter:** Chaplains and Interrogator-Chaplains embody the honour of the Chapter. They, and all members of any Storm Angels squad they have joined, lead or are attached to, are Fearless.

**Litanies of Hate:** On a player turn in which he charges, a Chaplain or Interrogator-Chaplain and all members of any Storm Angels squad he has joined, leads or is attached to may re-roll failed rolls to hit.

**Sacred Standards:** Interrogator-Chaplains are the custodians of the Chapter's most holy relics, including the Sacred Standards of Destruction, Vengeance and Immutability. If an Interrogator-Chaplain is in the force, one Standard Bearer in a Command Squad may replace his Company Standard with a Sacred Standard. All friendly units with a model within 12" of the Sacred Standard are Fearless. (See the Warhammer 40,000 Universal Special Rules for details).

### **WARGEAR**

**Rosarius:** This is a gorget or amulet worn by Space Marine Chaplains. It traditionally bears the symbol of the Imperial Eagle or a Crux Terminatus, and is the Chaplain's 'soul armour,' bestowed upon him by the Ecclesiarchy of Terra. A Rosarius confers a 4+ Invulnerable Save.

**Crozius Arcanum:** This is the sacred rod of office carried by Space Marine Chaplains. It is a power weapon.





# STORM ANGELS LIBRARIANS

If there is one thing the institutions of the Imperium are ever vigilant for, it is the mutant; and the Space Marines are especially alert for possible contaminations of their precious gene-seed. The Chapter's Apothecaries rigorously screen potential recruits for any sign of genetic deviation. However, not all mutation is physical – psychic talent is a mutation too, and it is at once the most useful and the most dangerous. Detecting and developing nascent psykers is the responsibility of the Chapter's Librarium, removing those recruits whose mutation proves unstable, and nurturing those who may one day become one of the Chapter Librarians.

Like all Space Marine Librarians, those of the Storm Angels Chapter bring prodigious psychic powers to battle, blasting their foes with the raw power of the Immaterium. When not at war, the Librarians are charged with the recording of the Chapter's history, preserving the victories and defeats of the Chapter forever in the shadowy archives deep within the command ship. When a Fallen is captured and interrogated, a Librarian will be present to weaken the prisoner's mental defences, enabling the Interrogator-Chaplain conducting the inquisition to discern the truth behind the web of deceit that pours from the Fallen's lips, and hopefully extract a confession.

In battle, Storm Angels Librarians protect the Chapter from the psychic abominations of the enemy, keeping vigil against attack from the Dark Powers. They direct their own, unearthly powers against the foe, unleashing bolts of warp energy to rend and incinerate the enemy, or conjuring horrors that freeze the mind and compel even the strongest warriors to flee.

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	5	4	4	2	5	3	9	3+

## SPECIAL RULES

### Fearless, Independent Character

**Psyker:** Librarians are Psykers, as described in the Characters section of the Warhammer 40,000 rulebook.

## WARGEAR

**Force weapon:** See the Assault Phase chapter of the Warhammer 40,000 rulebook for details.

**Psychic hood:** Psychic hoods are the arcane constructions of psychically attuned crystals that allow a Space Marine Librarian to nullify an opposing psychic's power.

Declare that you'll use the psychic hood after an opponent has successfully made a Psychic test, but before they have used their power.

Each player then rolls a D6 and adds their model's Leadership value to the score. If the Space Marine Librarian beats the opposing model's score then the psychic power has been nullified and may not be used on that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The psychic hood can be used each time an enemy model uses a psychic power. Only one Librarian may use his psychic hood against a single use of a psychic power.



## **STORM ANGELS LIBRARIAN PSYCHIC POWERS**

All Storm Angel Librarians have the Force Barrier and Hellfire powers. Auriel, the Chief Librarian, also has the Mind Worm psychic power.

All of the psychic powers are used following the rules for Psychic Powers given in the Warhammer 40,000 rulebook. A Storm Angels Librarian may only use one psychic power per player turn.

### **FORCE BARRIER**

The Librarian is enclosed by a shimmering psychic shield that protects him from enemy attack.

This power gives the Librarian a special form of Invulnerable Save that is taken by passing a psychic test, rather than making a normal Invulnerable Save roll. Whenever the Librarian suffers a wound, he may either take a Save as normal, or he may use the Force Barrier power instead (once per turn, of course). If the Librarian chooses to use the power and passes a psychic test, then the wound is saved (just as if he had made an Invulnerable Save). If the test is failed then the Librarian is wounded, as if he had failed an Invulnerable Save. Attacks that ignore Invulnerable Saves cannot be stopped by the Force Barrier.

### **HELLFIRE**

A torrent of psychic flames pour forth from the Librarian's eyes and mouth, engulfing the target in the power of the Immaterium.

This power can be used in the Librarian's Shooting phase instead of firing a weapon. As normal, the Librarian must pass a psychic test in order to use the power. It has the following profile:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
Template	2D6 -2	D6	Assault 1

Note that the Strength of the attack is determined by rolling 2D6 and subtracting 2 from the result, and the AP value is determined by rolling a D6. Roll once for the Strength and AP of the attack each time you shoot; don't roll separately for each target you hit. If the Strength is 0, then the attack has no effect.

### **MIND WORM**

The Librarian hurls a bolt of psychic energy directly at the mind of his enemy, causing a deadly mental seizure that can devastate any foe capable of rational thought.

This power can be used in the Librarian's Shooting phase instead of firing a weapon. It counts as a heavy weapon, so cannot be used if the Librarian has moved and its use precludes the Librarian from making an assault on the

same turn. As normal, the Librarian must pass a psychic test in order to use the power.

Pick an enemy model within 18" and in the line of sight of the Librarian. If the target is in range, it must pass a Leadership test (models with no Leadership characteristic are immune to the attack). If the target fails the test, then it spends the rest of the battle babbling incoherently about all of the evil deeds it has committed over its lifetime, and will therefore take no further part in the game. Remove the model from play (it counts as having been killed for victory points purposes).

Note that the attack can affect any creature with a Leadership value, no matter how unlikely it may seem that they can have feelings of guilt. By the same token, models without a Leadership value cannot be affected, no matter how likely it seems that they should be.

# AURIEL, MASTER LIBRARIAN

Auriel is the Master Librarian of the Storm Angels Librarium, and the second-most senior member of the Inner Circle in the Chapter, after Raziel himself. As such, he bears great responsibility and is a man of scarce words, there being few people with whom he can talk of the weighty things that occupy his mind. The secret and solemn rites of the Chapter necessitate his speaking, of course, though even then his voice is a harsh whisper. His vocal chords were damaged beyond full repair centuries ago in an epic battle, his heroic deeds during which helping him become elevated to the rank he now occupies.

Auriel bears the Book of Redemption, in which are recorded the names of the Fallen that have been captured by the Storm Angels. This record inspires Auriel in his ongoing mission to aid the redemption of the ancient Dark Angels Legion and their Unforgiven descendants, and the book will not leave his side while he lives. It is Auriel's sacred duty to protect the tome and see that it is passed on to his successor when the time comes.

When a new member is considered for admittance to the Inner Circle, it is Auriel that makes the final decision. Legend says that he can judge a man's true intentions with but a glance, and justly is Auriel's skill in determining the truth of a person's soul rightly respected. Indeed, none of those inducted into the Inner Circle on his approval have turned from the Emperor.

Auriel wears an ancient suit of artificer armour, gifted to the first Master Librarian of the Storm Angels ten thousand years ago by the Dark Angels Legion. Called the Shield of Fortitude, this master-crafted power armour is reverently accepted by each Master Librarian of the Storm Angels upon his ascension to the office. Auriel also carries Sudden Mercy, an ancient bolt pistol that has ended the lives of many an unrepentant Fallen. Most lethal of his weapons, however, is the Reconciler, a master-crafted force-sword. This relic-blade constantly rages with mysterious energy, its origins unknown to all save a few of the Inner Circle. Some say it writhes with the souls of those slain by its fell edge, and it certainly seems to darken further in battle, especially when any of the Fallen are nearby.

As Chief Librarian, Auriel is always welcomed on the battlefield by his brothers, who often struggle to keep pace with his surges into the enemy. Ever at the forefront of the fighting, Auriel scythes down enemies with his mighty sword and blasts them with the irresistible power of the Immaterium. Before his righteous fury, none can stand.

It was during a long campaign across the Segmentum Obscuris in the northern galaxy that Auriel rose to fame. Over several years of fighting against Chaos forces in this region, he was found time and again in the vanguard of the Imperial forces, leading the charge into the traitorous ranks of the enemy. Tolerating no resistance, he directed the Storm Angels Thunderwing to five of the Fallen, who were swiftly and clandestinely taken from the battlefield without the knowledge of the Novamarines, who were their allies in the conflict.

at the time. No previous Master Librarian is recorded as being so successful as Auriel at locating and assisting in the capture of the Fallen, and he remains one of the most highly respected members of the Inner Circle outside of the Dark Angels Chapter.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Master Auriel	5	5	4	4	3	5	3	10	2+

#### **SPECIAL RULES**

##### **Fearless, Independent Character**

**Chief Librarian:** Auriel knows all three Storm Angels psychic powers.

#### **WARGEAR**

**Shield of Fortitude:** The Shield of Fortitude is artificer armour.

**Sudden Mercy:** Sudden Mercy is a master-crafted bolt pistol.

**Reconciler:** The Reconciler is a master-crafted force weapon. See the Assault Phase chapter of the Warhammer 40,000 rulebook for details.

**Psychic Hood:** See the Storm Angels Librarians section for details of this item.

**Book of Redemption:** Proximity to this powerfully symbolic book causes those near it to fight all the harder. All friendly units within 12" of Auriel are Fearless. (See the Warhammer 40,000 Universal Special Rules for details).

# **CAPTAIN EZZARAN AKKAD**

Ezzaran Akkad was one of a group of seven recruits from the planet Goronis IV who were accepted into the Storm Angels around the year 545.M41. These Goronians were already mighty warriors even before the sacred gene-seed was implanted into them, and went on to become greater in stature and skill than most Space Marines. Four of their number to this day continue to lead assault squads in the 5<sup>th</sup> Battle Company as veteran sergeants; while the other three went on to lead tactical squads. Ezzaran and his close friend Jaxartes were pure of spirit and were half a century later asked to join the 5<sup>th</sup> Company's veteran squad, where they continued to serve with honour and distinction. Geroskesufael, the third of their number, was however bitter of soul and envious of his compatriots' promotion. Eventually this bitter jealousy turned to malice, and the evil powers of Chaos began to take hold of his heart.

Matters came to a tragic climax during the Halvic Uprising, where Geroskesufael defected from his brothers, luring several of them away to serve the ruinous powers. Ezzaran led the mission to track down his former friend, and eventually bested him in single combat, costing him the use of his right hand in the process.

Ezzaran will no longer wield a sword, both because of his injury and in honour of his fallen friend, but he carries his treasured blade with him at all times as a reminder of the need to resist the path to the Dark Powers.

Ezzaran went on to do further deeds of heroic bravery as he went from the 5<sup>th</sup> Company to the 1<sup>st</sup> over the next half a century, and became an indispensable member of the Strikewing. Leading a squad of his own, he is also the only captain in the Storm Angels army, second only to Master Caiyne in the Strikewing's hierarchy. It was quickly realized that he was more than capable of leading the entire Strikewing, and is generally thought to become Master Caiyne's successor, should the need ever arise. Thus was he appointed as a captain, a second-in-command to the Strikewing's current Master.

His withered hand no longer capable of wielding a sword, he fights with two storm bolters attached to his Tactical Dreadnought Armour, an unmistakeable figure on the battlefield. Beneath his valour lies a deep and abiding sadness over the fate of his friend so long ago; but Ezzaran uses these emotions to drive him ever onward in his duties as a Storm Angel. He is an inspiring leader and a master warrior, and who knows what accomplishments he will go on achieve in the future...

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Captain Akkad	6	6	4	4	3	5	3	10	2+

**SPECIAL RULES:**

**Fearless, Independent Character, Rites of Battle**

**Battle-Forged Heroes:** One Tactical squad in an army that includes Ezzaran can have one of the following special rules at no extra cost: **Counter-attack**, **Infiltrate**, **Scout** or **Tank Hunters**.

**Ballistic Might:** Ezzaran can fire both his storm bolters in each shooting phase, and can re-roll failed rolls to hit.

**WARGEAR:**

Terminator armour, two storm bolters, Iron Halo.



# **MASTER CAIYNE OF THE STRIKEWING**

The Master of the Strikewing is charged with leading the Storm Angels' honoured 1<sup>st</sup> Company, in both battle and in the ceremonies, rites and rituals of both the Strikewing and the Inner Circle. The current Master of the Strikewing is the heroic Master Caiyne.

Prior to his induction to the fabled 1<sup>st</sup> Company, Caiyne had fought in the 4<sup>th</sup> Battle Company for near two centuries. Proving his worth over the course of many battles, he was soon seen to have both a talent for survival, and an ability to deny the enemy that same privilege. Over the course of time he served as a veteran in the company's 1<sup>st</sup> squad, acquiring an ever-greater reputation among his brothers as a fearsome warrior. It was at this time that others noticed the Watchers in the Dark, who would appear a discreet distance from him during battle, observing first-hand the actions of this valiant Space Marine.

Shortly thereafter, Simeon Gebril, Master of the 4<sup>th</sup> Company, invited Caiyne to join the Company's Honour Guard – a rare privilege extended only to those outstanding warriors who had consistently impressed their superiors with both their martial feats and stoic resolve.

At this time, the 4<sup>th</sup> Company was involved in a protracted battle against Eldar forces, which were threatening to overrun the planet Axxis. During one particular encounter, Master Gebril and his honour guard were stranded across a wide gorge from the rest of their forces by the sudden destruction of a bridge behind them. Having led the charge across, Master Gebril now found himself facing the Eldar warhost with but twenty men at his side. There was no Librarian to record the events that transpired, but by all accounts gathered after the reinforcements arrived, Caiyne and Master Gebril fought as gods amongst men, leading the four honour guard who, in turn, led the other fifteen Storm Angels from the 4<sup>th</sup> Company's 1<sup>st</sup> squad across the Eldar vanguard and into a defensible position among some ruins. There, the surviving twelve Space Marines then held off Howling Banshees and Striking Scorpions for several hours, making the foe pay dearly if they ventured close to the Storm Angels' position. When help arrived, Gebril, Caiyne and Thelial Zel, one of the honour guard, were the only survivors; but their ruined cover was surrounded by countless enemy bodies. Bloodied, battered and charred, these three were ankle-deep in empty shell-cases, and had been reduced to attacking approaching enemies using close-combat weapons and their bare hands; their ammunition long used up, despite their accurate and frugal shooting.

Rejoining the main battleforce, these mighty warriors forewent any respite, simply reloading and re-entering the fray; eventually leading the Storm Angels to a costly but significant victory. Gebril, Caiyne and Thelial Zel were shortly thereafter inducted into the Strikewing, where they continued to fight with the same resolve and valour for some one and a half centuries.

When the serving Master of the Strikewing, Lucian Agares, was killed in action by Waaagh! Kazgrad, the Masters of the Chapter immediately considered Caiyne as his replacement. Declared fit by the Interrogator-Chaplain Elhanan and Auriel, the Master Librarian, Caiyne was duly appointed the new Master of the Strikewing, and was presented with Red Cloud, the master-crafted Heavenfall Blade only carried by the Master of the Storm Angels' 1<sup>st</sup> Company, and the Armour of Vengeance, an ancient suit of Terminator armour with large, mechanical wings attached to the rear of its carapace. The sight of this armour charging forward was legendary among the Chapter, the Master of the Strikewing being able to leap ahead and pursue any foe.

Under Caiyne's leadership, the Strikewing has fought in scores more mighty battles, distinguishing themselves in many campaigns. Ever at his side is the Strikewing's standard-bearer, Thelial Zel, who proudly holds the Company's banner high so that the Company might rally to their leader, and enemies will see their coming and feel fear.

A master also of stirring rhetoric, Caiyne has the respect and admiration of the men he leads, ever able to fire them with tales of glories past and reminders of their holy duty to the Imperium. He has become a trusted confidante of Grand Master Raziel, and his wise counsel is always appreciated in the secret halls of the Armada's Inner Sanctums.

	WS	BS	S	T	W	I	A	Ld	Sv
Master Caiyne	5	5	4	4	3	5	3	10	2+

### SPECIAL RULES

#### **Fearless, Independent Character, Fleet, Battle-Forged Heroes**

**Rites of Battle:** See the Company Masters entry for details.

### WARGEAR

**Armour of Vengeance:** This is an ancient suit of Terminator armour, with mechanical wings mounted of the rear carapace.

**Red Cloud:** Red Cloud is a master-crafted power weapon.

**Strikewing Company Standard:** If Caiyne is present at a battle, then one of the Strikewing may be declared to be Thelial Zel, the Company Standard Bearer. Any Storm Angels unit that has a model within 12" of the Standard may re-roll failed Morale and Pinning tests. In addition, all models in Caiyne's unit add 1 to their Attacks characteristic.

#### THE HEAVENFALL BLADES

The swords carried by the highest-ranking members of the Inner Circle in the Dark Angels Chapter, collectively called the Heavenfall Blades, are cut from a single block of obsidian. Dark Angels lore holds that the block formed the core of a meteorite that struck the Rock in orbit around the feral worlds of Al Baradad. The mightiest of these blades is the Sword of Secrets, carried by the holder of the rank of Supreme Grand Master. Those blades carried by the Masters of the Deathwing and the Ravenwing also utilise small amounts of the obsidian in their working.

It is said that a small portion of the meteoric substance was dispatched to each of the Dark Angels' Successor Chapters, that their key members of the Inner Circle might bear weapons of the same heritage as those borne by the Masters of the Dark Angels.

Thus the Burning Heart, the Lightning Sword, the Reconciler and Red Cloud each carry bound within their cores a part of the rock that struck *the* Rock so long ago. In this way are the Unforgiven united by the Heavenfall Blades, using them to silence the Fallen.

# **MASTER NAAMAN OF THE THUNDERWING**

The Master of the Thunderwing leads the hunt for the Fallen. A senior member of the Inner Circle, he fully comprehends the dangers that the Fallen present to the Chapter and its honour.

Launching lightning fast assaults and running down the enemies of the Chapter, Master Naaman leads the Thunderwing into battle, using shock and speed to stun the foe.

A veteran of some four centuries' service, Naaman displayed an affinity for vehicles early in his career. During his time serving as a scout, it was quickly noted that he had a natural talent on the scout bike, and on his sergeant's recommendation he was fast-tracked through the Reserve and Battle Companies after his initiation as a full Space Marine.

Taken one day before the Librarians and Interrogator-Chaplains for reasons not then explained to him, Naaman was put through rigorous and extensive tests to see if he was mentally strong enough to be inducted into the Thunderwing. Satisfied with his responses, the members of the Inner Circle present then explained a limited part of the truth of the Unforgiven to him, after which he hung his head and meditated upon what he had learned. His masters waited patiently while he assimilated the terrible truth of the Fall of Caliban, and after some considerable time had passed, Naaman looked up again and said, "I will hunt down these traitors. I shall not rest while any live." True to his word, his determination has never diminished in the three hundred years since that time.

Proving himself time and time again in battle, and relentless in his pursuit of the Fallen, Naaman progressed through the ranks of the Thunderwing, eventually serving alongside Master Mezarius as his right hand, both on and off the battlefield.

It was during a campaign against the Tyrant Legion of Razorfeldt that Naaman showed unusual bravery, and came to the notice of both his Company brethren and his superiors as someone truly exceptional. Master Mezarius, on his ancient and meticulously maintained jetbike, was leading the pursuit of a suspected Fallen conclave on Razorfeldt's homeworld of Harmschen. Unfortunately, the Tyrant's forces were holding up the Thunderwing's attempts to chase down the traitors, some thought on purpose. Razorfeldt had deployed his forces in such a way that the Storm Angels could not break through or circumvent the massive fortifications the Tyrant had constructed around his capital, Metzel. Master Mezarius, intent on pursuing his targets, requested as many Thunderhawks as were available to come and evac his 2<sup>nd</sup> Company, with the intention of setting them down on the other side of the Tyrant's city-fortress.

The Storm Angels were not aware of the mighty anti-aircraft weaponry installed in the towers of Metzel, however, and the Thunderhawk squadron

fared badly, not knowing of the danger until it was almost too late. Three of the ships were lost, and the two remaining Thunderhawks were hit hard by heavy lascannon fire. Opening the armoured doors, Mezarius flew his jetbike out of the failing ship, followed by Naaman in a Land Speeder, and four others from the second Thunderhawk. Weaving through the flak, the smaller craft managed to make landfall behind the cover of a small rise, before their erstwhile transports hit the ground in great and terrible fireballs.

Acting upon the information gleaned from a source on the planet, Master Mezarius then led his depleted Thunderwing away from Metzels and toward the last known location of the Fallen. Tragically, he was also leading them toward the reinforcements that Razorfeldt had approaching the capital. Flying point, Naaman saw the danger and called back to halt his brothers, but their all-out pace caused them to overshoot their hilly cover, whereupon they were instantly spotted and began to take fire from the Tyrant's super-heavy tank brigade. Two more Land Speeders were lost, and Master Mezarius thrown from his mount by a violent explosion. Naaman's own Speeder was damaged, and he piloted it safely to the ground in a cloud of smoke, laying down fire all the way to cover his brothers. Leaping from his wrecked vehicle, Naaman fought his way across the open terrain, dodging the fire from the Imperial armour and shooting at any foe foolish enough to show themselves.

Gathering the surviving crew from the downed Speeders, he directed them to cover, where the still functioning vehicles could pick them up. Naaman himself re-entered the battlezone and, armed only with bolter and combat knife, made his way over to his Master. Wounded grievously, Mezarius told Naaman to leave him and continue the mission, pressing his famous Lightning Sword into Naaman's hands; but Naaman refused on this occasion to listen. Instead, he hauled his dying commander up and carried him back to the downed jetbike; but before they arrived, Mezarius' life passed from his ruined body. Reverently laying his Master upon the jetbike, Naaman took it to the air once more, dodging enemy fire and regrouping with the surviving Thunderwing in the last two Speeders.

Despite the tragedy of the events leading them to this point, Naaman and the others agreed with burning hearts to continue the mission. Pursuing their leads, the eight remaining Marines from the 2<sup>nd</sup> Company ran down the Fallen of Harmschen, killing four and capturing three, who were brought back to the Armada for interrogation.

For completing the mission, recovering Master Mezarius' revered jetbike and, more importantly, the late Master himself, Naaman was awarded the highest honour that the Storm Angels can bestow, and was subsequently inducted fully into the Inner Circle when he became the new Master of the Thunderwing.

Wearing the ancient armour of his forebears, and with the memory of his friend Mezarius still strong in the ceramite, Naaman rides like a vengeful angel on the archaic jetbike, distributing pain and death to the enemies of the

Storm Angels. Wielding the mighty Lightning Sword, he rains down its wrath upon the foe. The Fallen fear his name, for he will find them.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Master Naaman	5	5	4	4(5)	3	5	3	10	3+

### **SPECIAL RULES**

#### **Fearless, Battle-Forged Heroes**

**Rites of Battle:** See the Company Masters entry for details of this special rule.

**Master of the Thunderwing's Land Speeder:** Naaman is usually mounted on his jetbike, but he may choose to replace this with his personal Land Speeder. Note that Naaman's Iron Halo and the Lightning Sword may not be used if he is riding in his Land Speeder, these artefacts serving as potent symbols, but playing no part in the game. His Rites of Battle special rule still applies as normal (leadership 10). The Land Speeder's weapons are fired at Ballistic Skill 5.

### **WARGEAR**

#### **Power Armour**

**Adamantine Mantle:** Naaman is immune to the effects of the Instant Death rule.

**Iron Halo:** See the Company Masters entry for details of the Iron Halo.

**The Lightning Sword:** The Lightning Sword is a master-crafted power weapon.

**Jetbike:** The jetbike follows the rules for jetbikes found in the Warhammer 40,000 rules. It is armed with a plasma cannon and a twin-linked storm bolter.

**Thunderwing Company Standard:** If Naaman is in the army, then one member of one Thunderwing Attack Squadron riding a bike may carry one of the Thunderwing Company Standards. Any Storm Angels unit within 12" of the standard may re-roll failed Morale and Pinning tests. In addition, all models in the squadron add 1 to their Attacks characteristic.

#### **MASTER OF THE THUNDERWING'S LAND SPEEDER**

Should you choose to field Naaman mounted on his Land Speeder instead of his jetbike, the following profile is used:

Master Naaman's Land Speeder	<b>BS</b>	<b>Armour</b>		
	5	<b>F</b>	<b>S</b>	<b>R</b>
		14	14	10

**Type: Fast, Skimmer**

**Weapons:** Twin-linked heavy bolter & twin-linked assault cannon

#### **SPECIAL RULES:**

**Cloud Shield:** A protective device is incorporated into the Master of the Thunderwing's Land Speeder that generates a powerful energy field around the vehicle. The field increases the armour value of the Land Speeder to 14 on the front and side facings.

## **THE MASTER OF THE THUNDERWING'S JETBIKE**

At the time of the Horus Heresy, many Space Marine Chapters fielded jetbikes. These sleek craft allowed a single rider to soar across the battlefield at great speed, held aloft by gravitic drives the like of which are long lost to the Techpriests of the 41<sup>st</sup> millennium.

Since those days the art of building and maintaining these craft has been all but forgotten by Humanity, and it is regarded with superstition and distrust by many today, held to be the domain of xenos races such as the Tau and Eldar. The last of the Imperium's venerable 'Mk 14s' are thought to have been lost many centuries ago, and with them a glorious tradition of jet-cycle riding units stretching back to the days of the Great Crusade.

The Master of the Thunderwing however is privileged to ride into battle on an example of this nigh-extinct technology, a prized vehicle built to the highest standards, the like of which may well never be seen in the Imperium. In addition to its nose-mounted storm bolters, the vehicle is equipped with an underslung plasma cannon, itself an example of barely-understood technology, its fusion generator capable of powering many hundreds of shots.

Perhaps the Masters of all of the Unforgiven's 2<sup>nd</sup> Companies hold such wonders in their arsenals too, the last known jetbikes to be ridden into battle by the warriors of the Imperium.

# THE STORM ANGEL

The Storm Angel is a dark figure of vengeance who appears from places unknown only in times of the Storm Angels Space Marines' greatest need. To most he is a myth, a mysterious part of the Chapter's lore. After all, so dire are the circumstances in which the Storm Angel appears that few have beheld his terrible visage and survived to speak of it. Only those who have access to the Chapter's secret archives are certain that the Storm Angel is no mere legend or mirage. In a single ancient, locked volume are the recorded accounts of the Storm Angel's appearances across the millennia.

The most famous occurrence is one oft repeated amongst the brethren of the Storm Angels: the Tale of Shadows Walking. Midnight had fallen over the battlefield on Tauro, a world of industry and engineering, where Chaos had tightened its grip. After a day of hard fighting, a squad of tactical Space Marines were separated from the rest of the Storm Angels' army, and were being pursued through one of the vast vehicle factories of Tauro by the forces of Chaos, who were slowly whittling down their numbers. Unsure of the exact nature of their foe, and unable to communicate with his superiors, the sergeant led his men to a defensible area and ordered watches to guard through the night. Without power, the huge building would remain dark and treacherous until dawn.

As the night wore on, noises were sporadically heard throughout the factory's depths, sounds that confused the listening Marines. Loud clangs, short bursts of bolter fire, gouts of flame and other mysterious noises were heard all around – it was as if the enemy were fighting themselves. Curiously, the tactical squad were not harassed by the Chaos forces all through that night.

As dawn broke and light seeped through the decaying factory roof, the Storm Angels roused themselves and were about to make for the exit, when they saw and heard something that made even their stoic blood freeze. A group of seven possessed Chaos Marines were advancing toward them, distorted weapons in their hands and malice in their eyes, their warped bodies a blasphemy even to behold. Readyng themselves, the Storm Angels were aiming at the foe, when they suddenly stopped their approach. The Chaos forces looked confused, and the Space Marines too felt a sudden mysterious coldness wash over them. Ahead, the shadows around the enemy seemed to be deepening, pooling and solidifying. Within moments, a terrible winged shape congealed from the darkness, a faceless hood over a robed body holding a book in one hand and a mighty, faintly glowing sword in the other. Saying nothing, the figure swung its blade at the enemy, scything through the Chaos forces in a cloud of polluted blood. Quickly aiding the spectre, the Storm Angels opened fire, obliterating the remnants of the enemy.

As the last of the enemies' screams died away, the Storm Angels looked through the smoke rising from their weapons, and all five swore that the hooded figure nodded slowly to them, before melting into the shadows. A

running battle then ensued as more Chaos Space Marines emerged to attack the surviving members of the tactical squad, but several hours' hard fighting saw them exit the vast building and regroup with the rest of the 4<sup>th</sup> Company.

After the foe was vanquished and the men had reported what they had seen, a unit was despatched to investigate the factory where the figure had appeared. It was discovered and documented that thirty Chaos Space Marines' corpses lay in a wide circle around where the five Storm Angels had made their stand, every one slain by a mighty blade.

In appearance, the mysterious figure had seemed to be the embodiment of the Storm Angels' Chapter symbol, a faceless, hooded warrior in ancient, robed power armour, mighty pinions spread at his back. Thus was the figure called simply The Storm Angel, none having any further knowledge of his provenance.

Tellingly, the Storm Angel did not, on this or any other occasion, win the battle for the men of his Chapter. Though his assistance has always turned the tide of an encounter, the Space Marines have still had to fight every inch of the way to achieve their goals. Thus, the Storm Angel did not give an easy victory to his brethren, but simply made the impossible possible.

Though his visage be torn and damaged, the Storm Angel has never seemed to suffer from any injury. The ancient power armour he wears and the robes that cover it appear more battered and frayed each time he fights; yet his actions have not slowed nor his blade dulled. Unconfirmed reports indicate that shots have been seen to pass straight through him with no apparent effect, and his armour and indeed his hood are pierced through in several places.

The exact nature of the Storm Angel is as yet undetermined. The Chapter's Librarians have done their best with their secret ways to understand the figure, yet they have been unable to detect anything in his presence, save for a touch of great power that shocks any who feel its breath. Some believe him to be the spirit of Rhamiel Patrozin, the first Grand Master of the Storm Angels, who disappeared seven thousand years hence. These point to the apparent similarity between the Storm Angel's weapon, and that carried by their first Chapter Master. Others say he is the will of the Chapter made manifest, a physical portrayal of the righteous determination of all the Battle-Brothers, condensed into pure, vengeful physicality.

The legend of the Storm Angel has been heard by others of the Adeptus Astartes, and this information passed on to the Inquisition. These worry that the winged figure is some kind of psychic construct, or some trick of the Warp; but none have managed to communicate with him. For the time being, the Imperium's guardians are content to watch from afar what happens, though with this character and the Lost Company, their concern is high that the Storm Angels seem to have such ties with the Warp.



The Storm Angels Space Marines have no such qualms, however. On the rare occasions that the Storm Angel himself appears, he is welcomed and respected by his Battle-Brothers, each manifestation an occasion to be recorded and rejoiced in.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
The Storm Angel	8	5	5	4	3	6	5	10	2+

**UNIT TYPE:** Jump Infantry

**WARGEAR:** Artificer armour, jump pack, relic blade.

**SPECIAL RULES:**

**Eternal Warrior, Fearless, Furious Charge**

**Avenging Angel:** As soon as the Storm Angel is placed on the table, choose one of your enemy's HQ units. The Storm Angel re-rolls all failed To Hit and To Wound rolls against the chosen unit for the rest of the battle.

**Unyielding Spectre:** The Storm angel is impervious to even the deadliest weaponry. His saving throw is invulnerable.

**Aura of Fervour:** All friendly units within 6" of the Storm Angel have +1 Attack.

## **RAZIEL, GRAND MASTER OF THE STORM ANGELS**

Commander Raziel is the present Grand Master of the Storm Angels Chapter, answerable only to the Supreme Grand Master of the Inner Circle, the Chapter Master of the Dark Angels.

Raziel is a restrained figure, quiet while considering his words and actions, yet firm and terrifying when executing them. Consultation is one of his watchwords, and he is ever grateful for the counsel and advice of his fellow members of the Inner Circle. Yet, he alone knows the most terrible of secrets that burden the leaders of the Unforgiven, some things that even the other Masters of the Storm Angels cannot be allowed to learn. It is only on the rare and most secret occasions when the Grand Masters gather that matters of such sensitivity can be discussed, and counsel offered by equals.

Each Grand Master chooses his successor from the ranks of the Inner Circle. When the old incumbent dies, his choice is ceremoniously presented with the accoutrements of the office. He takes up the Iron Helm, a potent artefact worn by the first Storm Angels Grand Master. This takes the form of a winged helmet that generates a powerful force field, which protects the Grand Master and those near him from the direst of attacks. He is presented with the Burning Heart, a mighty power sword forged from molten adamantium, kept hot by archaic power cells and bound around a core of obsidian from the meteorite that struck the Dark Angels' home so long ago. This ancient master-crafted weapon can, when wielded by a great warrior, cut through even the toughest and most solid armour with nary a pause. He takes up the Flame Storm, a combi-weapon said to have been constructed by the Techno-magus Prestor the Unchallenged in the days following the Fall of Caliban. He also dons the Aegis, a master-crafted suit of power armour, finely detailed with the symbols of the Grand Master's rank.

Most sacred of all, he is shown the Chapter Banner and the Sacred Banners, which are now in his care. All of these artefacts are potent icons for the Storm Angels, handed down through the generations as powerful reminders to the Grand Master and all under his command of everything that the Storm Angels stand for. Many of the revered possessions of the Chapter date from the Second Founding, and were given into their trust by their Progenitors, the Dark Angels Legion. As such, they are highly prized and hold a place of honour in the brethren's hearts. Other artefacts have been created or discovered in the millennia since that time, but all are revered by the Storm Angels, and Raziel knows that protecting the Chapter's heritage is one of his most important functions.

Of course, Raziel's first duty as Grand Master is to lead the Chapter in the hunt for the Fallen. Destroying the enemies of the Imperium is a priority, but it comes second to redeeming the Unforgiven from their ancient burden. Ever alert, Raziel uses the mighty forces at his disposal to gather information and pursue suspected Fallen, capturing them and attempting to wring a confession from their tortured souls. Those who may have useful information

are sometimes shipped to The Rock for the Dark Angels to process, but all suffer the same fate. Whether they individually attain absolution or not, each captured Fallen brings the Unforgiven one step closer to redemption.

Raziel leads the Storm Angels spiritually and martially, setting a worthy example for his brothers to follow. Firm of heart and strong of spirit, he is determined to do all he can to prepare for Lion El'Jonson's long hoped-for return.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Commander Raziel	5	5	4	4	4	5	4	10	2+

#### **SPECIAL RULES**

**Fearless, Independent Character, Eternal Warrior, Rites of Battle, Orbital Bombardment**

**Titanic Might:** Raziel can re-roll all failed attempts to hit and to wound with both shooting and close combat attacks.

#### **WARGEAR**

**The Aegis:** The Aegis is a suit of artificer armour, worked aeons ago by the master craftsmen of the Dark Angels Legion. Raziel's armour save is 2+.

**Iron Helm:** The Iron Helm provides Raziel, and all models in any unit he joins, a 4+ Invulnerable Save.

**Burning Heart:** This is a master-crafted power weapon that allows the bearer to strike at Strength 6 in close combat.

**Flame Storm:** The Flame Storm is a master-crafted combi-meltagun.

**Storm Angels Chapter Banner:** If Raziel is on the field of battle then any one Standard Bearer may carry one of the Storm Angels Chapter banners in place of the standard he normally carries. The Chapter Banner inspires intense pride in any Storm Angel who looks upon it, and spurs them onward. Any unit with models within 12" of the Chapter Banner may re-roll failed Morale and Pinning tests. In addition, all models in the Standard Bearer's unit add 1 to their Attacks characteristic.

# VEHICLES

## RHINO

Rhino armoured personnel carriers are the mainstay of many Space Marine Chapters, and the Storm Angels are no exception. Well-armoured and swift, the Rhino allows the Storm Angels to strike quickly, rushing troops into position where they can destroy the enemy in surgical strikes. The Rhino is equipped with a storm bolter, to be fired by the crew in support of its passengers as they disembark; and can in addition be fitted with an extra storm bolter, a one-shot, tank-busting hunter-killer missile, an obstacle-clearing dozer blade, plates of supplementary armour and smoke launchers.

One of the most versatile vehicles in the Imperium, the Rhino chassis is incredibly adaptable and, thanks to its standard design, has been modified to fulfil a number of supplemental battlefield roles.

	Type	BS	Armour		
			F	S	R
Rhino	Tank	4	11	11	10

**Transport:** The Rhino has a transport capacity of ten models. It may not carry models in Terminator armour.

**Fire points:** Up to two models can fire from the Rhino's top hatches.

**Access points:** Rhinos have one access point on each side of the hull, and one at the rear.

### SPECIAL RULES

**Repair:** Rhinos are exceptionally resilient vehicles and can often be repaired by their crew in the heat of battle. If a Rhino is immobilized for any reason, then in subsequent turns the driver may attempt to effect a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is no longer immobilized.

## RAZORBACK

Razorbacks are one of the many modified versions of the Rhino, and feature a combination of troop-carrying capability and destructive firepower. Able to transport up to six Space Marines, the Razorback boasts a heavy weapon mount of either twin-linked heavy bolters or lascannons.

	Type	BS	Armour		
			F	S	R
Razorback	Tank	4	11	11	10

**Transport:** The Razorback has a transport capability of six models. It may not transport models in Terminator armour.

**Fire points:** None.

**Access points:** Razorbacks have one access point on each side of the hull, and one at the rear.

## PREDATOR

Predators fill the role of a main battle tank within the Storm Angels Chapter. With a turret-mounted autocannon, the Predator can have its sponsons equipped with either heavy bolters or lascannon, making it incredibly versatile against a range of foes.

The anti-infantry variation of the Predator is called the Predator Destructor, while those fitted for anti-tank roles have their autocannon replaced with twin-linked lascannon, and are known as Predator Annihilators.

	Type	BS	Armour		
			F	S	R
Predator	Tank	4	13	11	10

## VINDICATOR

The Vindicator is a siege tank, and boasts the most powerful weapon of its type in the Storm Angels Chapter armoury. It is highly valued and issued to Company Masters with a specific tactical requirement for it. Though short-ranged, the Vindicator's Demolisher cannon is capable of destroying enemy armour and fortifications in a single shot. The vehicle is an essential part of any armoured spearhead that the Storm Angels might deploy.

The Vindicator comes into its own when used in a city-fight, for its weapon can pound enemy positions into dust, and its armour is capable of withstanding the deadly close-range attacks likely to be used against it by the desperate defenders. The Vindicator is routinely fitted with a heavy, plough-shaped dozer blade – an invaluable addition when negotiating the shattered ground of urban warscapes.

	Type	BS	Armour		
			F	S	R
Vindicator	Tank	4	13	11	10

## WARGEAR

**Demolisher Cannon:** The Demolisher Cannon is the weapon of choice amongst the Imperium's armies when faced with a well dug-in enemy infantry in a dense environment such as a city-fight or siege. The terrific blast unleashed by the detonation of its huge shells is often sufficient to bring down buildings in which the enemy are taking cover, crushing them beneath tons of falling masonry. The Demolisher Cannon has the following profile:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
24"	10	2	Ordnance 1, Large Blast

## WHIRLWIND

The Whirlwind is armed with a battery of deadly rockets, with which it rains death on the enemy from a distance. Thanks to the complex targeting system and the excellent communication equipment used by the Storm Angels, a Whirlwind does not require line of sight to its target, often launching precision bombardments from the safety of cover.

The Whirlwind is able to fire a special variant missile called the Castellan. This can be used to scatter mines over a target area; but the Storm Angels use a version of the warhead that throws out searing chemical fire as it detonates. This devastating weapon is used to literally scour the enemy from their hiding places.

			<b>Armour</b>		
	<b>Type</b>	<b>BS</b>	<b>F</b>	<b>S</b>	<b>R</b>
Whirlwind	Tank	4	11	11	10

## WARGEAR

**Whirlwind multiple missile launcher:** The Whirlwind can fire standard Vengeance missiles, or Incendiary Castellan missiles. You must decide before the game which missiles the Whirlwind is carrying, and ensure that your opponent is aware of the choice.

### Vengeance missiles:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12-48" G	5	4	Ordnance 1, Large Blast

### Incendiary Castellan Missiles:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12-48" G	4	5	Ordnance 1, Large Blast Ignores Cover*

\*No Cover Saves are possible against wounds caused by the Incendiary version of the Castellan missile.

# LAND RAIDERS

The Land Raider is practically a mobile fortress, and is without doubt the most powerful armoured fighting vehicle available to the Storm Angels. With advanced life support systems on board capable of supporting ten Space Marines or five Terminators, the Land Raider can withstand hard vacuum and temperature extremes with equal ease. Each Land Raider has a Machine Spirit that is able to pilot the vehicle and fire its weaponry under extreme circumstances; each one is considered an individual by its custodians, and is named according to its character. Land Raiders are the most durable and powerful vehicles in the Storm Angels armoury.

Armed with twin-linked lascannons and a twin-linked heavy bolter, a Land Raider is a menace to infantry and armour alike, fully capable of blasting through the enemy before disgorging its cargo into the very heart of the foe.

	Type	BS	Armour		
			F	S	R
Land Raider	Tank	4	14	14	14

**Transport:** Land Raiders have a transport capacity of ten models in power armour. Models in Terminator armour count as two models.

**Fire points:** None.

**Access Points:** Land Raiders have one access point on each side of their hull, and one at the front.

## SPECIAL RULES

**Power Of The Machine Spirit:** A Machine Spirit aids the control of the Land Raider's movement and weapon systems. If the Land Raider suffers a Crew Stunned result on the Vehicle Damage tables, the Machine Spirit allows it to move directly ahead up to its full speed. Also, the Machine Spirit can operate one weapon per turn as long as the vehicle has moved no more than 6", even if the tank suffers a Crew Shaken or Crew Stunned result. This is in addition to any weaponry that can normally fire. The Machine Spirit has a BS of 2.

**Assault Vehicle:** Models disembarking from any access point may launch an assault on the turn they do so.

# LAND RAIDER CRUSADER

Based on a design pioneered by the Black Templars Chapter, the Crusader is a formidable variant of the standard Land Raider. Equipped with Hurricane bolters to the sides, twin-linked assault cannon and multi-meltas on the front, the Crusader is the ultimate shock assault vehicle. With a crew compartment slightly larger than a regular Land Raider, the Crusader is an unsubtle variant, used specifically to deliver its passengers into the heat of battle.

Whilst Land Raider Crusaders are not common within the Storm Angels Chapter, Company Masters have been known to order their deployment for use in specific campaigns, and the Chapter maintains several of them within its armoury. It truly comes into its own when confronted with a strong enemy defence line, which the Storm Angels must punch a hole through in order to engage the enemy's forces. The Land Raider Crusader is the ultimate line-breaker.

	Type	BS	Armour		
			F	S	R
Land Raider Crusader	Tank	4	14	14	14

**Transport:** Storm Angels Land Raider Crusaders have a transport capacity of sixteen models. Models in Terminator armour count as two.

**Fire Points:** None.

**Access Points:** See Land Raider entry.

## WARGEAR

**Hurricane Bolters:** Hurricane bolters consist of six boltguns, and count as three twin-linked bolters.

**Frag Assault Launchers:** The front of a Land Raider Crusader is studded with explosive charges, designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit that charges into close combat on the same turn as it disembarks from the Crusader counts as having frag grenades.



# LAND SPEEDER STORM

The Land Speeder Storm trades the traditional heavy weaponry for a modest transport capacity. The resulting craft is the equal of its parent in terms of speed and manoeuvrability, but can also carry a small scout squad without any loss of performance. Furthermore, a Land Speeder Storm's baffled engines and sophisticated spy array afford it a stealthy profile well suited to the Scouts' clandestine missions. As a result, each can be used as a mobile fire base, assault transport or stealth insertion craft, as the battle requirements dictate.

To further enhance the Land Speeder Storm's effectiveness in strike missions, it is often equipped with a cerberus launcher in place of a standard Land Speeder's chin-mounted heavy bolter. The Cerberus launcher is a barrelled weapon that fires a disorienting volley of frag, stun and blind rockets into enemy positions, allowing the Scouts to move in unopposed and mop up any survivors. Thus the Scouts can launch rapid assaults on defensive positions with a speed and precision that would be impossible with a conventional Drop Pod or Rhino assault.

	Type	BS	Armour		
			F	S	R
Land Speeder Storm	Fast, Skimmer Open-topped	3	10	10	10

## TRANSPORT

The Land Speeder Storm has a transport capacity of five models. It can only carry Scouts.

**Fire Points/Access Points:** The Land Speeder Storm is open-topped.

## SPECIAL RULES

**Deep Strike, Scouts.**

## WARGEAR

**Cerberus Launcher:** This weapon is used to stun enemy units prior to an assault by Scouts.

If a Scout unit charges into combat on the same turn as it disembarks from the Land Speeder Storm, any enemy units that the Scouts assault have their Leadership reduced by 2 for the duration of that assault phase.

**Jamming Beacon:** Land Speeder Storms carry transmitters that broadcast powerful electromagnetic and etheric interference. The resulting disruption denies enemy reserves crucial locational and navigational information, causing them to enter the fray a considerable distance from their intended entry point.

Teleport homes, Chaos Icons and similar wargear items that prevent deep strike scatter do not function within 6" of a Land Speeder Storm. In addition, enemies wishing to deep strike onto the board within 6" of a Land Speeder Storm scatter 4D6" rather than 2D6".

# LAND SPEEDER TEMPEST

The Tempest is a fully enclosed, heavily armed and armoured variant of the standard Land Speeder. It forgoes the Land Speeder's usual long-range reconnaissance and patrolling role and is instead a pure gunship, carrying heavy firepower with which to engage enemy infantry and armour.

The first recorded use of the Tempest was by the White Scars Chapter in M38, during the evacuation of Barac, where it proved so successful that its reputation spread to other Chapters. Many now maintain a few Tempests in their armouries, though they are not as common as their Tornado or Typhoon sister craft. The Storm Angels are relatively unusual in having an entire Thunderwing squadron composed of Tempests, although these are rarely all fielded together; the craft more often used individually to bolster other squadrons of the 2<sup>nd</sup> Company.

The Tempest is notably larger than the Codex pattern Land Speeder, and with additional armour plating and increased weapons load, this makes it heavier as well. To reduce weight as much as possible, the Tempest was reduced to a single-seat vehicle; slave targeting systems and the craft's machine spirit fulfilling the control duties of the missing gunner.

Armed with the mighty assault cannon at the front and twin-linked missile launchers either side of the hull, the Land Speeder Tempest is truly an awe-inspiring thunderbolt of a vehicle, and can be used to great effect by a canny Space Marine commander.

	Type	Armour		
		F	S	R
Land Speeder Tempest	Fast, Skimmer	11	10	10

Fire Points/Access Points: None.

## SPECIAL RULES

**Deep Strike, Thunderwing Jinx.**

## WARGEAR

**Twin-linked missile launchers:** The missile launcher is equipped with frag and Krak missiles. Declare which type of missile is being fired on each turn.

# DROP PODS

The Space Marines are known as the Angels of Death, and this title is never more appropriate than when they attack using Drop Pods. Resembling a ship's life pod in appearance and function, Drop Pods are fired from vessels in low orbit with colossal force, using a ring of powerful retro burners to direct their approach to the target zone.

Inside the Drop Pod, a squad of Storm Angels or a Dreadnought is carried in extremely spartan conditions, protected only by the Drop Pod's armour plating. During the violent descent, it is common for the Space Marines to give voice to battle hymns, steeling themselves against the terror of orbital assault and preparing themselves for death or glory on the battlefield.

Drop Pods are inevitably aimed right at the heart of the action, where their impact sows terror and confusion in the foe. There, the occupants can swiftly disembark and wreak havoc on the enemy. Many a rebellion or xeno invasion has been forestalled by a well-timed Storm Angels planetfall, striking right at its heart with ruthless efficiency.

	Type	BS	Armour		
			F	S	R
Drop Pod	Open-topped	4	12	12	12

**Transport:** The Drop Pod has a transport capability of ten models. Troops in Terminator armour count as two models. It may instead transport a Dreadnought, which counts as ten models. Once the Drop Pod has landed, the hatches are blown and all passengers must immediately disembark, following the normal rules for doing so. Once passengers have disembarked, no models may embark on the Drop Pod for the remainder of the game.

**Fire Points:** None.

**Access Points:** Open-topped vehicle.

## SPECIAL RULES

**Inertial Guidance System:** Drop Pods enter play using the Deep Strike rules from the Mission Special Rules section of the Warhammer 40,000 rulebook. They may always enter play using Deep Strike, even in missions where Deep Strike may not normally be used. Drop Pods are fitted with inertial guidance systems, designed to ensure that they land safely. Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required to avoid the obstacle.

**Immobile:** A Drop Pod may not move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilized damage result, which cannot be repaired.

### **WARGEAR**

Deathwind Launcher: Some Drop Pods are upgraded to carry a Deathwind launcher in place of a storm bolter.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12"	5	-	Heavy 1, Large Blast

# STORMRAVEN GUNSHIPS

The Stormraven Gunship is a relatively new addition to the Storm Angels armoury. Like its larger and more established brother, the Thunderhawk, the Stormraven is an extremely versatile craft that combines the roles of dropship, armoured transport and strike aircraft.

The introduction of the Stormraven lies shrouded in secrecy. It has been reported that its Standard Template Construct file was discovered at the start of the 41<sup>st</sup> Millennium in a forgotten Martian archive, and that the Adeptus Mechanicus refused to begin mass-production until they assured themselves that the schematic was hale, untainted and in keeping with the strictures and covenants of the Machine God. Nonetheless, some records indicate that the Stormraven was in existence even before then, most notably active in the service of the Grey Knights, the secretive daemon-hunters of Titan. Who can say where the truth of the Stormraven's provenance lies, for the Imperium's bureaucracy is as labyrinthine as it is petty. It is just as possible that shadowy politics and administrative inertia are behind the delays to the Stormraven's introduction as it is that the hesitance was caused only by diligence on the part of the Adeptus Mechanicus.

The Stormraven is not only smaller than a Thunderhawk but, thanks to its array of vectored thrusters, it is also considerably more agile. This, combined with the precise skill and superhuman reactions of its Space Marine crew, allows it to jink effortlessly through interceptor fire and manoeuvre at full speed through densely cluttered environments. As a result, Storm Angels employ Stormravens in areas where it would be foolish or impractical for a Thunderhawk to attempt the same role.

The mission role of a force's Stormraven Gunships varies greatly from battlezone to battlezone and, to an extent, the personality of the commanding officer. Many simply use the ships in place of other transports, combining as they do the swift orbital descent of Drop Pods and the battlefield versatility of a Rhino or Razorback. Twelve Space Marines can be contained within the adamantium belly of a Stormraven, and it is also the smallest craft able to carry a Dreadnought in a cargo grapple.

However, to use a Stormraven merely as a transport is to overlook its formidable weapons array which, while varying greatly from ship to ship, is easily the equal of any of the Chapter's land-based fighting vehicles. Truly is this craft a potent weapon in the fight against the foes of the Imperium.

	Type	BS	Armour		
			F	S	R
Stormraven	Skimmer, Fast	4	12	12	12

**WARGEAR:** Twin-linked heavy bolter, twin-linked assault cannon, four Thunderstrike missiles, two hurricane bolters.

**Thunderstrike missiles:** Thunderstrike missiles have a two-stage solid fuel booster, designed to deliver a punishing blow to enemy armoured vehicles. Each missile can only be fired once per game.

Range	Strength	AP	Type
72"	8	1	Heavy 1, One-shot

### **Hurricane Bolters**

Hurricane bolters may be fitted into sponsons on the sides of a Stormraven, replacing the side access points. See the Land Raider Crusader entry for details.

**Ceramite Plating:** The Stormraven's hull plates are designed to protect it from the extreme conditions of orbital re-entry, but they also serve to thwart the fury of certain weapons. Melta weapons do not gain the extra D6 armour penetration when shooting at a Stormraven Gunship.

### **TRANSPORT:**

The Stormraven can carry two separate squads: one unit of up to 12 models in its cabin, plus a Dreadnought in its rear grapple (if the Stormraven explodes, the Dreadnought will suffer a Strength 4 hit on its rear armour). Unlike other transports, the Stormraven can carry jump infantry (each model takes up two spaces). For the purposes of claiming/contesting objectives and embarking/disembarking from a Stormraven, measure to and from its base. (For example, a unit wishing to embark a Stormraven can do so if, at the end of their Movement, all models in the unit are within 2" of the Stormraven's base).

**Fire Points:** None.

**Access Points:** A Stormraven has one access point at the front of its hull, one on either side (unless hurricane bolters are used in sponsons instead) and one at its rear.

**SPECIAL RULES: Deep Strike.**

**Assault Vehicle:** Models disembarking from a Stormraven can launch an assault on the turn they do so (providing the Stormraven did not deep strike).

**Power of the Machine Spirit** (see Land Raider entry for details).

# WARGEAR

This section of Codex: Storm Angels lists the weapons and equipment used by Storm Angels Space Marines, along with the details for using them in your games of Warhammer 40,000. Weapons and equipment that may be used by more than one type of model or unit are detailed here, while equipment that is unique to a single model or unit is detailed in the appropriate entry in the Forces section. (For example, bolters are ubiquitous and carried by many models, and they are therefore detailed in this section. The Cyclone missile launcher, however, is unique to Strikewing Terminators, and is therefore detailed in the Strikewing Terminators section).

## WEAPONS

### ASSAULT CANNON

Assault cannons are heavy weapons borne by Space Marine Terminators, or mounted on Dreadnoughts and other vehicles. Their rapidly rotating multiple barrels unleash a storm of shells, each capable of tearing a man apart. The sheer volume of fire poured out means that it can be turned against squads of infantry or even vehicles, where the overwhelming salvo of shells is capable of shredding even the toughest armour.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
24"	6	4	Heavy 4, Rending

### AUTOCANNON

Autocannon fire large calibre, high-velocity explosive shells and are most effective against lightly armoured vehicles or tough infantry. They are used in the turret mounts of Predator Destructors, and also carried in linked pairs by Storm Angels Dreadnoughts. They are the weapon of choice when facing the larger Tyranid bioconstructs, as well as the ramshackle buggies utilized by Ork tribes.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
48"	7	4	Heavy 2

### AUXILLIARY GRENADE LAUNCHER

An auxiliary grenade launcher is a tubular device that fires pre-loaded and pre-primed grenades. It is commonly fixed to another weapon such as a bolter, combi-weapon or even a power fist; though more esoteric shoulder- and wrist-mounts have also been employed. Such devices are rare, and thus mostly used by veterans and command personnel.

An auxiliary grenade launcher can be fired in addition to another weapon. Each time an auxiliary grenade launcher fires, the controlling player can choose which type of grenade is being used.

<b>Krak Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12"	6	4	Assault 1

<b>Frag Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12"	3	6	Assault 1, Blast

### **BOLTGUN**

The boltgun, or bolter, is the instrument of death by which the Space Marines are known. They are compact weapons that fire small missiles, or 'bolts,' much larger than an ordinary bullet. Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
24"	4	5	Rapid Fire

### **BOLT PISTOL**

Bolt pistols are smaller versions of bolters, firing the same ammunition. Thanks to their smaller size they are perfect side arms for Space Marines, so are carried throughout the Chapter. Brethren in the Assault squads commonly pair them with chainswords to form an easily carried combination of deadly weaponry.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12"	4	5	Pistol

### **CHAINFIST**

See the Strikewing Terminators entry for details of this weapon.

### **CHAINWORD OR COMBAT BLADE**

Space Marines utilize an array of close-combat weapons, from the combat blades wielded by the Scouts to the chainswords carried by Assault Marines. All are equally deadly in the hands of the highly trained Space Marines.

Both chainswords and combat blades are close-combat weapons, as described in the Assault Phase chapter of the Warhammer 40,000 rulebook.



## **COMBI-WEAPONS**

Combi-weapons are bolters that have been specially modified by the Chapter's most skilled artisans. Each has been expertly converted to house another weapon, either a meltagun, plasma gun or flamer. The extra weapon carries only a limited charge, allowing the bearer a single shot – perfect for emergencies and shots of opportunity.

A Space Marine armed with a combi-weapon may choose to fire either the bolter or the other weapon, each with the profile listed in this section. The bolter may be fired every turn, but the other weapon may only be fired once per battle (a combi-plasma gun may of course Rapid Fire). Note that you cannot fire both weapons in one turn.

## **CROZIUS ARCANUM**

See the Chaplains and Interrogator-Chaplains entry for details of this weapon.

## **CYCLONE MISSILE LAUNCHER**

See the Strikewing Terminators entry for details of this weapon.

## **FLAMER**

Flamers are flamethrowers that spew a highly volatile liquid chemical that ignites on contact with the air, throwing out a great tongue of flame that can scour the enemy from any defended position. The conflagration they cause is viewed as holy cleansing by many of the brethren.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
Template	4	5	Assault 1

## **FORCE WEAPON**

See the Warhammer 40,000 rulebook.

## **FRAG GRENADE**

Fragmentation grenades are explosive devices that are hurled at an enemy prior to an assault. The storm of shrapnel from the exploding grenades will drive opponents further under cover for a few moments, allowing the attackers to close in unmolested. They are standard issue for all Storm Angels Space Marines.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using frag grenades.

## **HEAVY BOLTER**

These are enormous versions of the bolter, deadly weapons that fire fist-sized bolts at the enemy. With a staggering rate of fire and shells even more lethal

than the standard boltgun, heavy bolters truly put the fear of the Emperor into the foe.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
36"	5	4	Heavy 3

### **HEAVY FLAMER**

A larger version of the flamer, a heavy flamer is the ultimate weapon for sweeping fortifications clear and purging the ranks of the enemy at close range. Used by Terminators and Dreadnoughts, only the best armoured and most resilient foes can withstand its fiery blasts.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
Template	5	4	Assault 1

### **KRAK GRENADE**

These are armour-piercing bombs, designed to crack open the armoured hulls of enemy vehicles. Though they lack the explosive force of melta bombs or other specialized demolition charges, they are small and easy to carry, making them ideal weapons of opportunity.

See the Vehicles section of the Warhammer 40,000 rulebook for details of using krak grenades.

### **LASCANNON**

Lascannon are enormous heavy weapons, deployed specifically to destroy heavily armoured targets. At long range, there are few finer weapons for tank hunting. Within the gun itself there is a laser chamber that charges an explosive energy blast capable of blasting apart enemy vehicles. Lascannon vary from the man-portable variants carried by Devastator squads to the mighty Godhammer pattern borne by the Land Raider.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
48"	9	2	Heavy 1

### **LIGHTNING CLAWS**

Lightning claws consist of heavily armoured gloves armed with long, slashing talons sheathed in a rippling power field. Used most effectively in pairs, lightning claws slice through armour, flesh and bone with the same terrifying ease.

Lightning claws ignore Armour Saves and re-roll any To Wound dice that fail to cause a wound. However, a model only receives the additional close combat weapon attack bonus if it is armed with a pair of lightning claws.

## MASTER-CRAFTED WEAPONS

Master-crafted weapons are simply the best weapons of their type, the product of years of careful labour by the most dedicated and accomplished artisans in the Chapter. A weapon manufactured in such a way will be superior in almost every way to other weapons of its type.

A master-crafted weapon allows the bearer to re-roll one failed roll to hit per player turn, when using the weapon.

## MELTABOMB

Meltabombs are deadly demolition weapons, powered by a subatomic charge capable of melting through even the most heavily armoured targets. They are much bulkier than krak grenades, with a more sophisticated detonation mechanism. Space Marine Assault squads carry melta bombs to destroy enemy tanks and bunkers.

See the Vehicles section of the Warhammer 40,000 rulebook for details of using melta bombs.

## MELTAGUN

Meltaguns are lethal anti-armour weapons, also used against fortified defence lines and bunkers. Marvels of technology, they superheat their target with sub-molecular thermal agitation, literally cooking and melting away armour plates. Most effective at very short range, the meltagun is capable of reducing rock, metal and living material to molten slag or ash.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12"	8	1	Assault 1, Melta

## MISSILE LAUNCHER

The standard heavy weapon for Space Marine Tactical squads, missile launchers can fire either krak or frag missiles. Frag missiles are designed to wreak havoc amongst lightly armoured infantry, while krak missiles can challenge the most heavily armoured targets. With an ample supply of both types of ammunition, a missile launcher is one of the most versatile weapons available to Space Marines.

Each time a missile launcher fires, the controlling player may choose which type of ordnance is being used.

<b>Krak</b>			
<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
48"	8	3	Heavy 1
<b>Frag</b>			
<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
48"	4	6	Heavy 1, Blast

### **MULTI-MELTA**

A larger, more destructive version of the meltagun, a multi-melta is perfect for destroying bunkers and tanks.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
24"	8	1	Heavy 1, Melta

### **PLASMA CANNON**

Plasma cannon fire a plasma 'bolt' that explodes on impact, generating the destructive heat of a small sun. Plasma cannon are prone to overheating, and can prove as deadly to the wielder as to the target.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
36"	7	2	Heavy 1, Blast Gets Hot!

### **PLASMA GUN**

Smaller than the plasma cannon, this fires several smaller 'bolts' of plasma energy.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
24"	7	2	Rapid Fire, Gets Hot!

### **PLASMA PISTOL**

The smallest variant of the plasma weapon family. The fury is not diminished, though the range and rate of fire are less.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12"	7	2	Pistol, Gets Hot!

### **POWER FIST**

A power fist is an armoured gauntlet surrounded by a disruptive energy field. It is used to deliver crushing blows, and is capable of smashing through even the toughest armour.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power fists.

### **POWER WEAPON**

A power weapon (typically a sword or axe, but sometimes a glaive, halberd or mace) is sheathed in a disruptive energy field, enabling it to cut through all manner of materials with ease.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power weapons.

### **RELIC BLADE**

Relic blades are two-handed swords or axes sheathed in an armour-sundering power field. Many have their origins in the dark days of the Horus Heresy, though some have been crafted in the long centuries since, in commemoration of other momentous events. Only Space Marines of long and loyal service are given the opportunity to wield such a powerful and revered weapon.

A relic blade counts as a power weapon whose hits are resolved at Strength 6. Due to its size and weight, a model wielding a relic blade cannot get an extra attack for having a second close combat weapon.

### **SHOTGUN**

See the Scouts entry for details of this weapon.

### **SNIPER RIFLE**

See the Scouts entry for details of the sniper rifle.

### **STORM BOLTER**

A storm bolter resembles two boltguns attached side-by-side. The storm bolter is capable of laying down withering fire without compromising manoeuvrability, enabling the bearer to charge headlong into combat, firing on the enemy all the time.

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
24"	4	5	Assault 2

### **THUNDER HAMMER**

Thunder hammers release a terrific blast of energy when they strike an opponent. They are often paired with storm shields, combining superb protection with lethal offensive capability.

A thunder hammer counts as a power fist, but any model wounded by it and not killed may not attack again until Initiative 1 blows are struck in the next Assault Phase. Vehicles hit by a thunder hammer are considered Crew Shaken in addition to any other results they suffer.

See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using thunder hammers.

# OTHER EQUIPMENT

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## CLUSTER MINES

See the Scout Bikes entry for details of using cluster mines.

## COMBAT SHIELD

A combat shield is a lighter version of a storm shield that is fitted to the arm of the user. This leaves the wearer's hand free to wield a pistol or other weapon, substituting a measure of defence for increased versatility.

A combat shield confers a 5+ invulnerable save.

## CAMO CLOAK

Space Marine Scouts often wear camo cloaks – loose garments woven from light-absorbing material, which imitate nearby terrain. So garbed, Scouts are almost impossible to see at a distance, and make for difficult targets when using cover of any kind.

A model wearing a camo cloak has the Stealth universal special rule.

## HELLFIRE ROUNDS

These are specially modified bolter rounds, originally designed for slaying Tyranid bio-monstrosities. Each hellfire round replaces the bolt's standard explosive charge with a chamber of bio-acid that eats through flesh with a voraciousness impossible to survive. If a model carries hellfire rounds, replace their boltguns' profile with the following:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
24"	1	5	Rapid Fire Poisoned (2+)

## JUMP PACK

A jump pack enables the user to make great bounding leaps across the battlefield, or even to fly short distances.

Models equipped with jump packs are Jump Infantry, as described in the Warhammer 40,000 rulebook. In addition, Space Marines wearing jump packs can be dropped by low-flying craft, such as Thunderhawk gunships, using their jump packs to swoop down to the battlefield. To represent this they can be kept in reserve and arrive using the Deep Strike rules (see the Mission Special Rules section of the Warhammer 40,000 rulebook).

## SIGNUM

The signum is a special form of communication device that can access a myriad of useful targeting data, allowing a more accurate concentration of fire. A model can use a signum in lieu of making a shooting attack of his own. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of that Shooting phase. Declare that the signum is being used before any rolls to hit are made.

**SPACE MARINE BIKE**

Models equipped with Space Marine Bikes follow all of the rules for bikes as described in the Warhammer 40,000 rulebook.

**STORM SHIELD**

A storm shield is a solid shield that has an energy field generator built into it. The energy field is capable of deflecting almost any attack, even blows from lascannon and power weapons.

A model with a storm shield has a 3+ invulnerable save. A model equipped with a storm shield can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault.

# ARMOUR

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## ARTIFICER ARMOUR

Though the two are superficially similar in appearance, artificer armour is as far beyond power armour as power armour is beyond the carapace used by Scouts and the elite of the Imperial Guard. Indeed, cunningly wrought damage control mechanisms and super-dense construction materials ensure that most suits of artificer armour offer a degree of protection rivalling that of Tactical Dreadnought armour.

A suit of artificer armour is an incredibly valuable relic, often having belonged to several great heroes over the millennia – typically Chapter Masters, Company Masters and members of the honour guard. Though Techmarines also wear a form of artificer armour, their suits are rarely as old and venerable as those worn by the Storm Angels' heroes. Substantially modified and improved upon by each generation of Techmarine, their armour is festooned with mechanical interfaces and servo-tools, the better to aid the Techmarine in his duties.

Models equipped with artificer armour receive an armour save of 2+.

## POWER ARMOUR

Power armour is the standard protection for Space Marine warriors, and its distinctive outline casts fear into the enemies of Mankind. Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the wearers' movements, power armour offers some of the best protection the Imperium can provide. Models wearing power armour receive an armour save of 3+.

## SCOUT ARMOUR

Scout armour is formed of thick plates of carapace armour, easily capable of stopping a bullet. Less cumbersome and noisy than power armour, scout armour is ideal for the subtle infiltration work that its wearers embark upon, and allows much greater freedom of movement. Models with scout armour receive a 4+ armour save.

## TERMINATOR ARMOUR

Also known as Tactical Dreadnought armour, Terminator armour is the best protection a Space Marine can be equipped with. Designed for close-quarters fighting aboard Space Hulks and other confined areas, Terminator armour is capable of withstanding almost any attack. The ceramite plates can deflect most conventional assaults, whilst the Crux Terminatus on every Terminator's shoulder serves as a powerful ward capable of turning aside even attacks from power weapons and melta fire. Terminator armour can even withstand the titanic energies at a plasma generator's core, and this was in fact its original purpose.



Due to the powerful exoskeleton and power sources built into their armour, models wearing Terminator armour are capable of moving and firing heavy weapons, and may assault after firing rapid fire and heavy weapons.

On the other hand, the armour is somewhat cumbersome, so Space Marine Terminators are unable to pursue a more lightly armoured foe when they flee. Terminators cannot perform Sweeping Advance.

A model wearing Terminator armour has a 2+ armour save and a 5+ invulnerable save.

Any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in reserve and arrive using the Deep Strike rules, even if it is not a part of the mission being played.

Terminators count as two models for the purposes of transport capacity, and cannot embark Rhinos or Razorbacks.

# VEHICLE ARMOURY

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## **AUTOCANNON**

See the Weapons section for details of the autocannon.

## **DEATHWIND LAUNCHER**

See the Drop Pods entry for details.

## **DEMOLISHER CANNON**

See the Vindicator entry for details.

## **DOZER BLADE**

Dozer blades are heavy ploughs, blades, rams or scoops used to clear obstacles from a vehicle's path. Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test.

## **EXTRA ARMOUR**

Some Storm Angels vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count Crew Stunned results on the vehicle damage tables as a Crew Shaken result instead.

## **FRAG ASSAULT LAUNCHERS**

See the Land Raider Crusader entry for details.

## **HUNTER-KILLER MISSILE**

Hunter-killer missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage enemy armoured vehicles that would otherwise far outmatch them.

A hunter-killer is a krak missile with unlimited range that can only be used once per battle. They are fired at Ballistic Skill 4. They are treated as an additional weapon.

## **HURRICANE BOLTERS**

See the Land Raider Crusader entry for details.

## **IRONCLAD ASSAULT LAUNCHERS**

An Ironclad assault launcher is loaded with a variety of anti-personnel grenades that disorient the enemy and drive them from cover.

A Dreadnought with Ironclad assault launchers is counted as having both defensive and assault grenades.

## **JAMMING BEACON**

See the Land Speeder Storm entry for details.

**STORM BOLTER**

Pintle-mounted storm bolters are weapons fitted to Space Marine vehicles to provide additional fire support.

Pintle-mounted storm bolters count as an additional defensive weapon, with the profile of a normal storm bolter. See the storm bolter entry for details.

**SEARCHLIGHT**

Searchlights are often fitted to Space Marine vehicles, so that the foe may not use darkness as an ally.

Searchlights are used where the night fighting rule is in effect. If a vehicle has a searchlight it must still use the night fighting rules to find a target, but having acquired it, will then illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated target does not use the night fighting special rule. However, a vehicle using a searchlight can be targeted during the following enemy turn as if the night fighting rules are not in effect, as the enemy can see the searchlight.

**SEISMIC HAMMER**

See the Dreadnought entry for details.

**SMOKE LAUNCHERS**

Smoke launchers are used to temporarily conceal the vehicle behind a smokescreen, allowing it to cross open areas in greater safety. See the vehicles section of the Warhammer 40,000 rulebook for details.

**TYPHOON MISSILE LAUNCHER**

See the Land Speeder entry for details of this weapon.

**WHIRLWIND MULTIPLE MISSILE LAUNCHER**

See the Whirlwind entry for details.

# THE STORM ANGELS ARMY

The Storm Angels have a dark grey colour scheme, worn by the majority of the Chapter's forces, officers wearing a metallic variant. Specialized units, however, have their own colours, from the dark green of the Strikewing to the midnight blue of the Thunderwing. This section shows painted examples of characters, squads and vehicles, as well as colour schemes for some of the other Dark Angels Successor Chapters.

## CHAPTER INSIGNIA

The colour of the Storm Angels Chapter is dark grey. Storm Angels wear their Chapter badge on their left shoulder pad and their squad badge on the right. The Chapter badge is yellow on a grey field, squad badges are also yellow on a grey field, but with black squad numbers written over the top.



Storm Angels Chapter icon



Third Tactical Squad shoulder marking

## SQUAD BADGES

### Tactical Squads



### Assault Squads



### Devastator Squads



## COMPANY BADGES

Each of the 3<sup>rd</sup> to 10<sup>th</sup> Companies has a unique badge to identify it on the field of battle. This is usually applied to the left knee of a Space Marine's power armour, as well as appearing on standards and vehicles belonging to the company.



3<sup>rd</sup> Company



4<sup>th</sup> Company



5<sup>th</sup> Company



6<sup>th</sup> (Lost) Company



7<sup>th</sup> Company



8<sup>th</sup> Company



9<sup>th</sup> Company



10<sup>th</sup> Company  
(Scouts)

## **COMPANY STANDARDS**

Each company has its own unique standard. Sometimes sergeants carry a back banner, which is usually a simplified version of the Company standard showing the squad number.

## **SACRED STANDARDS**

The Storm Angels have three ancient standards which date back to the time of the Second Founding. It is the custom for only one to be used at any time, the remaining two are kept in the Inner Sanctum on the Storm Angels' command ship. They are the standards of Destruction, Vengeance and Immutability.

## **STORM ANGELS ROBES**

Storm Angels sometimes wear long robes of a grey or dark blue colour over their armour. These may indicate the brother's rank, role, position or past deeds. The convoluted structure of the Chapter often means that the true meaning is obscured, but these robes are most often seen on Company Veterans, sergeants and other high-ranking officers.

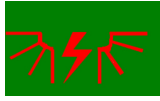
**LIBRARIAN:** Librarians wear blue armour, with details such as the shoulder pad picked out in the colour of the Chapter.

**CHAPLAIN:** Chaplains and Interrogator-Chaplains wear their armour jet black, their distinctive death-mask helmets coloured bone white.

**TECHMARINE:** Techmarines wear red armour, combining the iconography of the Chapter with that of the Adeptus Mechanicus.

**APOTHECARY:** The armour, or sometimes just the helmet and arm of an Apothecary is pure white, with the Chapter icon visible on one shoulder pad.

**STRIKEWING:** The colour of the Strikewing is dark green instead of the dark grey of the majority of the Chapter. Instead of a normal Chapter badge, Strikewing Terminators wear a red Chapter icon on their right shoulder pads. The left shoulder bears the sacred stone Crux Terminatus.



**THUNDERWING:** Like the Strikewing, the Thunderwing has a unique colour scheme. The armour and vehicles of the 2<sup>nd</sup> Company are an ominous midnight blue. The symbol of the Thunderwing is a winged thunderbolt, picked out in a striking bright yellow on their left shoulder pad. Squadron numbers, similar to the squad numbers worn by the other companies, may be worn on the right shoulder pad.



# HEROES OF THE CHAPTER



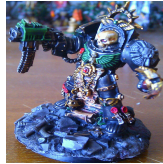
Raziel, Grand Master

Raziel in Terminator  
armour

Raziel's Helm Bearer – one  
of the Watchers in the Dark



Jump pack Chaplain with  
Crozius Arcanum and  
Power fist



Interrogator-Chaplain in  
Terminator armour, with  
storm bolter and  
Crozius Arcanum

Chaplain with Crozius  
Arcanum and bolt pistol



Librarian in Terminator  
armour with force weapon

Auriel, Grand Master  
of Librarians

Librarian with force weapon  
and bolt pistol



Techmarine with servo-harness



Servitor with servo-arm

Company Master

# WARRIORS OF THE CHAPTER



Veteran sergeant with plasma pistol and chainsword



Space Marine with bolter



Space Marine with missile launcher



Space Marine with plasma gun

Company Veteran with combat shield and

Company Veteran with power sword and bolt pistol

Company Veteran with bolter

Veteran Sergeant with plasma pistol and power sword

Devastator with heavy bolter

Devastator with plasma cannon

Devastator sergeant with plasma pistol and power fist

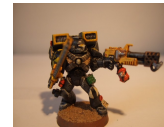
Devastator with lascannon



Assault Marine Sergeant



Assault Marine with bolt pistol and chainsword



Assault Marine with flamer



# SCOUTS

Scouts with sniper rifles

Scout with bolt pistol  
and combat blade

Scout with bolt pistol  
and chainsword

Scout with bolter

Scout with shotgun

Scout with heavy bolter

Scout with missile launcher

Scout with bolter

# THE STRIKEWING



Master Caiyne of the Strikewing



Captain Ezzaran Akkad

Strikewing Terminator with chainfist, storm bolter and cyclone missile launcher

Strikewing Terminator with assault cannon and power fist

Strikewing Terminator with heavy flamer and power fist

Strikewing Terminator with storm bolter and chainfist

Strikewing Terminator with thunder hammer and storm shield

Strikewing Terminator with twin lightning claws

# THE THUNDERWING



Thunderwing veteran sergeant



Thunderwing bikers

Thunderwing attack bike with multi-melta

Thunderwing Land Speeder

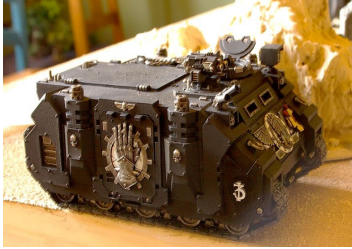
Thunderwing Land Speeder Tempest

Thunderwing Land Speeder Typhoon

Thunderwing Land Speeder Tornado with chin-mounted assault cannon

Naaman, Master of the Thunderwing on his jetbike

# ARMOURED SUPPORT



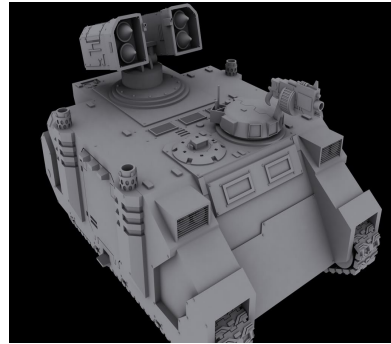
Rhino with Pintle-mounted storm bolter



Predator Annihilator with sponson-mounted heavy bolters



Vindicator



Whirlwind

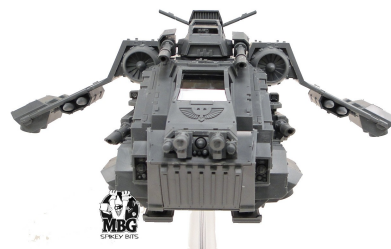
Ironclad Dreadnought



Strikewing Land Raider



Land Raider with hurricane bolters, twin-linked assault cannon and pintle-mounted meltagun



Stormraven Gunship

# **DARK ANGELS SUCCESSOR CHAPTERS**

# STORM ANGELS ARMY LIST

The following pages contain an army list that enables you to field a Storm Angels army (or another Dark Angels Successor Chapter) and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with the basic information you need in order to use a Storm Angels army in scenarios you've devised yourself, or that form part of a campaign.

The army list enables you to pick an army based on the troops that could be fielded by a Storm Angels Battle Company, with attached support drawn from other companies in the Chapter. By including the Master of the Strikewing or the Master of the Thunderwing you also have the option of fielding a full Strikewing or a Thunderwing army.

The army list is split into five sections. All the squads, vehicles and characters in the army are placed into one of these depending on their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent on a scenario and the total number of points each of you will spend. Then you can proceed to pick your army.



## ARMY LIST ENTRIES

Each entry in the army list represents a different unit that you can use in a game. More information about the background and rules for the troops, vehicles and equipment in the army lists can be found in the earlier Forces section; while information and examples of the Citadel miniatures you will need to represent the troops, vehicles and equipment used in the lists can be found in the Storm Angels Army section.

Each unit entry in the army list is split into seven sections:

- 1- **Unit Profile:** At the start of each entry you will find the name of the unit, the profile of any models it can include, and the points cost of the unit without upgrades.
- 2- **Unit Composition:** Where applicable, this entry lists the the number and type of models that make up the basic unit.
- 3- **Unit Type:** This entry refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be Infantry, Vehicle or Jump Infantry, and be subject to a number of rules regarding movement, shooting, assault, etc. If the unit type box includes the word 'Unique,' you may only include one of this unit in the army.
- 4- **Wargear:** This entry details the equipment that the models in the unit may carry. The cost for all of these models and all of their equipment is included in the points cost with the unit profile.
- 5- **Special Rules:** Any special rules that apply to the unit are listed here. These special rules are explained in further detail in the Forces section. Some refer to the Universal Special Rules section of the Warhammer 40,000 rulebook.
- 6- **Transport:** This entry refers to any transport vehicles the unit may take. These have their own entries in the Vehicles section of the Forces part of the Codex. The Transport Vehicles section of the Warhammer 40,000 rulebook explains exactly how these dedicated transports work.
- 7- **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so. If a model is equipped with something listed in the Options section then you must pay the points cost for it; and you may not take an upgrade unless a model in the unit actually has it. Some units have additional options as to how they may be chosen or fielded, often depending on whether an associated special character is taken. Where an option states that you may exchange one weapon 'and/or' another, you may either, neither or both, provided you pay the stated points cost.

# ~HQ~

## RAZIEL, GRAND MASTER OF THE STORM ANGELS

**235 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	5	5	4	4	4	5	4	10	2+

**Unit Composition:**

1 (Unique)

**Unit Type:**

Infantry

**Wargear:**

Frag grenades  
 Krak grenades  
 Bolt pistol  
 Aegis  
 Iron Helm  
 Flame Storm  
 Burning Heart

**Special Rules:**

Fearless  
 Independent Character  
 Rites of Battle  
 Eternal Warrior  
 Orbital Bombardment  
 Titanic Might

**Options:**

Replace Aegis with Terminator armour... *15pts*  
 Replace Flame Storm and/or Burning Heart with thunder hammer, storm shield, lightning claws power/chain fists or storm bolter.....*free*

\*If Raziel is in the army, the Standard Bearer in one Command Squad may replace his Company Standard with the Storm Angels Chapter Banner for +15pts

## CAIYNE, MASTER OF THE STRIKEWING

**160 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Master Caiyne	5	5	4	4	3	5	3	10	2+

**Unit Composition:**

1 (Unique)

**Unit Type:**

Infantry

**Wargear:**

Armour of Vengeance  
 Storm Bolter  
 Red Cloud  
 Iron Halo

**Special Rules:**

Fearless, Fleet  
 Independent Character  
 Rites of Battle  
 Battle-Forged Heroes

**Options:**

-Replace storm bolter and/or Red Cloud with thunder hammer and storm shield or a pair of lightning claws, or take another power weapon.....*free*

\*If Caiyne is in the army, one Strikewing Terminator squad may be upgraded as follows:  
 -One Terminator may be upgraded to a Standard Bearer carrying the Strikewing Company Banner for +25pts.  
 -One Terminator may be upgraded to an Apothecary equipped with a narthecium/reductor for +30pts.





# ~HQ~

## NAAMAN, MASTER OF THE THUNDERWING

	WS	BS	S	T	W	I	A	Ld	Sv
Master Naaman	5	5	4	4(5)	3	5	3	10	3+

**200 Points**

**Special Rules:**

Fearless  
Independent Character  
Rites of Battle  
Battle-Forged Heroes

**Options:**

May replace jetbike with Master of the Thunderwing's Land Speeder at no additional points cost (in which case the Unit Type changes to Vehicle)

**Unit Composition:**

1 (Unique)

**Unit Type:**

Jetbike

**Wargear:**

Power armour  
Frag grenades  
Krak grenades  
Bolt pistol  
Iron Halo  
Adamantine Mantle  
Lightning Sword  
Jetbike, armed with a Plasma cannon and twin-linked storm bolters

Army Organization: If Naaman is in the army, Thunderwing Attack Squadrons may be treated as a troops choice as well as a Fast Attack choice.

\*If Naaman is in the army, one Thunderwing Attack Squadron may be upgraded as follows:

- One model riding a bike may be upgraded to a Standard Bearer carrying the Thundewing Company Banner for +25pts.
- One biker may be upgraded to an Apothecary equipped with a narthecium/reductor for +15pts.

### MASTER OF THE THUNDERWING'S LAND SPEEDER

Should you choose to field Naaman mounted on his Land Speeder instead of his jetbike, the following profile is used:

Master Naaman's Land Speeder	BS	Armour		
		F	S	R
	5	14	14	10

**Type: Fast, Skimmer**

**Weapons:** Twin-linked heavy bolter & twin-linked assault cannon

**SPECIAL RULES:**

**Deep Strike.**

**Cloud Shield:** A protective device is incorporated into the Master of the Thunderwing's Land Speeder that generates a powerful energy field around the vehicle. The field increases the armour value of the Land Speeder to 14 on the front and side facings.

## AURIEL, MASTER OF LIBRARIANS

**170 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Chief Librarian	5	5	4	4	3	5	3	10	2+

**Special Rules:**

Fearless  
Independent Character  
Psyker

**Options:**

-Exchange Sudden Mercy for combi-weapon..... *10pts*  
-Exchange Shield of Fortitude for Terminator armour..... *15pts*

**Unit Composition:**

1 (Unique)

**Unit Type:**

Infantry

**Wargear:**

Shield of Fortitude  
Sudden Mercy  
Reconciler  
Psychic hood  
Book of Redemption

# ~HQ~

## THE STORM ANGEL

**270 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Storm Angel	8	5	6	4	3	6	5	10	2+

**Unit Composition:**  
1 (Unique)

**Unit Type:**  
Jump Infantry

**Wargear:**  
Artificer Armour  
Relic Blade  
Jump Pack

### Special Rules:

Independent Character  
Aura of Fervour  
Fearless  
Eternal Warrior  
Unyielding Spectre  
Avenging Angel

## INTERROGATOR-CHAPLAIN

**120 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Interrogator-Chaplain	5	5	4	4	3	5	3	10	3+(2+)

**Unit Composition:**  
1 Interrogator-Chaplain

**Unit Type:**  
Infantry

**Wargear:**  
Power Armour  
Bolt pistol  
Frag/krak grenades  
Rosarius  
Crozius Arcanum

### Special Rules:

Independent Character  
Honour of the Chapter  
Litanies of Hate

### Options:

-Replace bolt pistol with plasma pistol.....*15pts*  
or power fist.....*25pts*  
-Take a storm bolter.....*5pts*  
or combi-weapon.....*10pts*  
-Take meltabombs.....*5pts*  
-Jump pack.....*20pts*  
-Space Marine bike.....*30pts*

An Interrogator-Chaplain may replace all wargear items with Terminator armour, storm bolter, rosarius and crozius arcanum for +25 points. A Terminator-armoured Interrogator-Chaplain may replace the storm bolter with a combi-weapon for +5pts, but may take no other options.

## CHAPLAIN

**100 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	5	5	4	4	2	5	3	9	3+

**Unit Composition:**  
1 Interrogator-Chaplain

**Unit Type:**  
Infantry

**Wargear:**  
Power Armour  
Bolt pistol  
Frag/krak grenades  
Rosarius  
Crozius Arcanum

### Special Rules:

Independent Character  
Honour of the Chapter  
Litanies of Hate

### Options:

-Replace bolt pistol with plasma pistol.....*15pts*  
or power fist.....*25pts*  
-Take a storm bolter.....*5pts*  
or combi-weapon.....*10pts*  
-Take meltabombs.....*5pts*  
-Jump pack.....*20pts*  
-Space Marine bike.....*30pts*

# ~HQ~

## COMPANY MASTER

	WS	BS	S	T	W	I	A	Ld	Sv
Company Master	6	5	4	4	3	5	3	10	3+

**Unit Composition:**  
1 Company Master

**Unit Type:**  
Infantry

**Wargear:**  
Power Armour  
Bolt pistol  
Frag/krak grenades  
Iron Halo  
Chainsword



launcher.....15pts

**100 Points**

**Special Rules:**

Fearless  
Independent Character  
Rites of Battle

**Options:**

- Replace bolt pistol with plasma pistol.....15pts or power fist.....25pts
- Take storm bolter.....5pts or combi-weapon.....10pts
- Take meltabombs.....5pts
- Jump pack.....20pts
- Replace chainsword with one of the following:  
power weapon.....15pts  
power fist/single lightning claw.....25pts  
pair of lightning claws or thunder hammer.....30pts
- Take relic blade.....30pts
- Replace power armour with artificer armour.....15pts
- Take digital weapons.10pts
- Take auxiliary grenade

## LIBRARIAN

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	5	4	4	2	5	3	9	3+(2+)

**Unit Composition:**  
1 Librarian

**Unit Type:**  
Infantry

**Wargear:**  
Power Armour  
Bolt pistol  
Frag/krak grenades  
Psychic hood  
Force weapon

**110 Points**

**Special Rules:**

Independent Character  
Fearless  
Psyker

**Options:**

- Replace bolt pistol with plasma pistol.....15pts or power fist.....25pts
- Take a storm bolter.....5pts or combi-weapon.....10pts
- Take meltabombs.....5pts
- Jump pack.....20pts
- Space Marine bike.....30pts

A Librarian may replace all wargear items with Terminator armour, storm bolter, psychic hood and force weapon for +25 points. A Terminator-armoured Librarian may replace the storm bolter with a combi-weapon for +5pts, but may take no other options.

# ~HQ~

## COMMAND SQUADS

A Storm Angels army may include one Command Squad for each Independent Character that it includes. The Command Squad does not use up any force organization chart selections, but is otherwise treated as a separate HQ unit.

### COMMAND SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Company Champion	5	4	4	4	1	4	2	9	3+
Apothecary/Veteran	4	4	4	4	1	4	2	9	3+

**105 Points**

**Special Rules:**  
Fearless

#### Unit Composition:

4 Veterans  
1 Apothecary

**Unit Type:**  
Infantry

#### Wargear:

Power Armour  
Bolt pistol  
Frag/krak grenades  
Boltgun or bolt pistol  
Chainsword

#### Options:

Any veteran may replace his chainsword and/or bolt pistol with:

- storm bolter.....3pts
- flamer.....5pts
- meltagun.....10pts
- combi-weapon.....10pts
- plasma gun, power sword or lightning claw.....15pts
- power fist.....25pts
- thunder hammer.....30pts
- plasma pistol.....15pts

Any veteran may have the following:

- melta bombs.....5pts
- storm shield.....15pts



# ~HQ~

## THE CUSTODIAN KNIGHTS

You may take one Custodian Knight squad when a Grand Master is included your Storm Angels army. This unit does not use up any force organisation chart space but is otherwise treated as a separate HQ allowance, nor does the squad need to deploy with or remain with the Grand Master when on the tabletop.

### CUSTODIAN KNIGHTS SQUAD

160 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Exemplar	5	4	4	4	1	4	3	10	2+
Custodian Knight	4	4	4	4	1	4	2	10	2+

### Special rules:

Fearless

Honour or Death (Custodian Knight Exemplar only)

### Unit Composition:

1 Exemplar  
2 Custodian Knights

### Wargear:

Artificer armour  
Relic Blade  
Frag/krak grenades  
Boltgun  
Bolt pistol

### Options:

May include up to 7 extra Knights.....*35pts per model*  
The Exemplar may replace his relic blade with a thunder hammer.....*15pts*  
One Knight may carry the Chapter Banner.....*25pts*  
Exemplar may take digital lasers.....*10pts*  
Any model may use

### Unit Type:

Infantry

### Dedicated Transport:

Drop pod, rhino or Razorback

grenade launcher.....*15pts*  
The entire squad may have jump packs. *10pts per model*

auxiliary



# ~ELITES~

## STRIKEWING TERMINATOR SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Strikewing Terminator	4	4	4	4	1	4	2	9	2+

**Unit Composition:**

- 1 Strikewing Terminator Sergeant
- 4 Strikewing Terminators

**Wargear:**

- Terminator armour
- Storm bolter
- Power fist (sergeant has power sword)

**Unit Type:**

Infantry

**200 Points**

**Special Rules:**

- Strikewing Assault
- Fearless

**Options:**

- Any model may replace its weapons with either a pair of lightning claws or a thunder hammer and storm shield.....*free*
- Any model may replace power fist/power sword with a chainfist.....*5pts*
- One Terminator may take a Cyclone missile launcher for.....*20pts* or heavy flamer.....*5pts* or assault cannon.....*30pts*

## COMPANY VETERANS SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran/Sergeant	4	4	4	4	1	4	2	9	3+

**Unit Composition:**

- 1 Veteran Sergeant
- 4 Veterans

**Wargear:**

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Bolter or chainsword

**Unit Type:**

their  
Infantry

**Transport:**

Company Veterans squads may select a Drop Pod, Rhino or Razorback as a dedicated transport vehicle (See Dedicated Transport Vehicles section for points costs)

**100 Points**

**Special Rules:**

- And They Shall Know No Fear
- Combat Squads

**Options:**

- The squad may include up to 5 additional Veterans for 20pts per model
- Any model can replace

- bolter or chainsword with one weapon from the following list:
- Storm bolter.....*5pts*
- Combi-weapon.....*10pts*
- Power weapon or plasma pistol.....*15pts*
- Power fist or single lightning claw.....*25pts*
- Thunder hammer or pair of lightning claws.....*30pts*

Any model may take meltabombs for 5pts, a combat shield for 5pts or a storm shield for 10pts. One Veteran may replace his bolter or chainsword with a flamer for 5pts, a meltagun for 10pts or a plasma gun for 15pts. One Veteran may replace his bolter with a heavy bolter, missile launcher or multi-melta for 10pts, or a plasma cannon or lascannon for 20pts.

# ~ELITES~

## DREADNOUGHT

**105 Points**

	WS	BS	S	I	A	---Armour---		
						F	S	R
Dreadnought	4	4	6	4	2	12	12	10
Venerable Dreadnought	5	5	6	4	2	12	12	10

**Unit Composition:**

-1 Dreadnought

**Wargear:**

Assault Cannon  
 Dreadnought close combat  
 weapon (with built-in storm bolter)  
 Smoke launchers  
 Searchlight

**Transport:**

A Dreadnought may select a Drop Pod as a  
 dedicated transport  
 (See Dedicated Transport Vehicles section for points costs)

**Options:**

-Upgrade to a Venerable  
 Dreadnought.....*20pts*  
 (in which case the  
 Venerable special rule  
 applies)  
 -Replace Dreadnought close  
 combat weapon with missile  
 launcher.....*10pts*  
 -Replace storm bolter with  
 heavy flamer.....*5pts*  
 -Replace assault cannon  
 with multi-melta, plasma  
 cannon or twin-linked auto  
 cannon.....*free*  
 or with twin-linked  
 lascannon.....*20pts*  
 -Take extra armour..... *15pts*

## IRONCLAD DREADNOUGHT

**135 Points**

	WS	BS	S	I	A	---Armour---		
						F	S	R
Ironclad Dreadnought	4	4	6	4	2	13	13	10

**Unit Composition:**

-1 Ironclad  
 Dreadnought

**Wargear:**

-Seismic hammer (with  
 built-in meltagun)  
 -Dreadnought close-combat  
 weapon (with built-in  
 storm bolter)  
 Smoke launchers  
 Searchlight  
 Extra armour

**Transport:**

A Dreadnought may select a Drop Pod as a  
 dedicated transport  
 (See Dedicated Transport Vehicles section for points costs)

**Special Rules:**

Move through cover

**Options:**

-Replace meltagun with  
 heavy flamer.....*5pts*  
 -Replace seismic hammer  
 with chainfist.....*free*  
 -Replace Dreadnought close  
 combat weapon with  
 hurricane bolter.....*free*  
 -Replace storm bolter with  
 heavy flamer.....*5pts*  
 -Take up to two hunter-killer  
 missiles.....*10pts each*  
 -Take Ironclad assault  
 launchers..... *15pts*

# ~ELITES~

## TECHMARINE

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	2	4	2	9	2+
Servitor	4	4	3	3	1	3	1	8	4+

**Unit Composition:**

-1 Techmarine

**Wargear:**

Artificer armour  
Boltgun or bolt pistol  
Frag and krak grenades  
Power weapon  
Servo arm

**Unit Type:**

Infantry

### 75 Points

**Special Rules:**

-And They Shall Know No Fear  
-Blessing of the Omnissiah  
-Independent Character  
-Bolster Defences

**Options:**

-Replace bolt pistol with plasma pistol.....*15pts*  
-Replace servo-arm with servo-harness.....*25pts*  
The Techmarine may be accompanied by up to four Servitors armed with a servo-arm and close-combat weapon.....*15pts per model*  
-Any servitor may replace its servo-arm with a heavy bolter/multi-melta.....*free* or a plasma cannon.....*10pts*

## LOST COMPANY SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Lost Company Sergeant	5	4	4	4	1	4	2	10	3+
Lost Company Marine	4	4	4	4	1	4	2	10	3+

**Unit Composition:**

-1 Sergeant  
-4 Space Marines

**Wargear:**

Power armour  
Boltgun or bolt pistol  
Frag and krak grenades

**Unit Type:**

Infantry

### 155 Points

**Special Rules:**

-Fearless  
-Unyielding Spectres  
-Aid Unlooked For  
-Slow and Purposeful

**Options:**

-Any Lost Space Marine may be armed with:  
-chainsword.....*free*  
-combi-weapon, heavy or storm bolter.....*10pts*  
plasma pistol, power weapon or missile launcher.....*15pts*  
-power fist.....*25pts*  
-flamer, meltagun or plasma gun.....*20pts*  
-plasma cannon.....*20pts*  
-lascannon, multi-melta or heavy flamer.....*30pts*  
-chain fist.....*30pts*



# ~TROOPS~

## TACTICAL SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

### Unit Composition:

- 1 Veteran Sergeant
- 4 Space Marines

### Wargear:

- Power armour
- Boltgun
- Frag and Krak grenades
- Bolt pistol

### Unit Type:

Infantry



### Transport:

- Tactical squads may select a Drop Pod, Rhino or Razorback as a dedicated transport vehicle (See Dedicated Transport Vehicles section for points costs)

## 90 Points

### Special Rules:

- And They Shall Know No Fear
- Combat Squads

### Options:

- The squad may include five additional Space Marines for.....*15pts per model*
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol.....*15pts*
- One Space Marine may replace his bolter with
  - a flamer.....*free*
  - a meltagun.....*5pts*
  - a plasma gun.....*10pts*
- If the squad numbers ten models, one Space Marine may replace his bolter with
  - a heavy bolter, multi melta or missile launcher.....*free*
  - plasma cannon.....*5pts*
  - lascannon.....*10pts*
- The Veteran Sergeant may replace his boltgun and/or bolt pistol with:
  - chainsword.....*free*
  - combi-weapon.....*10pts*
  - storm bolter.....*10pts*
  - power weapon.....*15pts*
  - power fist.....*25pts*
- The Veteran Sergeant may take melta bombs.....*5pts*
- teleport homer.....*15pts*

# ~TROOPS~

## SCOUT SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	4	4	4	4	1	4	2	9	4+
Scout	3	3	4	4	1	4	1	8	4+

### Unit Composition:

- 1 Scout Sergeant
- 4 Scouts

### Wargear:

- Scout armour
- Boltgun
- Frag and krak grenades
- Bolt pistol

### Unit Type:

Infantry



80 Points

### Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Infiltrate
- Move Through Cover
- Scouts

### Options:

- May include five additional scouts.....*13pts per model*
- The Scout Sergeant may replace his bolt pistol and/or boltgun with:
  - combi-weapon.....*10pts*
  - plasma pistol,,.....*15pts*
  - power weapon.....*15pts*
  - power fist.....*25pts*
- Any model may replace his boltgun with a shotgun, combat blade or sniper rifle.....*free*
- One Scout may replace his bolter with a heavy bolter or missile launcher.....*10pts*
- The Scout Sergeant may take
  - melta bombs.....*5pts*
  - teleport homer.....*15pts*

# ~DEDICATED TRANSPORTS~

Certain Space Marine units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organization chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

## RHINO.....35 Points

	<b>BS</b>	<b>Armour</b>				
		<b>F</b>	<b>S</b>	<b>R</b>		
Rhino	4	11	11	10	<b>Special Rules:</b>	<b>Transport Capacity:</b>
					-Repair	-Ten models
<b>Unit Composition:</b>		<b>Wargear:</b>			<b>Options:</b>	
1 Rhino		Storm bolter			May take any of the following:	
		Smoke launchers			extra storm bolter.....	10pts
		Searchlight			hunter-killer missile.....	10pts
<b>Unit Type:</b>					dozer blade.....	5pts
Vehicle (Tank)					extra armour.....	15pts

## RAZORBACK.....40 Points

	<b>BS</b>	<b>Armour</b>				
		<b>F</b>	<b>S</b>	<b>R</b>		
Razorback	4	11	11	10	<b>Options:</b>	
					-Replace twin-linked heavy bolters with:	
flamer.....					twin-linked heavy	
					twin-linked assault cannon.....	35pts
<b>Unit Composition:</b>		<b>Wargear:</b>			twin-linked lascannon.....	35pts
1 Razorback		Twin-linked heavy bolter			lascannon & twin-linked plasma gun.....	35pts
		Smoke launchers			<b>-May take any of the following:</b>	
<b>Unit Type:</b>		Searchlight			storm bolter.....	10pts
Vehicle (Tank)					hunter-killer missile.....	10pts
<b>Transport Capacity:</b>					dozer blade.....	5pts
Six models					extra armour.....	15pts

## DROP POD.....35 Points

	<b>BS</b>	<b>Armour</b>				
		<b>F</b>	<b>S</b>	<b>R</b>		
Drop Pod	4	12	12	12	<b>Transport Capacity:</b>	<b>Special Rules:</b>
					-Twelve models, one Dreadnought or one Thunderfire Cannon	Inertial Guidance system
<b>Unit Composition:</b>		<b>Wargear:</b>			-Models in Terminator armour count as two models	Immobile
1 Drop Pod		Storm bolter				Drop Pod Assault
<b>Unit Type:</b>					<b>Options:</b>	
Vehicle (Open-topped)					-Replace storm bolter with deathwind missile launcher.....	20pts
					-Take a locator beacon.....	10pts

# ~FAST ATTACK~

## ASSAULT SQUAD.....100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

### Unit Composition:

- 1 Veteran Sergeant
- 4 Space Marines

### Unit Type:

Jump infantry

### Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Deep Strike

### Wargear:

- Power armour
- Jump pack
- Bolt pistol
- Frag & krak grenades
- Chainsword

### Options:

- The squad may include five additional Space Marines for .....*18pts per model*
- Up to two Space Marines may replace their bolt pistols with plasma pistols.....*15pts each*
- For every five models in the squad one Space Marine may replace his bolt pistol with a flamer.....*10pts*
- The sergeant may replace his bolt pistol with plasma pistol.....*15pts*
- The sergeant may replace his chainsword with
  - power weapon.....*15pts*
  - power fist.....*25pts*
- The sergeant may take
  - combat shield.....*10pts*
  - melta bombs.....*5pts*

## THUNDERWING ATTACK SQUADRON.....100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Thunderwing Sergeant	4	4	4	4(5)	1	4	2	9	3+
Thunderwing Biker	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	1	4	1	8	3+

### Unit Composition:

- 1 Veteran Sergeant
- 2 Thunderwing Bikers

### Unit Type:

Bikes  
(Land Speeders are Vehicles)

### Special Rules:

- Fearless
- Combat Squads
- Scouts

### Wargear:

- Power armour
- Chainsword or bolt pistol
- Frag & krak grenades
- Space Marine Bike with twin-link bolters and teleport homer

### Options:

- The squad may include three additional Bikers for *25pts per model*
- Up to two Space Marines may replace their bolt pistols with:
  - flamers.....*5pts each*
  - meltaguns.....*10pts each*
  - plasmaguns.....*15pts each*
- The squadron may include one Attack Bike with power armour, bolt pistol, frag & krak grenades, teleport homer, twin-linked bolters and heavy bolter.....*40pts* or with meltagun.....*50pts*
- The sergeant may take
  - meltabombs.....*5pts*
  - power weapon.....*15pts*
  - power fist.....*25pts*
- The sergeant may replace his bolt pistol with a plasma pistol.....*15pts*
- If the unit is upgraded in size to six bikes, then it may also include a Land Speeder with heavy bolter and assault cannon.....*100pts*

	Type	BS	Armour		
			F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

# ~FAST ATTACK~

## THUNDERWING SUPPORT SQUADRON.....65 Points

	Type	BS	Armour		
			F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

**Unit Composition:**  
1 Thunderwing Land Speeder

**Unit Type:**  
Vehicle Squadron

**Special Rules:**  
Fearless

**Options:**

- May include up to four additional Thunderwing Land Speeders with heavy bolter for.....*65pts per model*
- Any Land Speeder may replace its heavy bolter with a multi-melta.....*free*
- One Land Speeder may add a Typhoon missile launcher.....*10pts*
- One Land Speeder not given a Typhoon missile launcher may add
  - heavy flamer.....*10pts*
  - assault cannon.....*35pts*



# ~HEAVY SUPPORT~

## DEVASTATOR SQUAD.....90 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

**Options:**

- The squad may include five additional Space Marines for .....*16pts per model*
- Up to four Space Marines may replace their boltguns with one of the following:
  - heavy bolter, multi-melta or missile launcher.....*15pts*
  - plasma cannon.....*25pts*
  - lascannon.....*35pts*
- The sergeant may replace his bolt pistol and/or boltgun with:
  - chainsword.....*free*
  - combi-weapon.....*10pts*
  - storm bolter.....*10pts*
  - plasma pistol or power weapon.....*15pts*
  - power fist.....*25pts*

**Unit Composition:**

- 1 Veteran Sergeant
- 4 Space Marines

**Wargear:**

- Power armour
- Signum (sergeant only)
- Bolt pistol
- Frag & krak grenades
- Bolter

**Unit Type:**

Infantry

**Special Rules:**

And They Shall Know No Fear  
Combat Squads

## LAND RAIDER.....250 Points

	Type	BS	Armour		
			F	S	R
Land Raider	Tank	4	14	14	14

**Options:**

- Take a pintle-mounted storm bolter.....*5pts*
- Take a hunter-killer missile.....*10pts*
- Take a multi-melta.....*10pts*
- Take extra armour.....*15pts*

**Unit Composition:**

1 Land Raider

**Transport Capacity:**

Twelve models (models in Terminator armour count as two)

**Unit Type:**

Vehicle (Tank)

**Wargear:**

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers
- Searchlight

**Special Rules:**

- Power of the Machine Spirit
- Assault vehicle



# ~HEAVY SUPPORT~

## LAND RAIDER CRUSADER.....250 Points

	Type	BS	Armour		
			F	S	R
Land Raider	Tank	4	14	14	14

**Options:**

- Take a pintle-mounted storm bolter.....5pts
- Take a hunter-killer missile.....10pts
- Take a multi-melta.....10pts
- Take extra armour.....15pts

**Unit Composition:**

1 Land Raider

**Transport Capacity:**

Sixteen models (models in Terminator armour count as two)

**Unit Type:**

Vehicle (Tank)

**Wargear:**

- Twin-linked assault cannon
- Two hurricane bolters
- Smoke launchers
- Searchlight
- Frag assault launchers

**Special Rules:**

- Power of the Machine Spirit
- Assault vehicle

## LAND RAIDER REDEEMER.....250 Points

	Type	BS	Armour		
			F	S	R
Land Raider	Tank	4	14	14	14

**Options:**

- Take a pintle-mounted storm bolter.....5pts
- Take a hunter-killer missile.....10pts
- Take a multi-melta.....10pts
- Take extra armour.....15pts

**Unit Composition:**

1 Land Raider

**Transport Capacity:**

Twelve models (models in Terminator armour count as two)

**Unit Type:**

Vehicle (Tank)

**Wargear:**

- Twin-linked assault cannon
- Two flamestorm cannons
- Smoke launchers
- Searchlight
- Frag assault launchers

**Special Rules:**

- Power of the Machine Spirit
- Assault vehicle

## PREDATOR.....60 Points

	BS	Armour		
		F	S	R
Predator	4	13	11	10

**Options:**

- Replace autocannon with twin-linked lascannon.....40pts
- May take any of the following:
  - storm bolter.....10pts
  - hunter-killer missile.....10pts
  - dozer blade.....5pts
  - extra armour.....15pts
- May take side-sponsons with:
  - heavy bolters.....25pts
  - lascannons.....60pts

**Unit Composition:**

1 Predator

**Wargear:**

Autocannon  
Smoke launchers  
Searchlight

**Unit Type:**

Vehicle (Tank)

# ~HEAVY SUPPORT~

## WHIRLWIND.....85 Points

	<b>BS</b>	<b>Armour</b>		
		<b>F</b>	<b>S</b>	<b>R</b>
Whirlwind	4	11	11	10

**Unit Composition:**

1 Whirlwind

**Wargear:**

- Whirlwind multiple missile launcher
- Searchlight
- Smoke launchers

**Options:**

-May take any of the following:

- storm bolter.....10pts
- hunter-killer missile.....10pts
- dozer blade.....5pts
- extra armour.....15pts

**Unit Type:**

Vehicle (Tank)

## VINDICATOR.....115 Points

	<b>BS</b>	<b>Armour</b>		
		<b>F</b>	<b>S</b>	<b>R</b>
Vindicator	4	13	11	10

**Unit Composition:**

1 Vindicator

**Wargear:**

- Demolisher cannon
- Storm bolter
- Searchlight
- Smoke launchers

**Options:**

-May take any of the following:

- storm bolter.....10pts
- hunter-killer missile.....10pts
- dozer blade.....5pts
- extra armour.....15pts
- siege shield.....10pts

**Unit Type:**

Vehicle (Tank)

## THUNDERFIRE CANNON.....100 Points

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Techmarine	4	4	4	4	2	4	2	9	2+

**Unit Composition:**

1 Techmarine gunner

**Wargear:**

- Artificer armour
- Bolt pistol
- Frag & Krak grenades
- Servo-harness

**Special Rules:**

- And They Shall Know No Fear
- Combat Tactics
- Blessing of the Omnisiah
- Bolster Defences

**Unit Type:**

Artillery

**Dedicated Transport:**

May select a Drop Pod



# ~HEAVY SUPPORT~

## STORMRAVEN GUNSHIP.....200 Points

	Type	BS	Armour		
			F	S	R
Stormraven	Skimmer, Fast	4	12	12	12

**Unit Composition:**

1 Stormraven  
gunship

**Unit Type:**

Vehicle  
(Skimmer, Fast)

**Special Rules:**

Deep Strike  
Power of the Machine Spirit  
Assault Vehicle

**Wargear:**

-Twin-linked  
heavy bolter  
-Twin-linked  
assault cannon  
-Four Thunderstrike  
missiles  
-Hurricane bolters

**Options:**

-May replace twin-linked heavy bolter with:  
twin-linked multi-melta.....*free*  
typhoon missile launcher.....*25pts*  
-May replace twin-linked assault cannon  
with:  
twin-linked plasma cannon.....*free*  
twin-linked lascannons.....*free*  
-Can take side sponsons with hurricane  
bolters.....*30pts*  
-Can take any of the following:  
Searchlight.....*1pt*  
Locator beacon.....*15pts*  
Extra armour.....*15pts*

**Transport Capacity:**

-Twelve models (models in Terminator  
armour and models with jump packs count  
as two models) and one Dreadnought



# ~SUMMARY~

TROOP TYPES									
	WS	BS	S	T	W	I	A	Ld	Sv
Apothecary	4	4	4	4	1	4	2	9	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+
Auriel	5	5	4	4	3	5	3	10	2+
Caiyne	5	5	4	4	3	5	3	10	2+
Chaplain	5	5	4	4	2	5	3	9	3+
Chapter Champion	5	4	4	4	1	4	3	10	2+
Company Champion	5	4	4	4	1	4	2	9	3+
Company Master	6	5	4	4	3	5	3	10	3+
Custodian Knight	4	4	4	4	1	4	2	10	2+
Ezzaran Akkad	6	5	4	4	3	5	3	10	2+
Interrogator-Chaplain	5	5	4	4	3	5	3	10	3+
Librarian	5	5	4	4	2	5	3	10	3+
Naaman	5	5	4	4(5)	3	5	3	10	3+
Raziel	5	5	4	4	4	6	4	10	2+
Scout	4	4	4	4	1	4	1	8	4+
Scout Sergeant	4	4	4	4	1	4	1	8	4+
Scout Biker	4	4	4	4	1	4	1	8	4+
Scout Biker Sergeant	4	4	4	4	1	4	1	8	4+
Servitor	4	4	3	3	1	3	1	8	4+
Space Marine	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Storm Angel	8	5	5	4	3	6	5	10	2+
Techmarine	4	4	4	4	2	4	2	9	2+
Terminator	4	4	4	4	1	4	2	9	2+
Thunderwing Biker	4	4	4	4(5)	1	4	1	8	3+
Veteran	4	4	4	4	1	4	2	9	3+



VEHICLES										
				Armour						
				BS	F	S	R			
Drop Pod	2			12	12	12				
Land Raider	4			14	14	14				
Land Raider Crusader	4			14	14	14				
Land Raider Redeemer	4			14	14	14				
Land Speeder	4			10	10	10				
Land Speeder Storm	4			10	10	10				
Land Speeder Tempest	4			11	10	10				
Predator	4			13	11	10				
Razorback	4			11	11	10				
Rhino	4			11	11	10				
Stormraven Gunship	4			12	12	12				
Vindicator	4			13	11	10				
Whirlwind	4			11	11	10				

				Armour							
				WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6	12	12	10	4	2			
Ironclad Dreadnought	4	4	6	13	12	10	4	2(3)			
Venerable Dreadnought	5	5	6	12	12	10	4	2			



<b>ORDNANCE</b>				
<b>Weapon</b>	<b>Range</b>	<b>Str.</b>	<b>AP</b>	<b>Type</b>
Demolisher	24"	10	2	Ordnance 1, Large Blast
Orbital Bombardment	X	10	1	Ordnance 1, Barrage
Whirlwind multiple missile launcher				
Vengeance	12-48"	5	4	Ordnance 1, Barrage
Incendiary Castellan	12-48"	4	5	Ordnance 1, Barrage Ignores Cover



<b>WEAPON TYPES</b>				
<b>Weapon</b>	<b>Range</b>	<b>Str.</b>	<b>AP</b>	<b>Type</b>
Assault cannon	24"	6	4	Heavy 4, Rending
Astartes grenade launcher (Frag) (Krak)	24" 24"	3 6	6 4	Rapid Fire, Blast Rapid Fire
Autocannon	48"	7	4	Heavy 2
Auxiliary grenade launcher (Frag) (Krak)	12" 12"	3 6	6 4	Assault 1, Blast Assault 1
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Cyclone missile launcher (Frag) (Krak)	48" 48"	4 8	6 3	Heavy 2, Blast Heavy 2
Deathwind launcher	12"	5	-	Heavy 1, Large Blast
Flamer	Template	4	5	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellfire round	24"	1	5	Rapid Fire, Poisoned (2+)
Hellfire shell	36"	1	5	Heavy 1, Blast, Poisoned (2+)
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher (Frag) (Krak)	48" 48"	4 8	6 3	Heavy 1, Blast Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Shotgun	12"	4	-	Assault 2
Sniper rifle	36"	X	6	Heavy 1, Sniper
Storm bolter	24"	4	5	Assault 2
Thunderfire cannon Surface Airburst Subterranean	60" 60" 60"	6 5 4	5 6 -	Heavy 4, Blast Heavy 4, Blast, Ignores Cover Heavy 4, Blast, Tremor
Typhoon missile launcher (Frag) (Krak)	48" 48"	4 8	6 3	Heavy 2, Blast Heavy 2



# STORM ANGELS

The Second Founding, near ten thousand years ago, was a time of great sorrow for the Imperium; and yet also a time of hope. For out of the ruins of the Horus Heresy were born the Space Marine Chapters, forged from the old Legions to protect Mankind from its enemies, without and within.

Standing proudly among them, the Storm Angels carry on the famed traditions of their Progenitors, feared by their enemies and held in awe by those they protect. Yet they also inherit the Dark Angels' most terrible secrets, and the inseparable hidden mission of the Unforgiven.

Codex: Storm Angels is one of a series of supplements for Warhammer 40,000. Each book in the series describes in detail an army, its history and its heroes.

*"In the blood of the heretics shall our ancient sins be absolved."*

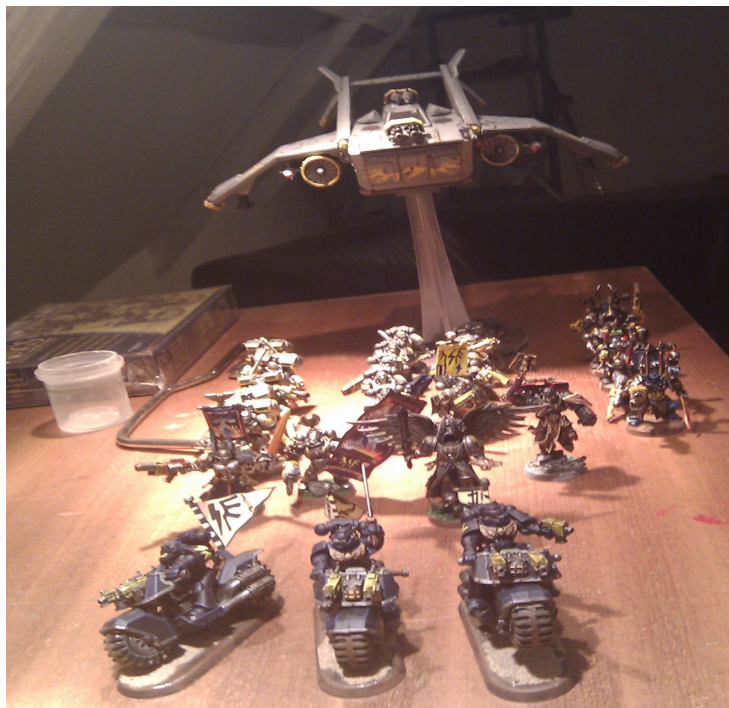
Inside you will find:

**ARMY LIST:** An army list that allows you to muster your collection of Storm Angels miniatures into a fighting force suitable for the tabletop battlefield.

**BACKGROUND:** Extensive and detailed information about the Storm Angels Space Marines, including their history, Chapter organization and the ongoing hunt for the Fallen.

**FORCES OF THE STORM ANGELS:** Details of all the troop types, heroes, war machines and vehicles in the Storm Angels army, along with their wargear and rules to use them in games of Warhammer 40,000. Also included are a number of famous special characters such as Raziel, Grand Master of the Storm Angels, and Caiyne, Master of the Strikewing.

**HOBBY SECTION:** Photographs of the extensive Storm Angels range, showing colour schemes and Chapter iconography.



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