



Codex: The Fallen

*Redemption seeketh we.
We shall give it not to thee.
Who are thee, my father?
No, thou art the hunter.*

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Introduction

Welcome fellow Fallen to Codex: The Fallen, a book dedicated to the renegade Fallen. Codex: The Fallen is the definitive guide to collecting, and painting with a Fallen Angels army in the warhammer 40,000 table-top war-game.

The Warhammer 40,000 Game

The Warhammer 40,000 rulebook contains all the rules you need to fight battles with your Citadel miniatures in the war-torn universe of the 41st Millennium. Every army has its own Codex that 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 Fallen Angels, and allows you to use them in games of Warhammer 40,000.

Why Collect a Fallen Angels Army?

Space marines are amongst the most powerful warriors in the 41st millennium. They are not human, but gene-enhanced super-humans, armed with the mighty bolter and protected by suits of power armor. 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 Fallen are cast-outs from a time long past. The Fallen walked down a dark path during a moment of weakness and turned on their sire and primarch. Now, scattered amongst the stars, the fallen seek a new future through chaos, obscurity or even the path of the renegade, but their destiny is a dark one, especially with the hunters constantly looking for them.

How This Codex Works

This codex is broken into 3 primary sections each contain different aspects of the army. Codex: The Fallen contains the following:

- **The Fallen Angels:** *The first section introduces the Fallen Angel Renegades and the part they play in the Warhammer 40,000 universe. It includes details of their origins, the events leading up to and including the Battle of Caliban, and the organization of the Fallen. Also included are the infamous actions and events the Fallen have taken part in.*
- **Forces of the Fallen Angels:** *Each and every character, troop type and vehicle in the Fallen Angels army is examined here. Firstly, you will find a full description of the unit, detailing its place within the army and within 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 that they carry into battle.*
- **Dark Angels Army List:** *The army list takes all of the units presented in the Forces of the Fallen Angels section and arranges them so 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 has a points value attached to help you pit your force against an opponents in a fair match.*

*Walk by shadow my brothers.
Then strike swift, and show the hunters
that they are the prey.*

Birth of the Space Marines

As the great age of strife finally began to end the Emperor of Mankind made himself known. He looked to the heavens and made clear his design, to reunite all of humanity and lead them into a bright new dawn. The Emperor, however, knew that great evil lay within the shadows, and so he began his plan to create an army of truly great individuals that could conquer the stars.

It all began with the Primarchs, 20 demigods of humanity, so strong in body, mind, and will that none save for the Emperor himself could hope to match their greatness. From his sons the Emperor would forge 20 armies, each connected to their Primarch through science and the love of a child. These armies would unite the universe and at their head the Primarchs would stride. This was not to happen as proposed, however. Within the deepest corners of hell itself great beings conspired to prevent the Emperors plan. The four gods of Chaos, Beings of such raw power that given the opportunity would tear humanity and everything else apart, recognized the potential of the Emperors plan and sought to subvert it. To this end they gathered the still infant Primarchs and scattered them to the farthest corners of the galaxy. The gods hoped that without his Primarchs the Emperor would loose his conviction and his plan would be ended. Instead the Emperor found a new goal in his conquest, to find his lost sons and to punish those that had sought to separate them.

The first Primarch to be found was Horus, he would become the Emperors favored, and would go on to lead all of the legions in glorious conquest, but his fate would be darker than even the Emperor could have imagined. As more time passed the other Primarchs were found and before long the Emperor was reunited with them all. With their generals at the head, the legions found a new spirit that carried them forward, and many were the foes who stood in there path and were struck down for it. As is the case with brothers, however, rivalries were formed as the combat doctrines of each legion differed. Some Primarchs preferred to wage war with a mastery of tactics, others were partial to stealth and subterfuge to crush their foes, and yet more still led war as brutes, bludgeoning aside anything that stood in their way. But at the end of the day the Primarchs knew what they fought for, and they all stood united behind the Emperor in his grand design. Yet, as the Great Crusade began to draw to a close the greatest threat that the imperium has known would make itself known. Having realized that their initial plan had failed, the chaos gods decided instead that they would use that which the Emperor held most dear as a weapon against him, Horus.

Having been corrupted on the damned world of Davin, Horus, now driven insane by the chaos gods, began a massive civil war that would shake the imperium to its core. at every corner of the galaxy space marine fought space marine, and it looked as if the galaxy itself would be crushed

The End of the Imperium

Arranged around Terra, the orbital fleet was massive, but against the fleets of Horus they were clearly outmatched. The traitor war vessels smashed aside any resistance that loomed in the heavens and quickly made full planetary invasion. The vanguard force of Horus, initially, took heavy casualties due to the masterful fortifications of the Primarch Rogal Dorn, but they too were swept aside before long. With landing made the traitor legions set about conquering vital planetary nodes such as the space-port. With such a strategic location gained Horus could deploy ground troops en-masse. The loyalists fought valiantly, but ultimately did nothing more than perform a fighting retreat back to the Emperors palace. Within days of the Battles onset Horus had solid control over the majority of the planet, however, the forces of the Emperor held firm in the palace and there they refused to loose ground without the traitors paying for it with blood.

Every last resource that Horus could spare was committed to breaking down the citadel of imperial power. Daemons, sorcery, and all manner of other vile devilries were cast upon the defenders. The fight would see gods cast down and heroes emerge. Primarch battled Primarch on the Palaces crumbling battlements, and the marines below died by the dozens as the greatest of war-machines were unleashed. The imperials faced the utter truth that they were still loosing the fight, and the traitors roared with rage at the sheer level of annihilation that they were unleashing. All-the-while the gods of Chaos swelled with arrogance and power at the prospect of their ultimate victory. Hell had truly been sent to terra, and he stood watching with complete insanity as everything he had helped to forge was torn down on the planet below. The imperium was destroyed, darkness ruled, and evil gods were victorious at long last.....until the shields fell.

The void shields around Horus battle barge were removed, and at once the Emperor found new purpose. Along with his closest guards and sons the Emperor teleported directly onto Horus ship, but along the way he was separated from the majority of his entourage. Only when he finally was alone within the ship did the Emperor find his way to Horus himself. There the Emperor found Horus swollen with dark evil, standing over the body of his brother Sanguinius. The two fought each other with utter abandon, but the Emperor could not bring himself to hurt his most beloved son. Only when Horus flayed a guard who had dared to interfere did the Emperor see that he was only a pawn of the dark gods. With this knowledge the Emperor unleashed a blast so great that it destroyed Horus, body, mind, and soul. The day had been won, but at what cost? The loyalists were victorious but the Emperor lay broken and everything was in ruin. In the end there was no winner, Both sides were crushed, and the golden dream that was the imperium of man was at its end.

Origins of the Fallen

The Fallen hailed from the Dark Angels legion. First amongst the legions to be born from the genes of their Primarch, they possessed a immense level of pride, and they were one of the first legions to step into the stars in the Emperors name. There they were proven to be fierce and stubborn soldiers, more-so even then their brothers in the other legions.

On the hostile world of Caliban the Primarch of the Dark Angels found himself. Caliban was a death-world. A place where creatures so unnatural that humanity was forced into living in fortified keeps and villages. To combat the evils that inhabited the forest the population created knightly organizations that would fight for the common folk and would on occasion venture into the dark to hunt the beasts. Most of these hunts ended in the death of the knights, but on occasion they would return, victorious. During one such adventure the knights came upon an unusual sight. Though he was many times larger than any normal man, they found a Humanoid being, wild, and feral, living within the woods. The knights were ready to stike, but one of their number came forward. Luther, a well respected member of the knights, felt that

what lay before them may not have been as much a beast as it appeared. So the group escorted the wild man back to their fortress, The Rock. Soon they discovered that the man was infact a being of remarkable capabilities. It took him only a span of a fue months to become fluent in the language of Caliban. As homage to his mysterious origins, the order dubbed him Lion El'Jonson, or Lion, Son of the Forest . The knights became more intrigued



with Lion when, after handing him a blade for the first time, he proved to be a superior fighter than any other man in the order. As time passed Lion El'Jonson, and Luther rose quickly within the ranks, and they became close friends and confidants. But for every great feat that Luther achieved Lion would accomplish one greater. So, secretly, Luther began to foster a bitterness towards Lion. Within time Lion became ambitious to the extreme and dreamed to rid the world of the beasts within the forest once-and-for-all. The crusade took a decade to sweep the creatures from the woods, and in their place humanity once more took lordship over the land. Seeing him as the catalyst that had fueled the great victory, the order unanimously voted Lion as the Supreme Grandmaster. On the surface Luther appeared to be the supportive friend, swearing that Lion was the right man for the position. Inside, however, Luther's feelings of jealousy and bitterness began to form into an outright resentment of his closest friend.

With the Lion in the lead the order became the most prominent knightly organization on the planet. The order prepared to unite the world under one banner, and with the other orders disbanded under the call Lion this too looked to become reality. The world did change, but not with unity, instead it began with heavenly fire.

The imperium, expanding at a glorious pace, came upon Caliban and immediately the Emperor knew he had found one of his lost sons. the arrival of the Emperor was a time of great celebration on Caliban. Great swathes of forest were cut down and massive structures were erected in preparation for the reunion between father and son. Within some of the planets population, however, there was unrest. Many were suspicious of the imperium and felt that they would try and subjugate the peoples. Amongst these were Luther. Behind closed doors he would speak of his feelings to Lion, but Lion would have none of Luther's naysaying and warned him of this. It did nothing to ease Luther's heart, and he began to suspect that Lion perhaps didn't have the best interests of Caliban in-mind.

The First batch of new recruits to the Dark Angels showed much promise, and earned early battle honers for their skill at arms and valiant actions. Those that were too old to receive the genetic alteration were instead altered by technological means in order to keep up with their younger kin. Luther was the first to receive such treatment. With his alteration Luther was placed as second in command of the Dark Angels legion as he had been in the order. As the Dark Angels set out into the stars to do the Emperors will Lion and Luther stood at each others side, winning many battles together, and none could doubt that they made for a fantastic team as they always had, but what none could see was that their friendship was fractured.

It was only a short time after leaving Caliban that Lion made a decision that none expected or could understand. Lion ordered that a large portion of the legion return to Caliban to assist in the recruitment of new candidates to the legion, at their head was Luther. As Lion and the rest of the legion continued the conquest Luther and the rest of the legion returned in shame. Luther was at odds with Lion on many occasions, but Luther felt utterly betrayed by Lion. He was not alone. Much of the legion struggled with their unnatural turn of fates. While the rest of the legion earned new battle glories, and their war honers mounted, the Angels on Caliban were forced to watch from the background, they were crushed and felt forgotten. These feelings compounded with Luther's earlier feelings to create hate. He hated Lion for his abandonment, and hated the imperium for having changed his friend. In an attempt to seek a way to free himself from Lions rule, and the imperium's by extension, Luther began to dabble in forgotten and dark arts from Caliban's ancient past. He committed, what he considered to be his army, to the pursuit of freedom. The legion followed unquestioningly, and in the darkness the chaos gods were happy to answer.

The Death of Caliban

With the war for Terra at an end, Lion began the long trip home to Caliban. Having not been present during the siege of Terra Lion felt shamed and believed himself to have failed. As the fleet drifted into the system, they progressed at languished pace. As Caliban came into view the Lions spirit began to finally lift, if ever so slightly, to finally be home. The remainder of the legion likewise was relieved to finally set foot back on the solid earth. History would not record, however, a glorious homecoming.

(The bridge rocked as more orbital artillery fire slammed into the void shields protecting the ship. Before they could raise the shields the vessel had taken severe damage. Another hit saw one of the navigational servitors reduced to a burnt husk by the electric backlash)

"Brace the Emperor damned shields you useless worm. Make full thruster pulse at vertical orientation. Get us out of this gravity pull and into high orbit"

Captain Markesus shouted the orders over the shudder of the command deck. Winding hiss signaled the opening of the decks door. Standing there, in full war armor, the Primarch of the Dark Angels wore a look of deep confusion.

"Tell me this instant Markesus, what the hell is going on?"

"I...I don't know lord. We were engaged as we entered low orbit. We were not expecting such an attack, we suffered extensive damage. Initial contact with the other vessels shows every ship is operational, but we have to pull out of this meat-grinder immediately, our shields can only hold for a short while longer".



Lion said nothing, his thoughts were too lost on the situation at hand. Who would dare to attack a fully armed astartes battle fleet, or for that matter who had that power? Most of all, if this was the work of the enemy then what had happened to the rest of the legion that was on the surface, what had happened to Luther?

"Sir" Markesus yelled, trying to be heard over the sound of screeching servos, and snapping metal.

Being wrenched from his thoughts, Lions aggression reached the fore.

"WHAT!"

Everyones senses went awry at the volume of the unnatural roar. Markesus tried to compose himself in the face of the Primarchs anger.

"W...We have reached high orbit, but...we are still taking fire. I am pulling us out of orbit entirely, hopefully that will take us out of the range of the surface guns".

"Then do it" Lion growled.

(It took several more minutes for the rest of the fleet to escape the blood-bath. All told 5 ships had been shot down, several more were too heavily damaged to be of any use in the near future, and the rest were not short of their own injuries. With what was left at his disposal, Lion organized all legion marines for the battle to come, but he still demanded to know who had organized the ambush. As he stood on the flight deck, the Dark Angels arrayed before him, he received his answer.)

(Brother Asariel moved with purpose. As he charged from one corridor to the next he felt the gravity of the message he carried. He found his Primarch standing before the collected legion, preparing to launch on his order.)

"Lord".

Lion turned to face the young marine. He sensed this to be the answer he was seeking, but maintained his calm.

"What is it, young Asariel"?

"We have intercepted a rogue trader vessel making leave from Calibans surface. The captain carried a message for you".

Asariel handed over the data slate that he carried, and watched with unrest, waiting for the Primarchs reaction.

"Luther? No, this cannot be. How could Luther do this? READY FOR BATTLE, WE WILL MAKE THESE TRAITORS SUFFER!"

"What would you have of me lord?"

"With me, Asariel".

Even as he roared his orders with a force of will, and rage, that his sons had never before seen from him, inside Lion was single-minded. He would find his "friend" and hold him to account for the betrayal he had orchestrated.

(The halls of the rock lay silent. They were no longer the great place of gallant knights, and glorious tales. The rock was now a place of secrets and darkness. But it was not empty. Through the halls a group of shadowed individuals tread. Their destination was the observance level of the fortress, where they could finish preparations for the impending invasion. Luther strode at the head. Of late his form had become larger, swollen with the power of his new patrons. behind him walked his closest friends and confidants.)

"What was the result of their attempts to make landfall?" Luther's voice was little more than a whisper.

"Several ships were destroyed." the voice was strong and carried wisdom within it. "Our guns took a heavy toll on the rest, but they are not beaten. You know the betrayer more than all of us. You know he will come with vengeance, for you. Are you sure you wish to face him?"

Luther spun about, his impatience bubbling to the surface.

"Yes, Cypher. There is none here who can face him and hope to live. I am, thus, the one who will challenge him, and best him. Mark me, i will make him beg for my forgiveness, and for what he has done, i shall grant him death.

Lord Cypher inclined his head, conceding, but also diffusing the danger that he faced for inciting Luther's anger.

"Now, what is the status of our defenses?"

A older, more battle-scarred figure stepped forward

"I can report that the defenses of this fortress, and the surrounding land, are in place. I have also received word that the soldiers we placed on the night side have also made ready."

"Good, I want you to send all forces to the lowlands and make ready for Lions arrival. I shall remain here. I shall wait for him."

Pointing into the group, another warrior approached. Young and full of spirit, but with a knowledge of warfare and an oratory skill that rivaled most, the marine stopped at the edge of Luther's reach.

"Sirphas, you are to organize the forces around the base of the fortress. None, save for Lion himself, are permitted to pass. Am i understood?"

"Yes lord, I vow that none shall interfere."

"Excellent, now begone from me, all of you. You all have your orders, and I go to make ready."

(The group dispersed, heading in all different directions. Outside the defenses were organized, only the might of Lion could hope to breach them. Overhead the planetary defense fleet, which was hiding on the dark side of the planet, readied for the time to strike the Dark Angels. It would not take long before the flash point was reached. Within minutes the sky was engulfed in fire. The death of Caliban had begun.)

(The drop-craft launched. As they plummeted to the surface the legionnaires were overcome with a silence that betrayed the furious barrage of anti-aircraft fire outside. Moving in formation with a fleet of thunderhawk gunships, Lions transport vessel was filled with his personal guards.)

"When we make landfall you are to remain with me. I will press the momentum into their final tier defense, making way for our advance, and reserve force. When we breakthrough we will strike at the fortress itself. I have no doubt that Luther will surround himself with his greatest comrades. He cannot best me alone, so he will hide behind the other traitors. I have chosen you all because you possess the greatest skill in battle that this legion can offer, and that is why you will clear out the wretches that are standing between me and my target. This, however, doesn't permit you to try and engage Luther. Under no situation are you to fight him. That is for me to do. do you all grasp what i ask of you?"

As one the collected soldiers lowered to one knee, awaiting their lords blessing.

Asariel felt uneasy. He had once met Luther, as a legion initiate. Though their meeting was brief, Asariel could see the true nobility that lurked within Luther's soul. Now, on the cusp of a fight that would tear the legion apart, he felt completely at a loss for how that man could have turned as he had.

With the blessing complete Lion turned about to face the boarding ramp. The landing was near at hand.

"Rise now my champions, and stand alongside me. You all know that what we face below is no defenseless group of planetary citizen, or a vile alien race. Below we will face our former brothers, those we once called comrades. They will not let us walk past them. We must pay for it with blood, as they shall. Know this my sons, should you fall today you will die as true sons of the imperium. You shall die as legends and heroes.

It was several moments before Asariel realized that Lion wasn't just addressing those on the ship. The speech was being broadcasting to the rest of the legion.

(The ships landed across Caliban's surface, the marines inside advanced with guns barking and smoke engulfing.)



(Lion had seen the organized defensive lines from orbit. Understanding that Luther had prepared for a long war of attrition, Lion decided on a separate course of attack. Rather than attacking by way of a long war of attrition, Lion instead opted for a true Astartes strike. The legion would strike behind the fortifications. From there they would sweep aside the defenders and drive forward to the keep. Luther had prepared for this.



As Lion stepped foot on Caliban once more he was met with an attack from all sides. What Lion didn't know is that he had walked into another trap. Secretly Luther had prepared the fortifications as nothing more than a diversion. In truth his marines lay in wait. When the loyalist marines made landfall the traitors scrambled from their hiding and assaulted from all fronts. Not expecting such a strike, the loyalists were cut down. Lion and his battle-group held firm, but couldn't hold forever. Aghast that Luther had outsmarted him, Lion ordered the orbiting fleet to begin launching lance strikes on the land not marked by Lions vox-locator. This didn't stop them, however. Even as fire rained from the sky, the traitors continued their assault.)

The bolter-fire rang at a deafening volume. Asariel clicked the release switch on his bolter, and locked a new magazine into its place. He peered over the embankment, two more traitors manifesting from the wreckage of a ruined rhino. Asariel locked his sights on the pair and released a controlled burst on them. One perished, his head obliterated by the rounds. The second took two hits to the chest before diving into a ditch several meters away.

"Darkasinus, how far have they advance up the left front?"

"Roughly 73 meters, but i cant get a clear shot. They are using the cover to great eff-"

Before he could finish the sentence a sharp snap split the air, Darkasinus falling back, his chest nothing more than a bloody ruin.

Asariel cursed under his breath. he had fought astartes before, but this wasn't the same. The traitors were fighting in open battle, and they were winning, slowly, but their victory was inevitable. With a battle cry that shook the bones, a dark shape passed over Asariel and landed directly in front of him, But this was not a nameless marine, Asariel knew this warrior personally. As the traitor turned Asariel drew his blade. Both lunged at each-other, but in their conflict there could be no victor.

(As the tide began to turn against Lion, he received word that his forces on the other side of the world had obtained a solid foothold, and the Dark Angel reserve force was preparing to reinforce his position. With the orbital strikes beginning to take their toll on the planets surface, Lion knew that a better opportunity would not present itself. Now was the time)

(As the Dark Angel reserve smashed home and began taking the fight to the enemy, Lion and his personal guard pushed further upward toward the keep itself. Meanwhile the traitor marines held firm to their ground, but when word reached them that Lion was advancing toward Luther with a group of marines at his back, several took action.)

Cypher caught the marine unprepared. The bolt-round entering his left eye lens, spilling his cranial contents on the earth behind him. Another charged from around the far side of a boulder thinking to attack Cypher from behind. Cypher kicked out catching the loyalist in the shin, knocking him off balance. Cypher's other hand raising up in a fist to splinter the enemies face-plate and snap his neck in one full motion.

Across the crater Cypher could see Sirphas cutting through a group of loyalists. Cypher was surprised by Sirphas, not because of his skill with arms, but his speed. His strikes fell faster and more fluid than Cypher believed possible. Before long the two stood next to each other.

"Where is the rest of the company?" Sirphas inquired

"Gone."

"The are off fighting the betrayers then."

Cypher responded with nothing more than a slight nod.

"What is that?"

Through the smoke Sirphas could make out a blur moving in the direction of the keep.

Cypher could see it too and became disturbed by what he saw.

"Its Lion, But he is not alone."

"Damnit, Luther will have my head for this when were done."

"Only if the curs intervene."

The two fought as a deadly pair, making there way to the Fortress.

The halls of the rock lay silent. They were no longer the great place of gallant knights, and glorious tales. The rock was now a place of secrets and darkness. Lion didn't recognize the place he once called home anymore. The tapestries that told tales of greatness and glory were gone. Now all that hung from the walls were the shadows that none had quashed. More than that Lion also felt a life within the darkness, and it made him feel uneasy.

Lion found Luther in the grand hall, but what he found was all the more sinister than anything he could have expected. Lion no longer towered over Luther. Now they stood, each peering into each other. Luther could see Lions anger, twisting as a vile beast within his soul, but held back by pain, the pain of loss. Lion saw only evil. Black and endless as the pits of the worst nightmare. He could see Luthers face shake, twist, contort, tear, all the while screaming. A scream that would drive any normal man insane. His mind rebelled, but he would hold it in check. Then Luther's face began to laugh, but it wasn't his laugh. It was the cackle of hell. Lion, However, couldn't help but feel this hate vanish in its place, pity.

"Lion, you motherless bastard"

"By the heavens, Luther, old friend, tell me you haven't sold yourself to hell, like my brother."

"What do you care, you betrayed me, and banished me from your sight. WHAT DO YOU CARE!"

"I...its not like that Luther. I have never shunned you. Do you truly believe otherwise?"

"I have nothing to believe, your actions say enough."

"How did you expect this to end Luther? Even if you killed me how would you contend with the rest of my kin? They would come with a vengeance that would make even mine seem meek."

"If i killed you? To hell with you, you wretched pile of shit. I WILL KILL YOU YET!"



Luther jumped forward, his blade driving deep into Lions Shoulder, But a primarch is no mere man, and Lion drew the blade of Caliban in return. Friendship was dead. Now there was only animosity and pain.

(As the primarch and the champion of chaos met blades they unleashed powers that no lesser being could hope to control. Their power began to take its toll on the surroundings as well. The fortress began to crumble as they used each other as battering rams to topple the great symbol of the legions power on Caliban. Outside the world was crying. The loyalists were locked in devastating struggle with the traitors. Both pushing themselves to ever greater levels of butchery in the attempt to gain victory over the other. The world itself

felt the pain too. the constant orbital strikes were killing Caliban. The lifeblood of Caliban began to spill fourth as the crust destabilized, and magma bubble fourth to the surface. Caliban became hell itself)

"LUTHER." Lions roar of challenge ringing through the broken halls of the rock. "You have doomed yourself and Caliban."

Luther and Lion locked blades, and no matter how much they kicked, punched, slammed, or pushed the other, neither would back down, neither would quit.

"HOW DARE YOU! HOW DARE YOU LECTURE ME! YOU WERE THE ONE WHO INVITED DOOM HERE! I HAVE ALWAYS FOUGHT FOR CALIBAN!"

Both roared at each other on a volume that began to crack the stones that they stood on.

"IS THIS WHAT YOU CALL HELPING CALIBAN, LUTHER? YOU ARE KILLING OUR HOME!"

"NO! I AM SAVING IT, FROM YOU!"

Lion and Luther soon began to walk on the rubble that was once the chapel, and though Luther was fighting as one possessed, he was not the swordsman that Lion was. Lion began to gain the upper hand, and Luther was forced into a defensive battle. The chaos gods, who had witnessed the entirety of the war for Caliban unfold, became furious that Luther was loosing, as they would not be defeated twice. The chaos gods would have their victory.

The blade punched through. Flesh, blood, bones, all gave way beneath the devastating strike. Life began to fade. Light began to dim. A blade fell from weak hands. Body collapsed under the weight of defeat. Luther was finished.

As Luther fell to his knees Lion withdrew his blade. Placing the point under Luther's chin, Lion felt his compassion return.

"Do it Lion, kill me. Just know that you shall burn in whatever hell awaits you. As for me, i shall pride myself in a patriots death.

"Even now, Luther, you truly believe you are in the right? Why? Look around at the devastation that you have invited to this, your home. OUR HOME!"

"I cannot begin to expect you to understand. You are a dog of war, Lion. You will kill, and kill, and kill, but what happens when there is nothing left?"

Lion was silent. Luther was right in this fact. Other than war, Lion knew nothing else.

"As i expected. I can tell that you pity me, Lion. I pity you, because i can see beauty in the grand, but also in the minuscule. You cannot see beauty. You were not made to see beauty."

Lion inclined his head. It wasn't until this moment that he realized why he loved Luther so much. He loved him, because he allowed Lion to see the galaxy in a way that he would never be able to otherwise. Luther was a better friend than Lion had ever given him credit for, and Lion realized he would never find another, as good as him, for the rest of time. Embracing the end, a single tear fell from Lions eye.

"I am truly sorry, Luther. I did betray you. I sent you away, but all along i needed you with me. I must ask one last thing from you. Could you forgive me for all i have done. Would you forgive my foolishness, old friend.

Lions words pierced the veil, and Luther felt his anger, pain, and hate fade away. There was no more darkness. Luther felt released.

"Yes, Lion, I-

Luther couldn't finish his words. From his mouth a vile stream of corruption spilled fourth.

The flow washed over Lion, his body completely engulfed. As he collapsed to the floor under the onslaught, the blade of Caliban snapped, its own continence destroyed.

Lion tried to get to his feet, but his power was gone. All strength had been sucked from his flesh, there was nothing left. Lion fell back to the ground, for the last time.

Luther, who had watched in disbelief, gained his feet. With shaky legs he staggered over to Lion, who lay motionless on the floor. Luther found that he couldn't speak, and dropped at Lions side.

Luther looked down at lion, and slumped over his friend. He gasped for breath as he struggled against his own body, to speak. He found his body shaking, and his vision becoming blurry. finally he found his words.

"Lion...Lion, I forgive you. I forgive you. Please say something. Please. Please. Lion, Im sorry. Im so sorry. I was a fool. I Listened to them. I gave in to the whispers. I was weak. I was so weak. Please, Lion, Forgive me. Please forgive me. Please forgive me."

Luther weeped bitter tears as he pleaded to his friend, but Lion would never respond.

Eyes watched from the shadows. Those who had stood by, and witnessed Lion and Luther, stepped forward. Some were traitors, others loyalists. None said a word. They were all in silent contemplation of what they had seen. All of them wanted to do something, but none could find the power too. Finally, from the darkness, Cypher walked over to Luther.

"Lord, are you alright."

Cypher tried to shake Luther from his anguish, but Luther's mind had been shattered. Lost beneath the weight of his shame, guilt, and sadness.

"This is my fault." Cypher whispered beneath his breath as he returned to his feet.

"I caused this." Cypher spoke to himself, but those present could hear him clearly.

"More than any other, I was the one who advised Luther. I encouraged him, and now we have come to this. I was a fool. we were all foolish. We pitted ourselves against each other, but for what? Nothing more then death and hurt. No, i will not let this be.

Cypher knelt down, picking up the fragments of the sword of Caliban, and placed them neatly into the scabbard that lay at Lions side.

Sirphas walked forward.

"What do you plan to do, Cypher?"

"I will seek to expunge this mistake. I will fight to fix what i helped to make, and I know that only one power has the ability to erase this, The Emperor. If I must die to reach him, and save us from our curse, then so be it. Sulking in our weakness, and for what we have done is something i will not do, however.

Asariel took to the floor knowing his words must be spoken.

"You cannot reach The Emperor. He was placed in the throne of Terra after his fight with Horus. The Custodes will not permit you to pass.

"Do not tell me of what i cannot do. I will find a way."

Asariel soon found himself voicing his thoughts.

"If this is the path before us then i shall walk it. Though we were on opposite sides of this fight, we are comrades now. Cypher, i shall fight with you."

"So shall I." Sirphas added

The room filled with others offering their support. Soon they were all united in the mission of fixing not only the Dark Angel, but the imperium as a whole. The fallen were born. As one they let free a roar of new purpose, and Caliban finally died.



Were not all traitor's

Lord Zarphirial, raced through the cathedral with great haste, followed all the way. Brother sergeant Samodai of the Dark Angels, Ravenwing, was close behind.

The two came to face each other in the common chamber. Samodai attacked first, trying to push the fallen lord onto the defensive, and there by gain the initiative. Every parry, and feign a gradual advance, forcing Zarphirial to yield. Samodai noticed, however, that the fallen's movements were slow, and lax, but not by matter of exhaustion. Zarphirial was holding back. Samodai broke from his quarry, now realizing he had, in his arrogance, engaged a foe far behind his abilities to best. What was more, as Samodai stepped back he came to realize that many other figures surrounded him. Samodai had invited his death.

The strike never came. Both combatants merely faced each other. Silence, the only thing separating them. Before long Zarphirial lowered his blade, sliding it cleanly into its scabbard once more, but Samodai maintained his stance.

"Lower your blade, novice. If i had wanted you killed i would have done it myself."

Samodai ignored the request.

"Fine, grip your feeble sword, prey for deliverance, but know that you will walk away from here alive.

"Why do you not kill me?"

"Because dead men can tell no tales. I have tricked you into coming here because there is a truth you must know. I had hoped that your masters knew already, but it seems that they are just as complacent as ever. We fallen are a relic from an age long past, nothing more than a fading shadow, but there is a true threat amongst your ranks. Your masters have placed their trust in the wrong hands. They are watching your chapter, from the shadows. They seek to unmake everything that has been forged. You must watch for them lest they kill you while you sleep. They cannot be trusted. Watch the shadows young one."

Lord Zarphirial turned to walk away, but Samodai was not willing to let the matter end.

"Why should i trust anything you say, traitor? You, who turned from the Emperor and the Lion. Why should I not call upon my brothers to deliver punishment on you, for your crimes? Why should you live past this day, Heretic, and worshiper of the dark gods?"

Zarphirial stopped, his body becoming tense with irritation. He turned to face his accuser, a look of sheer lividity on his face

"Because, young Angel, not all of us are traitors. Some of us still venerate our father. Still hold the Emperor with reverence."

Zarphirial raised his head just enough for Samodai to make out his remarkably young features.

"I fought alongside Lion on Caliban."

The Pterax Schism

In the year 679.M38, the Renegade Dark Angel known as Sirphas would plunge the world of Pterax into utter chaos.

After being taken from Caliban, Sirphas found himself on the planet of Nostros 3 several thousand years into the future. To his relief, Sirphas was dropped onto that world with almost 100 of his battle brothers. It proved to be very hard to remain hidden, and soon the Dark Angels arrived to investigate reports of renegade marines in Dark Angel livery. It did not take long for the Sons of the rock to find Sirphas, and even sooner the fallen were backed into a corner. The fallen were prepared to die fighting, but then aid arrived from a most unlikely of sources.

The Black Templar strike fleet, Sword of Virtue, under marshal Vandrake, arrived after hearing the same rumors coming from Nostros. When they arrived, however, the Dark Angels tried to convince him that the rumors were unwarranted, and proceeded to try and shoo him away. Vandrake was no fool, and noticed that the Dark Angels were still deploying troops to the planets surface. Suspecting that something was amiss, Vandrake secretly landed his own force on the surface.

Just as the Dark Angels engaged the fallen, the Black Templar arrived to assist their brother chapter, but were struck with utter confusion by what he saw. Sirphas seized the opportunity, and began firing on the Templars. Believing that the Dark Angels had betrayed him, Vandrake engaged them. This provided the opportunity for the fallen to escape, and they quickly boarded a merchant vessel that was departing.

The fallen traveled as stowaways aboard the vessel until tragedy struck. Reaching a turbulent area of the warp, the ships gellar field began to malfunction. Lest the ship be destroyed, and their deaths sealed, the fallen had to act. As the crew tried desperately to restart the field, the fallen fought desperately to hold back the demons that now swarmed the inside of the vessel. As the fight progressed Sirphas felt his body move with godlike speed like never before. The demons also began to writhe in agony at Sirphas approach. With their new boon, the fallen held firm against the foul tide. At long last the gellar fields were restored, and the ship made re-entry into real space. The cost was high, however. Most of the crew were dead, those that weren't either went insane or teetered on the brink of death. The fallen also had lost most of their brothers during the fighting.

The fallen needed reprieve, desperately. Sirphas ordered that the ship be brought down at the nearest planet, there they departed the vessel. Before moving on the fallen destroyed the ship, a precaution to hide their whereabouts.

In the planets wilderness the fallen began to change. Their contact with the raw powers of the warp started mutating the fallen. Some became monsters, and were quickly killed, an act of mercy from their brothers. The rest found that fleshy stumps were forming on their backs. They would cut off these imperfections in the hopes that the affliction would end. It did not.

Whenever they removed the appendages it would grow back, completely, within days. As the fallen conversed about their next course of action, Sirphas isolated himself from his brothers. He began to realize that something had changed within him while in the warp. Now Sirphas could sense the flows of the warp all around him. He now had the power to suck the very soul from a living creature, a trait that he practiced on the local fauna. Sirphas inevitably understood that he had developed psychic potential. He wasn't sure if he had newly acquired these powers or if they had been present all along, and had only revealed themselves when he had touched the unrestrained flows of the immaturium, but he was sure that he was now something greater than before. In addition Sirphas willingly let his mutations grow, and within a month they had become a pair of midnight black wings.

The other fallen had noticed Sirphas absence, and prepared for the worst. Believing that he may have been changed like the others, the fallen sought him out, ready to end his life if need be. When they found him, however, they were struck with the level of nobility that Sirphas now carried himself. Sirphas preached that their "mutation" was actually blessing, that with it they would become what they had always claimed to be, Angels. The others were hesitant at first, but trusted in their leader, and grew out their wings as well.

Venturing out of the woods, they found that the planet they were on was called Pterax, and that the world stood at the edge of full rebellion. In recent years the planetary governor had put in place a atrocious tax, and any that tried to speak out against him were silenced. It was for these reasons, and the fact that Pterax had never fully embraced the imperial creed, that had spawned unrest and dissension. Having seen what the imperium had become, Sirphas knew that the planetary governor had to die.

At a secret meeting of the rebel leaders, Sirphas and his kin appeared from the shadows. Having never seen a space marine before, let alone one with wings, the rebels believed Sirphas was a god, sent to free them from their oppressor. Word spread quickly, and within the month the population of the world was ready to rise up against the governor.

Using his masterful skills at stealth, Sirphas maneuvered the rebels into position, awaiting his word, where they would invade the capital spire. As the sun faded, and the world became dark, the rebels charged down from the hills. Many of the governors guards had ill feelings towards him, and as the attack started they turned their guns on the PDF soldiers loyal to the imperium. With his seat of power being ripped from his grasp the governor tried to flee the city, but every path he tried to take found him facing a screaming mob, but he eventually resorted to a secret escape tunnel. As he reached the landing pad a escape shuttle arrived to carry him away.

The rebels arrived expecting to see a empty landing pad. They found Sirphas, triumphant, standing over the massacred body of the governor, and his personal guards.

Everything that came before was merely preparation, however. Now that the world was firmly in his service Sirphas began to plan his revenge.

A nearby Dark Angel fleet received a encrypted message bearing just a single word "Fallen". They made for Pterax, but they kept on their guard. Most of all, the Dark Angel captain felt that the circumstances didn't match. Why had the message only included that single word? Or for that matter, how did the planetary governor know who the fallen were? Nothing seemed right about the message, but honor-bound to the chapter, captain Sekenor had to investigate any possibility of a fallen's presence. Even when the signs of danger were overwhelming. To ensure any danger would be met with force the Captain merged with a contingent of the Deathwing. A personal guard, if things were not as they appeared.

Upon arriving in orbit Sekenor was hailed on the governors personal vox channel. The hail requested that the two meet in the Celestial square of the city, Jyuregest, But Sekenor would not be caught unprepared. He landed on the outskirts of the city with a full compliment of battle brothers and Deathwing.

The square was deserted. The whole city was silent, and motionless. By this point Sekenor expected an ambush, and tried to vox the fleet so they could evacuate as soon as possible. He soon discovered that the vox service in the area was being jammed. He was about to give the order to fallback, out of danger, when the city erupted around him.

From every hole, alley, and door, the civilians of Pterax began to pour fourth. Their attack was feeble, and disorganized, but they pressed down on the Dark Angels with sheer numbers. Where Sekenor first believed that the attack would quickly break, and the people would flee back into the city, 5 hours later the servants of Sirphas maintained the fight. By now the bodies of the dead had begun to pile up into mounds, and blood had turned the square into a nightmare sight. Sekenor was finally forced to acknowledge that the Dark Angels could not continue the fight. So they began a fighting withdrawal to the edge of the city.

When they stepped foot on soil once more Sekenor made contact their forces overhead. Sekenor discovered that a small fleet of imperial vessels had also engaged the Dark Angels in orbit. The attack had failed, but it was clear that this place was intended to be a death-trap.

Sekenor ordered a retrieval group to extract the force from the planet, but as the vox signal was closed shadows descended from the sky.

The thunderhawks swooped low, but found only that Sekenor and his force were dead.

The peoples of Pterax maintained their opposition to the imperium for some time after, and even when a new, more just, governor was appointed, the rebels continued to launch night raids on imperial settlements.

The Dark Angels fleet, "Secrets of Woe", arrived in-system to discover what had become of captain Sekenor. Though many rebel leaders were interrogated, and ultimately executed, the peoples never revealed that a fallen angel had been their patron. In the end all trails went cold, and no fallen were ever captured.

Some people, however, maintain that their god will one day return, and deliver them from the imperium, forever.

Famous Battles of the Fallen

132.M33- *The Scourging of Tanthis*
529.M33- *War of Rage and Blood*
033.018M34- *Trinity of Honor*
034.018M34- *The Wolf, The Lion, and The Angel*
459.M34- *Campaign of Crystal*
772.M36- *Butchers Due*
776.M36- *Angels Vengeance*
901.M36- *The Invisible Army*
902.M36- *Fear, and Fearless*
428.M37- *One Man Army*
946.188.M38- *Storm and Void*
947.188.M38- *Saving Grace*
679.M38- *The Pterax Schism*
959.M38- *Hunting Arms*
584.M39- *The Selfless, Giver of Life*
620.M39- *Fortress of Nightmares*
863.M39- *Decaying Hope*
015.M40- *War of the Under Earth*
313.M40- *Old Friends*
710.M40- *Skirmish of Thunder*
895.M40- *Jungle Hunt, and Screeching Vale*
001.M41- *The Journeys End*



Forces of the Fallen Angels

This section of the book includes all the forces used by the Fallen angels - Their weapons, The units, and famous characters. Each entry describes the unit and includes rules so they may be used in games of Warhammer 40,000.

This section is divided into unit descriptions, and the armory.

You may find that some Equipment is unique to one unit. When a unique piece of equipment is listed you can find it in the entry of the owning unit. Some units may benefit from other equipment as well. Such as a Lord Fallen being allowed to purchase a Jetbike Even though that vehicle is listed only under the Fallen Jetbiker's entry.

Fallen Angel Special Rules

The Fallen are subject to many veteran skills. For this reason the Fallen have special rules listed in this section.

Walk By Shadow

Any Fallen Angel unit that is not wearing terminator armor, a jump pack or riding a jetbike is granted the "stealth" special rule.

The Hunt

More than any other foe, the fallen despise the Dark Angels, and likewise. When facing an army of Dark Angels then the fallen receive the "preferred enemy" Special Rule, however, the fallen will then be worth twice their normal amount of victory or kill points (whichever is in use).

Will of Metal

If a Fallen Techmarine is in base contact with a friendly vehicle at the start of the movement phase he may chose to try and repair it. On a d6 roll of 4+ one weapon-destroyed or immobilized result is nullified.

Expendable

Though they act as scouts for the Fallen, and eyes in the light, on the field of battle agents act as little more than cannon fodder. Units of Agents of the fallen are treated in all respects as troops, but they do not take up any force organization slot. In addition they do not grant a kill point when they are removed as casualties.

Sky Knights

While Fallen jet-biker's are a rare breed, they possess the skills that few others can match. Units of Fallen jet-biker's may re-roll any dangerous terrain tests that they are called to make.

Field Repair

Rhino's are tough vehicles, and in the midst of a fight the crew may be able to enact a speedy repair. If the Rhino is immobilized than in the following player shooting phase, and any afterwards, the player may roll a d6. On a roll of 6 the immobilized result is nullified. Using this roll prevents the rhino from shooting in the same turn.



Lord fallen.

The Lord's of the fallen were once the most feared, and respected in the whole of the Dark Angel legion. Now they are hunted more than any other fallen. The Lords of the fallen are the only ones who can truly command the other fallen. It is this reason that makes them so dangerous to the Dark Angels, they give the fallen a way of fighting back.

The Dark Angels also find that Lords are the most deadly fighters that the fallen can offer. So skilled With weapons, Lords can best all but the most hardy of combatants in a man to man fight. There are countless Dark Angles who have lost their lives for mistakenly believing that they could best these champions of a ancient past.

Some of the fallen are not traitors, however. Some of the Lords are the marines who stood at Lions side on Caliban. In the face of Lions fall, and Luther's slip into insanity, Even loyalists saw how far the legion had fallen. With the desire to fix the legion, and make right all that was wrong with the broken imperium, even those who had been loyal to Lion found themselves walking the road of the fallen.

	WS	BS	S	T	W	I	A	LD	SV
<i>Lord Fallen</i>	6	5	4	4	3	5	3	10	3+

Special Rules/ Fearless, Independent Character, Walk by Shadow

Fearless- This warrior has courage and resolve beyond the bounds of normal men.

This model is always treated as passing moral, and pinning checks. This model will also never fall back. As long as this unit is present in a unit that is not fearless he will loose the benefits of this special rule.

Shadow Vale- A ancient piece of technology from the time of the heresy. This item projects a powerful field around the user, protecting him from all but the most devastating of wounds.

This model receives a 4+ invulnerable save.

Fallen Librarian

Librarian's of the Dark angels were a mysterious group. Almost all were quiet, and unimposing. Where other librarians harnessed powers bordering on flashy or exuberant, Dark Angels used their abilities in a more subtle way. Where a librarian from the Ultramarines would fry his foes with an arch of pure electricity, a Dark Angel would bend light, making his presence unknown to others.

The Offensive powers of the Fallen Librarian can be tremendous too. If need be, a Fallen could tear the souls from a victim, or see through the warp, into their foes, so they can deliver the most deadly blow.

The fallen do not fully trust Librarians, however. Ever since the destruction of Caliban the fallen have become ever cautious of the warps influence. To this point they will always watch those who harness psychic abilities, and should they show even the slightest sign of corruption, the nearby fallen will quickly put him to death.



	WS	BS	S	T	W	I	A	LD	SV
<i>Fallen Librarian</i>	6	5	4	4	2	5	2	10	3+

Special Rules/ Fearless, Independent Character, Psyker, Mistrusted, Walk by Shadow
Special Wargear/ Force Weapon, Psychic Hood

Force Weapon- A weapon of potent edge on its own, a librarian can channel his potent powers through the blade, and turn it into a tool of death.

A force weapon is a power weapon. In addition once per assault phase the owning player may roll a free psychic test. If successful than one wound that phase may cause instant death. If the test is failed then it will cause perils of the warp as usual.

Psychic Hood- If an enemy psyched attempts to use a psychic power while within "24" of this unit that this model may try to use the Psychic Hood. Both players roll a d6 and add this to their LD. If this units score is higher than the opponents than the power is nullified, on any other result the power is successful. Only one Librarian can try to cancel each psychic power.

*Mistrusted- If this character suffers from perils of the warp while present in a unit of fallen than he will be removed from the field as a casualty. This represents the fallen attacking, and killing him in order to prevent his turn to chaos. Note that the librarian is removed if he suffers from perils of the warp **and** fails his invulnerable save (if any). If the librarian passes the invulnerable saves than he is not removed.*

Fallen Angel Psychic Powers

We are Darkness- *The Librarian twists the bounds of his surroundings, bending the shadows themselves to his will.*

Cast at the start of the owning player turn. Lasts until the beginning of the next owning players turn. The librarian, and any unit he is with will receive a 5+ cover save. If they are subject to cover then they receive a +1 to their normal cover save. This ability is commutative with the effects of stealth.

You Shall See Nothing- *Drawing on his kinship with shadow, the librarian forces the light from his foes eyes. Soon they find that all they can see is black.*

Cast at the start of the opposing players turn. Lasts for the remainder of that player turn.

Chose one enemy unit within "24" (this can be a vehicle) the chosen unit must reroll successful to-hit rolls for shooting. If the opposing unit has the ability to reroll failed to-hit rolls than this ability will cancel that power out. In this way the unit will roll to hit's as usual, but will not reroll.

Terror Sight- *The librarian opens his eyes to the warp. In doing so he strikes with unnatural speed, accuracy, and deadliness.*

Cast at the start of any assault phase. Lasts for the remainder of the assault phase. This characters attacks wound on a 2+, ignore armor saves, and may reroll failed to-hit and to-wound rolls, however none of these attacks may cause instant death.

Shattered Souls- *The librarian reaches into his foe's, and rips their souls apart. Soon they are nothing more than a empty husk of flesh, and bone*

This is a shooting attack with the following profile.

	.Rng	S	AP	Type
Shattered Souls	"24"	X	2	Heavy d6, Poisoned (4+)

Fallen Dark-wing

Even during the time of the Horus Heresy, the Deathwing existed. During those times, however, the Deathwing acted as an elite strike-force for the Dark Angels. They would follow the Legions high commanders, proceeding to act as the commanders personal guard, and a near invincible core to the army.

When Lion El'jonson sent part of the legion back to Caliban, most of the Deathwing went with their primarch, but Caliban did maintain a large supply of terminator armor.

The battle for Caliban saw much of the legions supply of armor, destroyed. Some of the fallen did possess a collection of suits when they were taken from Caliban, however. Over the years most of these suits have been destroyed, recovered, or been scrapped, but some remain. Those who are mighty enough to possess one of these great relics, are some the greatest veterans that the fallen can muster, and any Lord Fallen who can bring fourth even a small number of these warriors can be confident in his chances of victory in a battle.



	WS	BS	S	T	W	I	A	LD	SV
<i>Fallen Dark-wing</i>	x	x	4	4	1	4	2	9	2+
<i>Master Terminator</i>	x	x	4	4	2	4	3	10	2+

(If a Dark-wing Terminator is armed with a Thunder Hammer and a Storm Shield than it will have WS-5 BS-4. If it has a Twin-Linked Bolter and Power Weapon than WS-4 BS-5. Special Rules/ Deep-strike, 5+ Invulnerable Save, Mighty Few

Mighty Few- The fallen terminators are a rare breed. Skilled beyond compare, but very few in number.

Only one unit of Fallen terminators may be taken for every HQ unit in your army.



Fallen Tech-marine

During the days of the heresy Tech-marines were a mainstay amongst the Dark Angels. As deadly as any other Astartes, and armed with the skills needed to maintain the great war machines of the legion. They fought in some of the greatest battles of the great crusade, and earned many battle honors for their actions in those times.

Now that the fallen have lost the support of anyone other than each other, the Tech-marines have become less essential to the fallen. On occasion, however, the Tech-marines became as important as they ever were. When such fights ensue, and the fallen gain access to vehicles, the Tech-marines can be found in the heat of the conflict. It is in these places that they thrive, and where they will kill with the true fury of a fallen angel.

The most famous engagement, with the tech-marines involved, was the "Skirmish of Thunder", where the fallen led a full armored assault on a imperial stronghold.

	WS	BS	S	T	W	I	A	LD	SV
<i>Fallen Tech-marine</i>	5	5	4	4	1	4	2	9	2+

Special Rules/ Independent Character, Will of Metal, Walk by Shadow

Special Wargear/ Servo-Arm

Servo-Arm- A large mechanical arm that is attached to the Tech-marines back, these machines are intended to be used for heavy lifting. Great at moving large mechanical components, and for holding parts in place while the marine enacts repairs. These artificial limbs can also be used in combat to deliver a devastating blow.

This piece of gear may be used in close combat. In combat it inflicts a single strength 8 attack at initiative 1 that also ignores armor saves.



Fallen Angels

Of all the warriors that stalk the shadows, the fallen are perhaps the greatest. While they do not have the sheer numbers of the forces of chaos, they maintain a skill in battle that is Unmatched by most. But more than just skill the fallen still hold to their morals. They hold honor above all other principles. While some have proclaimed that the fallen are devoid of honor, Insisting that any that they may have had was lost when they turned on their father, the fallen still hold to the principle. They will meet any challenge. They will face any foe. Most of all they will never yield, no matter how dim the chances of victory may look.

On the field of conflict the fallen are a truly remarkable sight. Wielding their bolters with unquestionable accuracy, they smite their foes from afar. In addition, up close the fallen are no less ferocious. Using bolt pistol and combat knife like a warrior possessed, fallen are nothing short of deadly.

*A man cannot run from his sins.
A man cannot escape his evil.
But a man can fight his demon's, to the end.*

	WS	BS	S	T	W	I	A	LD	SV
<i>Fallen Angel</i>	4	4	4	4	I	4	2	8	3+
<i>Master Fallen</i>	4	4	4	4	I	4	2	9	3+

Special Rules/ Walk by Shadow

Agents of the Fallen

As the fallen travel across the galaxy, they have ventured onto many worlds. While the fallen, at times, may find that venturing to a new planet gives them a reprieve from being hunted, it is not long before the Dark Angels are nearby once more.

To try and fight a foe of such magnitude, as the Dark Angels, alone would be suicide. Agents of the Fallen are the solution to this dilemma. When the fallen travel to a place that is unknown to them they will recruit the locals to their cause. Many of the peoples have never heard of a space marine, even less have seen one in person. To be faced with such a being is enough to humble even the most outlandish man. And to have one recruit them to the cause of the fallen, in a time when their lives mean less than nothing, is enticing to almost everyone.

When the battle lines are drawn, the Agents of the Fallen will appear in great masses. Using what meagre weapons they can muster, they fight with a desperate intensity that defies their directionless origins.



	WS	BS	S	T	W	I	A	LD	SV
<i>Agent of the Fallen</i>	2	2	3	3	1	3	1	5	6+
<i>Leader of the Agents</i>	2	2	3	3	1	3	1	6	6+

Special Rules/ Expendable, Fallen Agents

Fallen Agents- You may only take one unit of Agents for every unit of Fallen Angels. In addition if a unit of Agents is within "12" of a unit of Fallen Angels than they may use their leadership. Fallen include Terminators, Angels, Fallen of Vengeance, Jetbikers, and Destroyers.

Fallen of Vengeance

When the fallen take to the field, the Fallen of Vengeance are always close. Waiting in the wings, the Fallen of Vengeance will wait for the right opportunity to attack. When the right moment presents itself they will appear in the heavens, all the while they remain utterly silent. As they land they begin lashing out with everything in their arsenal. The enemy soon finds that bolt pistol, and chainsword are not the only things to fear when facing Vengeance. They will punch, kick, headbutt, tackle, and strangle to achieve their ends.

The Fallen of Vengeance earned their name on the war-racked world of Pathios. The fallen found themselves in the midst of a terrible daemonic incursion. As they tried to retreat from the field the daemon prince, that commanded the horde, approached. The Fallen fought valiantly, but they couldn't best the mighty foe. Some time later another fallen band faced the daemon forces. Led by Lord Zarphirial, the fallen knew of their brothers demise at the princes hands. Before battle was joined the whole of the fallen force swore an oath of vengeance. They would have the daemons head. As the day closed the fallen found they had fulfilled their oath. Lord Zarphirial stood, victorious, over the monster.



	WS	BS	S	T	W	I	A	LD	SV
<i>Fallen of Vengeance</i>	4	4	4	4	1	4	2	9	3+

Special Rules/ Deep-strike, Oath of Vengeance

Oath of Vengeance- When a foe does harm to the fallen, vengeance is not far behind. Making a oath of Vengeance, swearing to make the enemy pay for their deeds, the Fallen of Vengeance are truly a force to be reckoned with.

At the start of the game declare one enemy unit that is the focus of the Oath of Vengeance. For the remainder of the game, all Fallen of Vengeance may reroll failed to-wound rolls against that unit in close combat. Note that only one unit may ever be the target of Oath of Vengeance.



Fallen Shadow-wing

A common sight during the time of the great crusade was the jetbikes of the imperium. They would fly in great formations, running ahead of the Dark Angels, and driving a wedge into the enemies lines. They were credited with causing the victory in many hundreds of battles. Not one legion could be found that didn't employ jetbikes in some way, but now those glorious days have passed. The imperium now has eliminated most jetbikes, be leaving them to be the work of devilry and xeno influence. The fallen are not so biased, however.

In the current age, just like terminators, fallen jetbiker's are a very rare sight. Only the most cunning of fallen have been able to maintain these incredible relics, and they are not very keen to place their prize in harms way at every opportunity. On the other side of the coin, however, war parties of jet bikers, just as with terminators, do exist. But these bands are not fond of outsiders, especially other lords that try to exert their authority. To follow the influence that they sow, the Fallen jetbikers have collectively named themselves "The Shadow-Wing". They follow this path in order to become more threatening to those that know of them, but also as a challenge to the Ravenwing of the Dark Angels, whom the Shadow-Wing see as their personal rivals.

	WS	BS	S	T	W	I	A	LD	SV
<i>Fallen Shadow-wing</i>	4	4	4	4(5)	1	4	2	9	3+

Special Rules/ Sky Knight

Special Wargear/ Fallen Jetbike

Fallen Jetbike- Armed with a pair of twin-linked bolters, increases the riders toughness by 1 (but not for instant death attacks), confers a 5+ invulnerable save, and moves as a jetbike. The Jetbikes Bolters may both be fired, and only count as a single weapon.

Fallen Destroyers

When the fallen must fight a foe that comes in great waves, or brings great machines of war, than the Destroyers will be found there. They bring mighty weapons so that they may tear their foes asunder. Their aim is true, and their resolve is strong. Many a dangerous enemy has been stopped by their combined fire, even more conquered by it. One of the great skills that the Fallen Destroyers have mastered is fighting a mobile war. Never staying in one location for very long, the Destroyers constantly advance unleashing their weapons as they do so.

This direction of power has made the brothers of annihilation a quiet sort, however. Where fallen are normally stoic and distant, the Destroyers are even more than that. A Destroyer can almost never be found when not in battle, and if they are found by their brothers than they will very quickly disappear into the darkness once more. They do this because they are haunted. They feel the weight of every brother marine they have killed, and it is a load that they are forced to endure, alone. With time the guilt has killed what is left of the Destroyers soul. Now they are hollow shells, as empty as the void, and as lifeless as the dead. The most that a Destroyer can hope for is to die in battle, because only in battle is the pain truly numbed. For a short time.



	WS	BS	S	T	W	I	A	LD	SV
Fallen Destroyer	4	4	4	4	I	4	2	9	3+

Special Rules/ Walk by Shadow, Tread Heavy

*Tread Heavy- Fallen Destroyers have learned that static warfare is far too dangerous. For this reason Destroyers have trained themselves to fight mobile on the fields of the universe.
Fallen Destroyers are granted the "Slow-but-Perposeful" special rule.*



Predator/ Rhino

The Rhino is the tank synonymous with the space marines. A robust vehicle, they are used by every space marine chapter across the length of the imperium. Even the fallen will utilize these machines. The fallen do not maintain their own collection of Rhinos, but will willingly commandeer one if they require it.

The Predator is a common sight when the space marines join battle with their foes. Built off of the Rhinos frame. When it is armed with a turret weapon, and sponsons, the Predator can maintain a heavy level of fire power. To match the increase in weapons load the Predator also has additional armor plating to reinforce it in the heat of battle. While the Predator is less common in the fallen's arsenal they have been able to acquire them on several occasions.

The most notable engagement with the fallen using rhinos, and predators, was the "Skirmish of Thinder". On that day the fallen stormed the planets polar defense with over 100 armored vehicles. Though almost all of the tanks were destroyed while trying to breach the fortress, the fallen expertly placed their forces, ultimately bringing the walls down. The prize that was obtained by the desperate assault, 5 brother fallen who had been captured by the imperial guard.

	Type	BS	Front	Side	Rear
Rhino	Tank	4	11	11	10

Transport Capacity/ 10 Models (no Terminator Armor, Jetbikes, or Jump Packs)

Special Rules/ Field Repair

	Type	BS	Front	Side	Rear
Predator	Tank	4	13	11	10

Lord Cypher, The Fallen Angel

When the fallen fell into shadow, and Luther's mind was filled with rage, Cypher was there. In truth it was Cypher who was partly to blame for the fallen's situation. Cypher backed Luther when he questioned if he should side with the dark gods.

When the dust settled Cypher realized what he had done. He had delivered his brothers into the hands of true evil. This fact changed Cypher. Before Caliban was destroyed Cypher made a vow. He swore that he would fight, as long as his body would allow, to restore the fallen to a position of grace once more.

The Journeys End.

In the opening years of the 42 millennium a alarm was raised on Holy Terra. A pair of imperial citizens alerted the local arbites to a mysterious sighting.

Though the account couldn't be confirmed, the two terrans claimed to have seen a dark figure moving through a corridor. They described the figure as massive, clad in black armor, and brandishing a pair of pistols at his side.



	WS	BS	S	T	W	I	A	LD	SV
Lord Cypher	6	5	4	4	3	5	3	10	3+

Wargear/ Master-crafted Bolt and Plasma Pistol, Power Armor, Shadow Vale, Frag and Krak Grenades, Melta Bombs

Special Rules/ Fearless, Independent Character, Gun-Slinger, Dark Guidance, Lord of the Fallen, Walk by Shadow

Gun-Slinger- Cyphers skill with his pistols is unparalleled, and his cunning is unquestionable. Cypher may use both of his pistols in the same shooting phase. In addition to this, Cypher is treated as wielding a pair of power weapons in close combat.

Dark Guidance- None are sure how, but Cypher has survived wounds that should have killed him. Cypher is immune to instant death.

Lord of the Fallen- Cypher is the only Lord of the fallen that commands the respect of all of his peers. All Fallen in an army with Cypher may use his leadership for any moral, and pinning checks. In addition all Fallen may use the "Stubborn" special rule.

Lord Zarphirial

Of all the warriors that inhabits the shadowed ranks of the fallen, Zarphirial is perhaps the most deadly with a blade. There is one fact about him that few know, Zarphirial is not his original name. Even those privileged fallen who know of this secret do not know his original name, because Zarphirial abandoned that name so that he could truly embrace his new mission. One thing that is known about him, however, is that he was a loyalist, and that he was near Lion side during the horrible, final, battle of their home.

In the fields of battle Zarphirial is a truly deadly individual. Wielding his legendary blade, Umbresor, he charges into his foes with a near reckless abandon. But where other suicidal charges lead only to death, Zarphirial charging is a sign of glory to come. Many have questioned how Zarphirial survives so many battles, and emerges where others have died. In the end he lives on because he is no normal warrior. There are very few beings, that are living or otherwise, who can match Zarphirial's skill with a weapon. Before the destruction of Caliban Zarphirial was one of the best swordsmen that the Dark Angels could offer. The long years have given Zarphirial the opportunity to practice his skills. Now, 10,000 years later, Zarphirial's abilities have been elevated to an almost supernatural level. Lord Zarphirial has one central weakness, however. Zarphirial's pride has given him a sense of invincibility, and on the field he cannot resist a challenge to his skills. While he has not been defeated yet, some worry that one day soon Zarphirial will face a foe that he cannot kill.

	WS	BS	S	T	W	I	A	LD	SV
<i>Lord Zarphirial</i>	7	5	4	4	3	6	4	9	2+

Wargear/ The Blade Umbresor, Master-Crafted Plasma Pistol, Artificer Armor, Shadow Vale, Frag and Krak Grenades, Melta Bombs

Special Rules/ Fearless, Independent Character, Suicidal Pride, Savor the Kill, Walk by Shadow

The Blade Umbresor- The Greatblade that Lord Zarphirial wields, this sword is a masterful work from the greatest artisans of the great crusade.

This is a Master-Crafted, two-handed, power sword that attacks at strength 6.

Suicidal Pride- Of all the Strengths that Lord Zarphirial possesses, he has one weakness. Lord Zarphirial finds that he must defeat the enemies leaders.

Lord Zarphirial must charge any unit that includes at least one Independent Character if he can do so.

Savor the Kill- Lord Zarphirial will willingly avoid killing his foe, so he can prove his superiority. Attacks made by Lord Zarphirial may never kill an enemy instantly, however, Lord Zarphirial may reroll his failed to-wound rolls in close combat.



Sirphas, The True Angel

Aselor dropped to the floor and began to crawl away as fast as his body would carry him, but he could not escape. He turned on the shadow that followed him.

"What are you?"

Aselor could feel his mind being brutalized by his foes presence, and he could sense his life growing weak.

"What am I? Do you not see? I am the liberator of souls. I am death."

	WS	BS	S	T	W	I	A	LD	SV
<i>Sirphas, The True Angel</i>	6	5	4	4	2	5	2	10	2+

Wargear/ Master-Crafted Force Weapon, Storm Shield, Artificer Armor, Wings, Frag and Krak Grenades

Special Rules/ Fearless, Independent Character, Deep-Strike, Black Orator

Psychic Powers/ The Tenth Call, Et Spiratrex

Black Orator- Sirphas is not held highly by other fallen, and they loath his presence. To combat this Sirphas uses Agents more heavily than any other.

An army led by Sirphas may not include fallen unless there is another HQ in the same army. In addition, an army led by Sirphas the restriction on Agents of the fallen is removed, and 2 units of agents may be taken for 1 troop slot. In this way the enemy will only be rewarded a kill point for every 2 units of Agents that they destroy

The Tenth Call- Sirphas stares into his enemies very existence. Soon their souls rebel, trying to escape from the unholy dread that the True Angel exudes.

Chose one enemy within "12", every model in the unit must pass a toughness test or suffer a single wound (no armor saves are allowed).

Et Spiratrex- Sirphas creates a soul vortex, and the enemy finds their bodies are drained of life. Sirphas then uses this power to reknit wounds, and swell his form with power.

For the remainder of the turn Sirphas is treated as having a Psychic Hood. If he successfully cancels an enemy psychic power than he will regenerate a wound that he lost earlier in the battle, up to a maximum of 3.

Black Angels

When Sirphas was sucked away from Caliban he landed on the world Nostros 3, But he also found that he had arrived there with many of his brothers. Sirphas and his followers fought together for many years, and they never doubted Sirphas. Even when they faced death at the hands of the Dark Angels they stood with him, willing to die for him.

A great time later Sirphas organized a ork uprising. His goal was to create a diversion from one of the imperial cities. Ultimately Sirphas and his angels were successful in stealing a wealth of space marine relics from the age of the great crusade.

Now with this gear, the Black Angels mastered their craft. They have become so skilled with their Sarkas pattern storm shields that they can suck the strength from even the most devastating assault, and they can use their Power spears to drive the enemy into the dirt with a precisely timed thrust. Without question Sirphas and his Black Angels are a truly devastating foe to face.



	WS	BS	S	T	W	I	A	LD	SV
<i>Black Angel</i>	5	5	4	4	1	5	2	10	2+

Special Rules/ Fearless, Deep-Strike, Martial War, Death-Blow

Martial War- The Black Angels are warriors of incredible skill. They have mastered the art of flexible warfare, and this makes it almost impossible to take a clear initiative over them. Black Angels are treated as having defensive grenades, and the "Counter-Attack" special rule. If Sirphas is part of this unit than he will benefit from this power.

Death-Blow- Waiting for the most opportune moment, the Black Angels unleash all of their strength in one powerful strike.

If the Black Angels wish they may waive all normal attacks in order to perform this ability. If they do so than each model will make one attack at initiative 1 that will wound any non vehicle unit on a roll of 2+ regardless of the enemies toughness. If this attack is delivered against a vehicle than the Black Angels will roll an additional d6 for armor penetration. If Sirphas is part of this unit than he may use this power.

Armory of the Fallen

CLOSE COMBAT WARGEAR

*Weapons that are marked with * require a pair to gain +1 attack for 2 close combat weapons.*

Power Weapon- Ignores armor saves.

**Power Fist- Power Weapon, strikes at double the users strength, strikes at initiative 1.*

**Chainfist- Power Fist, rolls 2d6 for armor penetration.*

**Lightning Claw- Power Weapon, model may reroll failed dice rolls to wound.*

**Thunder Hammer- Power Fist, models wounded but not killed strike at initiative 1 next turn, vehicles suffer crew shaken in addition to other damage.*

Crusade-era Greatblade- Power Weapon, +2 strength, two-handed.

Force Weapon- see Warhammer 40k rulebook.

RANGED WARGEAR

Name	Range	S	AP	Type
Agent Rifle	"24"	3	-	Rapid Fire
Assault cannon	"24"	6	4	Heavy 4, rending
Auto cannon	"48"	7	4	Heavy 2
Boltgun	"24"	4	5	Rapid Fire
Bolt Pistol	"12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Heavy Bolter	"36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Lascannon	"48"	9	2	Heavy 1
MeltaGun	"12"	8	1	Assault 1, Melta
Missile Launcher				
(Frag)	"48"	4	6	Heavy 1, Blast
(Krak)	"48"	8	3	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!

ARMOR

Scrap Armor- 6+ Armor Save

Power Armor- 3+ Armor Save

Terminator Armor- 2+ Armor Save, 5+ Invulnerable Save, and this model gains the "Relentless" special rule. Models in Terminator Armor may not make sweeping advances. Models in Terminator Armor may Deep-Strike if they so choose.

Artificer Armor- 2+ Armor Save.

SPECIAL WARGEAR

Shadow Vale- See page 24.

Psychic Hood- See page 26.

Servo-Arm- See page 28.

Fallen Jetbike- See page 32.

Combi-Weapon- This weapon may fire as a Bolter if it chooses or it may fire as a Plasma Gun, Melta Gun, or Flamer once per game.

Frag Grenade- See the Warhammer 40,000 rulebook.

Krak Genades- See the Warhammer 40,000 rulebook.

Master-Crafted Weapon- This model may reroll one failed to hit roll per turn when using this weapon.

Melta Bomb- See the Warhammer 40,000 rulebook.

Combat Shield- 6+ Invulnerable Save

Jump Pack/ Wings- This model moves as jump infantry. In addition this model may choose to Deep-Strike.

Telaportation Array- If a unit that is Deep-Striking wishes to arrive within "6" of this model than they do not have to scatter so long as this model has been on the board since the previous turn.

Storm Shield- 3+ Invulnerable Save, this model may not claim +1 attack for having 2 close combat weapons.

VEHICLE WARGEAR

Dozer Blade- This vehicle may reroll failed difficult terrain test.

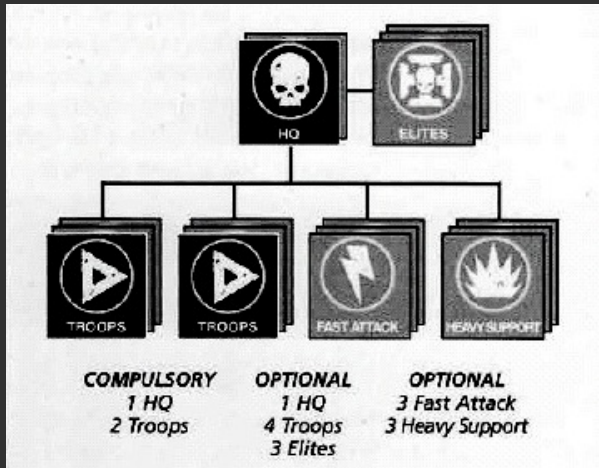
Extra Armor- This vehicle counts all "Crew Stunned" damage results as "Crew Shaken".

Hunter-Killer Missile- Once per game this model may fire this weapon. If it does to than the attack is delivered at strength 8 AP 3, and this weapon has an unlimited range.

Search-Light- This piece of wargear is used when the "Night Fighting" rule is in effect. If this model rolls the dice to see he can see an enemy unit, and is successful, than for the remainder of the turn all friendly units firing at the same enemy unit do not need to roll to see them, however this model will also be visible.

Smoke Launchers- See the Warhammer 40,000 rulebook.

Fallen Angels Army List



When forming an army of fallen you must follow the force organization chart that is shown to the left. Unless agreed upon prior to the game an army of fallen must include at least 1 hq, and 2 troop options. Once this requirement is met than the controlling player may expand his army by including up to 1 more hq, 3 elite's, 4 more troop, 3 fast attack, and 3 heavy support options.

"Repent, Fallen traitor. Repent and you shall receive a swift death."

"I find it amusing that you think that I shall die today."

HQ

	WS	BS	S	T	W	I	A	LD	SV	PTS
Lord Cypher	6	5	4	4	3	5	3	10	3+	195

Wargear/ Master-crafted Bolt and Plasma Pistol, Power Armor, Shadow Vale, Frag and Krak Grenades, Melta Bombs

Special Rules/ Fearless, Independent Character, Gun-Slinger, Dark Guidance, Lord of the Fallen, Walk by Shadow

	WS	BS	S	T	W	I	A	LD	SV	PTS
Lord Zarphirial	7	5	4	4	3	6	4	9	2+	190

Wargear/ The Blade Umbresor, Master-crafted Plasma Pistol, Artificer Armor, Shadow Vale, Frag and Krak Grenades, Melta Bombs

Special Rules/ Fearless, Independent Character, Suicidal Pride, Savior the Kill, Walk by Shadow

	WS	BS	S	T	W	I	A	LD	SV	PTS
Sirphas, The True Angel	6	5	4	4	2	5	2	10	2+	200

Wargear/ Master-Crafted Force Weapon, Storm Shield, Artificer Armor, Wings, Frag and Krak Grenades

Special Rules/ Fearless, Independent Character, Deep-Strike, Black Orator

Psychic Powers/ The Tenth Call, Et Spiratrex

HQ

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Lord Fallen</i>	6	5	4	4	3	5	3	10	3+	100

*Wargear/ Power Armor, Bolt Pistol, Chainsword, Shadow Vale, Frag and Krak Grenades
Special Rules/ Fearless, Independent Character, Walk by Shadow*

Options- replace Bolt Pistol and/or Chainsword with Boltgun -----Free

*Melta Bombs-----+5 pts
Telaportation Array-----+10 pts*

*Replace Power Armor with Artificer
Armor-----+15 pts*

*May replace Power Armor, Bolt Pistol
Chainsword, and Frag and Krak Gren-
ades for Terminator Armor, Twin-linked
Bolter and Power Weapon-----+40 pts
May replace the Terminator suits Twin-
Linked Bolter with
Combi-Weapon-----+5 pts
Lightning Claw-----+10 pts
Thunder Hammer-----+20 pts
May replace the Terminator suits power
Weapon with
Lightning Claw-----+5 pts
Power Fist or Storm Shield-----+10 pts
Thunder Hammer-----+15 pts*

*Twin-linked bolter-----+3 pt
Combi-Weapon-----+10 pts
Power Weapon, Plasma Pistol, Lighting
Claw, Storm Shield-----+15 pts
Power Fist-----+25 pts
Crusade-era Greatblade-----+30 pts
Thunder Hammer-----+30 pts*

May take Jump Pack-----+15 pts

*May ride a Jetbike-----+45 pts
The Jetbike may be upgraded with one
of the following, under mounted, heavy
weapons.*

*Multi-Melta-----+15 pts
Plasma Cannon-----+25 pts
Assault Cannon-----+30 pts
Lascannon-----+35 pts*

Warband

Warbands are groups of fallen who have grouped together, and have formed specific styles of warfare based on their equipment. One of the most notable Warbands was the Terminator force, "Iron Sword", under Lord Sevesral.

If a Lord Fallen Is upgraded with a suit of Terminator Armor or a Jetbike than he is the leader of a Warband. Units with similar gear to the Lord become a troop choice, however, units that do not have similar gear may not be taken. Ex. a Lord is taken on a Jetbike, and squads of Fallen Jetbikers become a troop choice, but units that are not mounted on a Jetbike may not be taken in the same army.

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Fallen Librarian</i>	6	5	4	4	2	5	2	10	3+	120

Wargear/ Power Armor, Bolt Pistol, Force Weapon, Psychic Hood, Frag and Krak Grenades
Special Rules/ Fearless, Independent Character, Psychic, Mistrusted, Walk by Shadow
Psychic Powers/ The Fallen Librarian may take 2 of the following psychic powers: We are Darkness, You Shall See Nothing, Terror Sight, Shattered Souls

Options- The fallen librarian may be upgraded to a Master Psychic. If he does so than he may use both psychic powers in the same turn.---+50 pts

*May replace Power Armor, Bolt Pistol
Force Weapon, Psychic Hood, and Frag
and Krak Grenades for Terminator
Armor, Twin-Linked Bolter, Force Wea-
pon, and Psychic Hood-----+25 pts
May replace Twin-Linked Bolter with
Combi-Weapon-----+5 pts*

*May replace bolt pistol with a
Plasma Pistol-----+15 pts*

May take Jump Pack----+15 pts

May ride a Jetbike-----+45 pts

Elite

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Fallen Dark-wing</i>	x	x	4	4	1	4	2	9	2+	200
<i>Master Terminator</i>	x	x	4	4	2	4	3	10	2+	

Unit Composition/ 1 Master Terminator, 4 Fallen Dark-wing

Wargear/ Terminator Armor, Twin-Linked Bolter and Power Weapon, or Thunder Hammer and Storm Shield

Special Rules/ Deep-strike, 5+ Invulnerable Save, Mighty Few

Options- If the Unit is armed with Twin-Linked Bolter, and Power Weapon than they may exchange Power weapon with Power Fist-----+10 pts

Chain-Fist-----+15 pts

They may exchange Twin-Linked Bolter with Combi-Weapon-----+5 pts

One model may exchange its Twin-Linked Bolter with Heavy Flamer-----+5 pts

Assault Cannon----+30 pts

*If the unit is armed with Thunder Hammer and Storm Shield then they may
Exchange their Weapons for a pair of Lightning Claws-----Free*

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Fallen Tech-marine</i>	5	5	4	4	I	4	2	9	2+	70

Wargear/ Artificer Armor, Servo Arm, Bolter and Bolt Pistol, Frag and Krak Grenades

Special Rules/ Independent Character, Will of Metal, Walk by Shadow

Options- This model May replace its Bolter with Twin-Linked Bolter-----+3 pts

Combi-Weapon-----+10 pts

This model may replace its Bolt Pistol with a Plasma Pistol-----+15 pts

This model may take a Power Weapon-----+15 Pts

Thunder Hammer-----+30 pts

This model May ride a Jetbike-----+45 pts

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Black Angels</i>	5	5	4	4	I	5	2	10	2+	250

Unit Composition/ 5 Black Angels

Wargear/ Artificer Armor, Master-Crafted Power Weapon, Storm Shield, Wings, Frag and Krak Grenades

Special Rules/ Fearless, Deep-Strike, Martial War, Death-Blow

NOTE!

Black Angels may only be taken in your army if Sirphas is also taken as an HQ

Troop

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Fallen Angel</i>	4	4	4	4	1	4	2	9	3+	125
<i>Master Fallen</i>	4	4	4	4	1	4	2	9	3+	

Unit Composition/ 1 Master Fallen, 4 Fallen Angels

Wargear/ Power Armor, Bolter and Bolt Pistol, Frag and Krak Grenades

Special Rules/ Walk by Shadow

Options- The unit may have 5 additional Fallen angels-----+25 pts per model

Any model in the unit may replace their Bolter with Twin-Linked Bolter-----+3 pts

Combi-Weapon-----+10 pts

Any model in the unit may replace their Bolt Pistol with Plasma Pistol-----+15 pts

One model in the unit may replace their Bolter with Flamer-----+5 pts

Meltagun-----+10 pts

Plasma Cannon-----+15 pts

One model in the unit may replace their Bolter with Heavy Bolter, Missile Launcher, Multi-Melta-----+10 pts

Plasma or Las Cannon---+20 pts

The unit may have Melta Bombs-----+5 Points per model

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Agent of the Fallen</i>	2	2	3	3	1	3	1	5	6+	35
<i>Leader of the Agents</i>	2	2	3	3	1	3	1	6	6+	

Unit Composition/ 1 Leader of the Agents, 9 Agents of the Fallen

Wargear/ Scrap Armor, Agent Rifle, Close Combat Weapon

Special Rules/ Expendable, Fallen Agents

Options- The unit may have 10 additional models-----+3 pts per model

The unit may include a flamer-----+5 pts

Fast Attack

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Fallen of Vengeance</i>	4	4	4	4	I	4	2	9	3+	150

Unit Composition/ 5 Fallen of Vengeance

Wargear/ Power Armor, Bolt Pistol, Chainsword, Jump Pack, Frag and Krak Grenades

Special Rules/ Deep-strike, Oath of Vengeance

Options- The unit may have 5 additional Fallen of Vengeance-----+30 pts per model

Any model in the unit may replace their Bolt Pistol and/or Chain sword with

Power Weapon, Plasma Pistol, Storm

Shield, Lightning Claw-----+15 pts

Power Fist-----+25 pts

Thunder Hammer-----+30 pts

The unit may have Melta Bombs-----+5 Points per model

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Fallen Shadow-wing</i>	4	4	4	4(5)	I	4	2	9	3+	120

Unit Composition/ 3 Fallen Shadow-wing

Wargear/ Power Armor, Bolt Pistol, Jetbike, Frag and Krak Grenades

Special Rules/ Sky Knight

Options- The unit may have 2 additional Fallen Shadow-wing-----+40 pts per model

Up to 2 models may have their Bolt Pistol Replaced with Flamer-----+5 pts

Meltagun-----+10 pts

Plasma Gun-----+15 pts

One model may have its Jetbike upgraded with one of the following heavy weapons

Multi-Melta-----+15 pts

Plasma Cannon-----+25 pts

Assault Cannon-----+30 pts

Lascannon-----+35 pts

Heavy Support

	WS	BS	S	T	W	I	A	LD	SV	PTS
<i>Fallen Destroyer</i>	4	4	4	4	1	4	2	9	3+	140

Unit Composition/ 5 Fallen Destroyers

Wargear/ Power Armor, Bolter and Bolt Pistol, Frag and Krak Grenades

Special Rules/ Walk by Shadow, Tread Heavy

Options- You may include 5 additional Fallen Destroyers-----+28 points per model

Any model may replace its Bolter with Twin-Linked Bolter-----+3 pts

Combi-Weapon-----+10 pts

Up to 4 models may replace their Bolter with Missile Launcher, Heavy Bolter,

Multi-Melta-----+15 pts

Plasma Cannon-----+25 pts

Lascannon-----+35 pts

The unit may have Melta Bombs-----+5 pts

	Type	BS	Front	Side	Rear	PTS
<i>Predator</i>	<i>Tank</i>	4	13	11	10	60

Wargear/ Turret mounted Auto Cannon, Smoke Launchers, Searchlight

Options- This Vehicle may replace its Auto Cannon with Twin-Linked Lascannon---+45 pts

This Vehicle may take two side sponsons with Heavy Bolters-----+25 pts

Lascannon-----+60 pts

This vehicle may have Pintel Twin-Linked Bolter-----+10 pts

Hunter-Killer Missile-----+10 pts

Dozer Blade-----+5 pts

Extra Armor-----+15 pts

Dedicated Transport

	Type	BS	Front	Side	Rear	PTS
<i>Rhino</i>	<i>Tank</i>	4	11	11	10	35

Wargear/ Searchlight, Smoke Launchers

Special Rules/ Field Repair

Options- This vehicle may have Pintel Twin-Linked Bolter-----+10 pts

Hunter-Killer Missile-----+10 pts

Dozer Blade-----+5 pts

Extra Armor-----+15 pts



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