

# INDEX ASTARTES

**Fraternal betrayal stole much from the Emperor's Dark Angels over ten thousand years ago. The sinister secrets they were left with fueled their already insular and zealous nature. They have since fought relentlessly for survival and redemption. With the recent return of their Primarch, they will fight for the Lion once more!**



## THE UNFORGIVEN

**THE FIRST LEGION, THE SONS OF THE LION**

**Version 03.1-24.04.08**

**T**he following is a fanmade and unofficial document. It is not in any way endorsed by Games Workshop or Citadel Miniatures. It is shared for free for educational purposes only.

These pages are intended to provide a brief but comprehensive guide to the technical narrative of the Dark Angels faction (including successors) for the 10<sup>th</sup> edition of Warhammer 40,000.

Such information has been largely left out of recent publications. Communities have as a result seen a great increase in uncertainty among those hobbyists who look to the narrative for guidance or inspiration. Comments are riddled with incorrect or misremembered information, and often based in guesswork or preference rather than official text.

The narrative has changed, several times, since its inception. Sometimes on purpose, sometimes by accident. It is not certain which pieces should be considered 'current' or 'outdated'. Not every question has an answer. Many questions have several different, often contradictory, answers. Some answers have never been made explicit, but can be arrived at via inference based on multiple pieces of evidence.

The following content has been arrived at by taking a holistic view of numerous primary sources released over a period of 30 years. If this manual disagrees with a source, it's because a compromise had to be made to accommodate another source. **The priority has been clarity, not nuance.**

It is impossible to select sources, interpret them, weigh them against each other, and compose a document of this type without also injecting some personal bias and preference. You cannot be certain that all information presented herein is accurate to the intent of creative agents at Games Workshop.

You *can* be certain that the information will be more coherent and considered than most official publications of similar type. This *will* be the best single source available to you on this topic.

For further studies, you are recommended to use Lexicanum (an online wiki) as a first stop. *Codex: Angels of Death (2E)*, *Codex: Dark Angels (7E)*, *Codex: Dark Angels (8E)*, *Codex: Space Marines (8.5E)*, as well as *Insignium Astartes* all provide excellent and complementary primary accounts of various sub-topics in the subject.

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If you find this document helpful, please make that opinion (politely) known to Games Workshop. If they know this kind of information is desired and appreciated by their customers, there is some hope that we will see it included once more in publications going forward.

# UNFORGIVEN CHAPTER ORGANISATION

Rule over an Unforgiven Chapter falls to a council formed by its Supreme Grand Master – the council head and highest ranking officer – and the most senior members of the Chapter's Inner Circle, including all Grand Masters and a small number of Masters. Though nominally independent, Unforgiven Chapters are highly coordinated and under strong influence of their parent Chapter.

As per the Codex Astartes, Unforgiven Chapters are made up of ten companies. Companies are sometimes deployed in their entirety, but their flexible structure and the multitude of war zones in which they are needed to fight often means that squads from different companies are assembled in order to execute a mission. Each company is led by a Captain, who also bears the title of Master if they're part of the Inner Circle. The Captain is supported in his duties by two lieutenants, and will on the battlefield often be accompanied by a Command Squad. A Chaplain and an Apothecary is also attached to each Company.

While the Codex Astartes' mandates concerning organisation and size are followed by Unforgiven Chapters in companies three through ten, the first two companies often deviate. Rumours persist that the Dark Angels 1<sup>st</sup> and 2<sup>nd</sup> companies do not conform to the standard company complement of a hundred Space Marines. It is difficult to ascertain the truth of this, as elements of both companies are spread wide, attached to forces across the galaxy.

## **SPECIALIST COMPANIES, the 1<sup>st</sup>-2<sup>nd</sup> Companies**

The 1st Company consists entirely of veterans who have been inducted into the Chapter's inner circles. It is both hammer and anvil, unstoppable and unyielding. The Dark Angels stand apart from other Chapters in that they have the resources to outfit their entire 1<sup>st</sup> company – The Deathwing – in terminator armour, which they do frequently. The Deathwing maintain their own specific heraldry, painting their armour and vehicles a distinctive bone-white colour that differs from the rest of the Chapter's companies.

The 2nd Company is a specialised mobile formation used for scouting and lightning-fast strikes, often working in tandem with 1<sup>st</sup> Company elements. To this end, every single Space Marine in this company pilots either a teleport-homer equipped bike, a speeder, or an atmospheric fighter. These are organised in unique Attack or Support formations found only among the Unforgiven. Equally unique are some of the archaic vehicle designs employed, dating back to before the Great Scouring. The Dark Angels 2<sup>nd</sup> Company is dubbed "The Ravenwing", so named because their vehicles, like their power armour, are all painted an ominous black.

## **BATTLE COMPANIES, the 3<sup>rd</sup>-5<sup>th</sup> Companies**

Battle Companies generally carry the weight of a Chapter's combat duties. Each consists of six battleline squads, two close support squads and two fire support squads. Most Dark Angels deployments consist of a single Battle Company or Demi-Company, reinforced by elements of the Specialist, Reserve, and Scout Companies.

## **RESERVE COMPANIES, the 6<sup>rd</sup>-9<sup>th</sup> Companies**

All reserve Companies are composed of one hundred marines of a single designation. Squads from the Reserve Companies are often attached to a Battle Company in order to bolster a force's capabilities. In such instances they typically take on the livery of the Battle Company they reinforce, and are identified as the 11<sup>th</sup> Squad, 12<sup>th</sup> Squad, and so on, up to the 20<sup>th</sup> squad. On rare occasions, Reserve Companies are fielded in their entirety in truly apocalyptic confrontations of colossal importance.

The 6<sup>th</sup> and 7<sup>th</sup> Companies consist of ten battleline squads each. These act as a reserve which may be used to bolster the front line, launch diversionary attacks or stem enemy flanking moves. Warriors of the 6<sup>th</sup> are additionally trained to crew battle tanks, while those of the 7<sup>th</sup> can be deployed in gunships or speeders. This allows commanders to field entire companies of such vehicles – provided that their Armoury is sufficiently well-equipped.

The 8<sup>th</sup> Company consists of ten close support squads. This Company is used wherever a strong hand-to-hand fighting force is needed, and is often equipped with jump packs, bikes, and speeders. The 9<sup>th</sup> Company consists of ten fire support squads. It is the most heavily equipped company in the Chapter, and its heavy-weapon bearing troopers provide suppression and raw destructive power.

## **SCOUT COMPANY, the 10<sup>th</sup> Company**

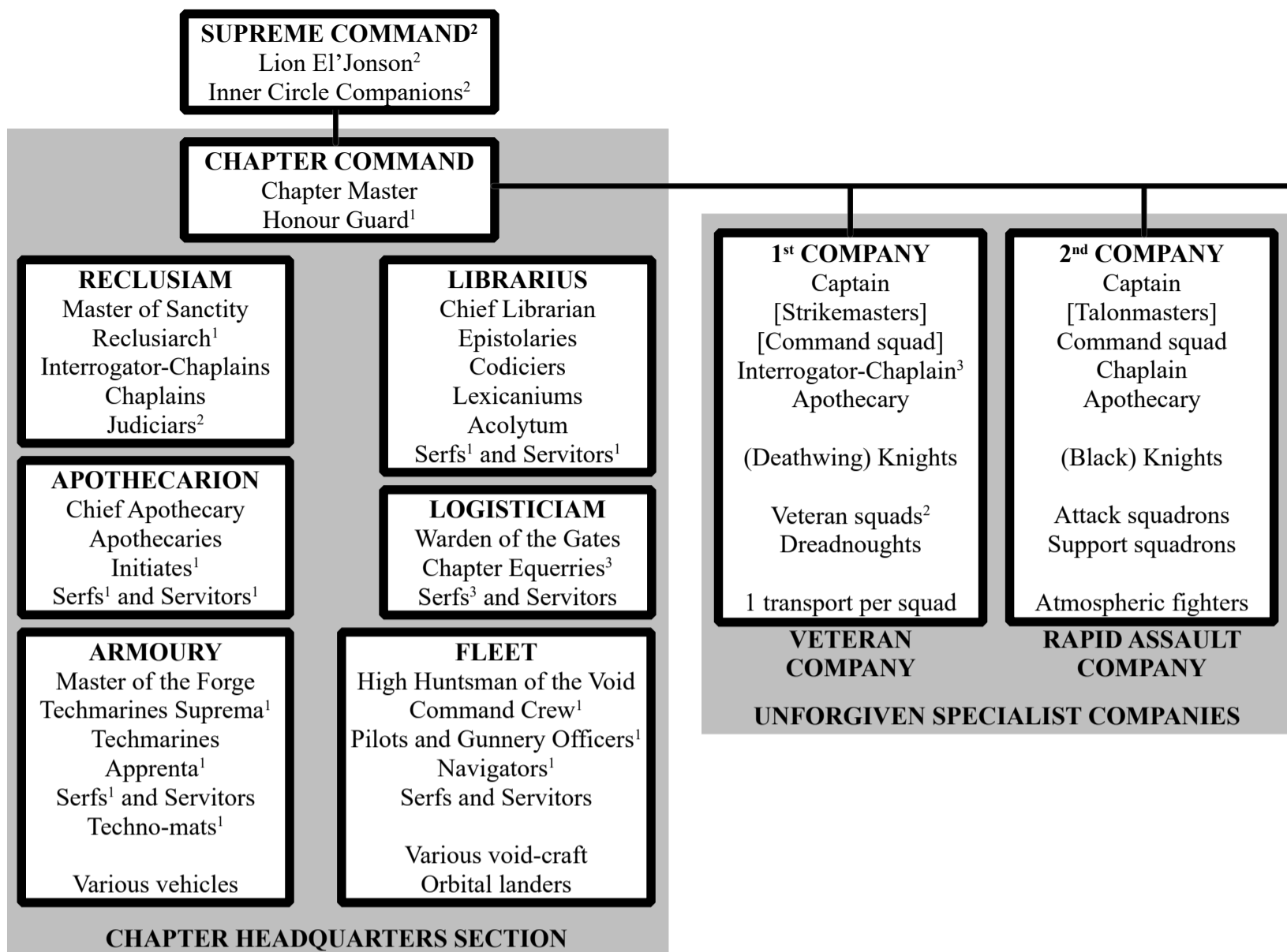
The majority of 10<sup>th</sup> Company members are neophytes – those whose combat training, physical transformation, and cultural initiation is still incomplete – but the Company also contains a standing force of ten Vanguard Space Marine squads. Recruits will take to the battlefield as scouts under the tutelage of a Sergeant, often alongside the strike forces of other companies. The Codex Astartes dictates no formal size for the 10<sup>th</sup> Company, as the rate of recruitment is not fixed.

## **COMPANY SUPPORT**

All of the companies, save the 2<sup>nd</sup> and the 10<sup>th</sup> Companies, maintain dedicated transport vehicles for each of their squads. Each Company also maintains the wargear needed for their squads to take to the field in any of the various forms allowed by their designation.

Additional transports and other vehicles are held centrally by the Armoury, while drop pods, orbital landers, and void-craft are held by the Fleet. Although maintained by the Armoury, it is customary for dreadnoughts to remain a part of the company in which the warrior served before being interred. When not active, dreadnoughts can be found powered down in the Halls of Silence.

A Chapter will include a large number of support staff, the great majority of which are human serfs, though there are a few Space Marines amongst their number. Most of these are non-combatants of advanced years, tasked with leading the day-to-day administration of the Chapter.



**quick lore guides**

**DARK ANGELS TITLE REPLACEMENTS**

Master of the Forge – Master of the Rock  
Master of Sanctity – High Interrogator  
Chief Apothecary – Master Apothecary

**THE CIRCLES<sup>3</sup>**

The Chapter Master will also be the Supreme Grand Master of the Chapter's Inner Circle

The Master of Sanctity, Chief Librarian, and the Captains of the 1<sup>st</sup> and 2<sup>nd</sup> companies are normally also Grand Masters of the Inner Circle

All Interrogator-Chaplains, most Captains, and some Librarians will also be Masters of the Inner Circle

Librarians, the 1<sup>st</sup> Company, Talonmasters, and Black Knights will be members of the inner circles, but not the Inner Circle

**squad composition guides**

**HONOUR GUARD**

Veterans  
1 Chapter Champion  
1 Chapter Ancient

**1<sup>st</sup> COMPANY  
COMMAND SQUAD**

(Deathwing) Veterans  
1 (Deathwing) Champion  
1 (Deathwing) Ancient

**ATTACK SQUADRONS**

Outriders<sup>2</sup> or [Bikers]  
1 Storm Speeder<sup>2</sup> or [Land Speeder]  
1 Invader ATV<sup>2</sup> or [Attack Bike]  
10 marines per squadron

**2<sup>nd</sup> COMPANY  
COMMAND SQUAD**

(Black) Knights  
1 (Ravenwing) Champion  
1 (Ravenwing) Ancient

**SUPPORT SQUADRONS**

Storm Speeders<sup>2</sup> or [Land Speeders]  
Invader ATVs<sup>2</sup> or [Attack Bikes]<sup>2</sup>  
10 marines per squadron

**COMPANY COMMAND  
SQUADS**

Company Veterans  
1 Company Champion  
1 Company Ancient

**Notes**

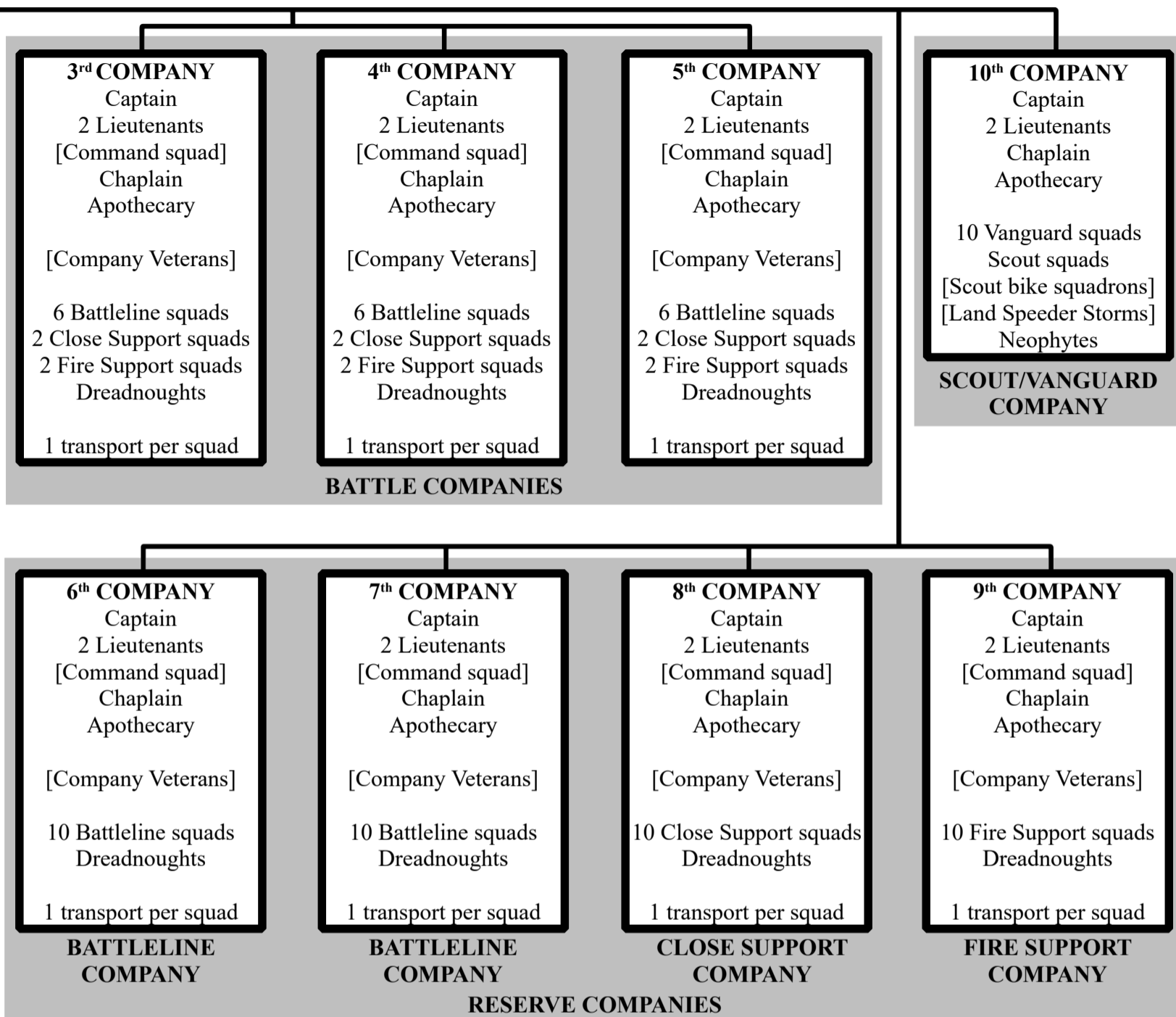
<sup>1</sup> Imported from Codex: Space Marines on the assumption that it's true for Unforgiven Chapters as well.

<sup>2</sup> New narrative, miniature, or gaming elements don't fit neatly into old structures. This is my best attempt at integrating them faithfully.

<sup>3</sup> Sources contradict each other. This is my best attempt at a holistic compromise.

<sup>4</sup> Company Veteran squads are not present in the 1<sup>st</sup> Company.

[bracketed] entries have been completely removed from the game or moved to Legends, but remain (as far as we know) in the narrative universe.



**battlefield role unit lists**

**‘COMMAND’ UNITS**  
 Chapter Master  
 Captains  
 Lieutenants  
 Command squads

**‘VETERAN’ UNITS**  
 Terminator squads  
 Bladeguard Veteran squads  
 Vanguard Veteran squads  
 Sternguard Veteran squads  
 [Company Veteran squads]<sup>4</sup>

**‘CLOSE SUPPORT’ UNITS**  
 [Assault squads]  
 [Bike squadrons]  
 [Attack Bike squadrons]  
 [Land Speeder squadrons]  
 Centurion Assault squads  
 Incursor squads  
 Reiver squads  
 Assault Intercessor squads  
 Outrider squadrons  
 Invader ATV squadrons  
 Storm Speeder squadrons  
 Inceptor squads

**‘FIRE SUPPORT’ UNITS**  
 Devastator squads  
 Centurion Devastator squads  
 Eliminator squads  
 Suppressor squads  
 Hellblaster squads  
 Desolation squads  
 Infernus squads<sup>3</sup>  
 Aggressor squads  
 Eradicator squads

**vanguard squads list**  
 Infiltrator squads  
 Incursor squads  
 Reiver squads  
 Eliminator squads  
 Suppressor squads

**‘BATTLELINE’ UNITS**  
 Tactical squads  
 Infiltrator squads  
 Intercessor squads  
 Heavy Intercessor squads

**Notes**

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<sup>2</sup> New narrative, miniature, or gaming elements don't fit neatly into old structures. This is my best attempt at integrating them faithfully.

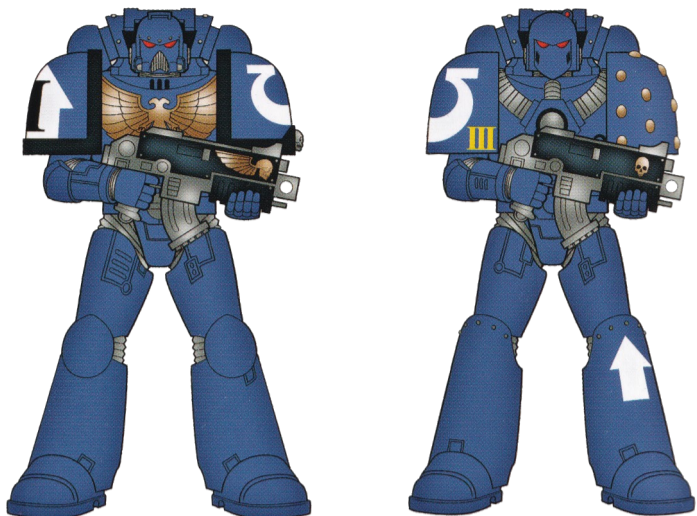
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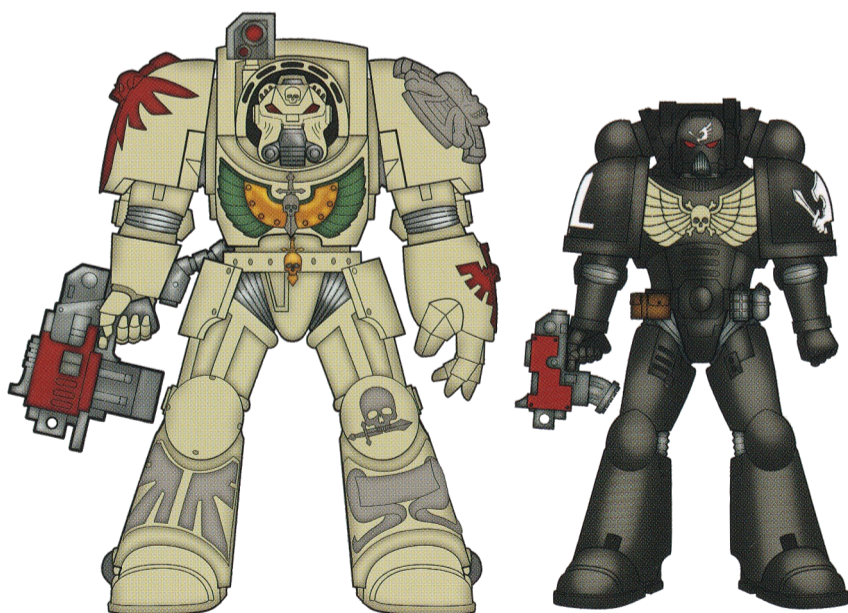
# ASTARTES AND UNFORGIVEN LIVERY



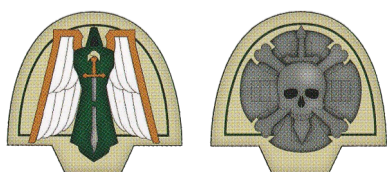
Codex Astartes-compliant livery (Ultramarines)  
1<sup>st</sup> squad, 5<sup>th</sup> co. (left), 3<sup>rd</sup> squad 2<sup>nd</sup> co. (right)



Unforgiven livery (Dark Angels and Consecrators)  
4<sup>th</sup> squad 3<sup>rd</sup> co. (left), 2<sup>nd</sup> squad, 6<sup>th</sup> co. (right)



Unforgiven specialist company livery (Deathwing and Ravenwing)  
Unknown squad, 1<sup>st</sup> co. (left), 1<sup>st</sup> squadron, 2<sup>nd</sup> co. (right)



Deathwing Knight (left) and Ravenwing Knight (right) pauldrons



Deathwing squad heraldry examples

## Insignium Astartes

The Codex Astartes dictates not only organisational and tactical dispositions to its adherents. It also provides guidance on uniform standards. Variations occur, but the most common standard will be described here.

- The armour of a Space Marine is typically painted in colour and pattern associated with the Chapter.
- The left pauldron carries Chapter marking.
- The pauldron trim carries Company marking.
- The right pauldron carries squad markings. These identify battlefield role and squad number.
- The helmet carries rank or status markings.

Certain features may disturb this standard, such as on mkVI 'Corvus' pattern power armour or 'Indomitus' pattern Tactical Dreadnought (Terminator) Armour.

The standard will then typically cascade, so that the Chapter badge moves to right pauldron, squad markings move to the left knee, and anything on the left knee moves to the right. Some details may merge (e.g. company colour moving from pauldron trim to squad number), share space (e.g. right pauldron carrying both chapter and squad markings), or be left out (usually battlefield role marking).

Army badges, Campaign badges, and honour markings such as Battle badges may also adorn Astartes armour. These are typically placed on greaves, forearms, or the center of the power pack. Army badges in particular are commonly placed on the outside of the right leg greave.

## Insignium Calibanus

The Dark Angels and their successors follow mostly the same standard as the Ultramarines. Some details differ.

- Helmet markings do not identify status or rank.
- Pauldron trim does not identify company markings. A Company badge is instead displayed on the left knee.
- Arabic numerals are used in place of roman numerals
- Other icons are favoured to identify battlefield role.











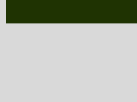

Unforgiven specialist companies may differ further. Among the Dark Angels, they have their own associated colours, and they display their Company badges in place of the Chapter badge. Deathwing squads tend not to display a squad number. They may instead display squad heraldry on their left knee. Ravenwing units, similarly, do not display battlefield role markings at all.

Some Deathwing Knights replace the company heraldry with their own personal iconography. This heraldry would often also be found on their shield. Their pauldrons may also bear a thin green trim near the edge. Ravenwing members of the inner circles stand out by the vertical gold bar on their pauldrons.

## COMPANY BADGES (with associated names or colours)



Dark Angels	Codex Astartes
 1 <sup>st</sup> Company (the Deathwing)	 1 <sup>st</sup> Company (white/silver)
 2 <sup>nd</sup> Company (the Ravenwing)	 2 <sup>nd</sup> Company (yellow/gold)
 3 <sup>rd</sup> Company (the Unmerciful)	 3 <sup>rd</sup> Company (red/sanguinite)
 4 <sup>th</sup> Company (the Feared)	 4 <sup>th</sup> Company (green/adamantine)
 5 <sup>th</sup> Company (the Unrelenting)	 5 <sup>th</sup> Company (black/ebonite)
 6 <sup>th</sup> Company (the Resolute)	 6 <sup>th</sup> Company (orange/vermillium)
 7 <sup>th</sup> Company (the Unbowed)	 7 <sup>th</sup> Company (heliotrope/indignium)
 8 <sup>th</sup> Company (the Wrathful)	 8 <sup>th</sup> Company (grey/steel)
 9 <sup>th</sup> Company (the Remorseless)	 9 <sup>th</sup> Company (blue/ultramarine)
 10 <sup>th</sup> Company (the Redeemed)	 10 <sup>th</sup> Company (none)

## STANDARD SQUAD MARKINGS

Dark Angels		Ultramarines
	Command <sup>1</sup>	
	Veteran <sup>1</sup>	
	Battleline	
	Close Support	
	Fire Support	
	10 <sup>th</sup> Squad	

**Example Squad Markings<sup>2</sup>**


























10<sup>th</sup> Squad (Fire Support)







## SIMPLIFIED INFANTRY LIVELY SUMMARY

Greenwing <sup>3</sup>	Ravenwing
<u>Left pauldron:</u> Chapter badge	<u>left pauldron:</u> Company badge
<u>right pauldron:</u> battlefield role badge squad number	<u>right pauldron:</u> NO battlefield role badge squad number
<u>left knee:</u> Company badge	<u>left knee:</u> NO Company badge
<b>Deathwing (power armour)</b> <u>left pauldron:</u> Company badge	<b>Deathwing (terminator armour)</b> <u>left pauldron:</u> Crux Terminatus
<u>right pauldron:</u> battlefield role badge NO squad number	<u>right pauldron:</u> Company badge NO battlefield role badge NO squad number
<u>left knee:</u> NO Company badge	<u>left knee:</u> squad heraldry

## BATTLEFIELD ROLE BADGE VARIATIONS<sup>4</sup>

Command					
Veteran					
Battleline					
Close Support					
Fire Support					

## CHAPTER BADGE VARIATIONS<sup>4</sup>

	Chapter badges with a halo appear to be tied to the inner circles
	The broken sword is used by the Deathwing among Dark Angels
   	variations with unknown meaning

### Notes

<sup>1</sup> Markings for Dark Angels Command and Veteran units are extremely speculative. There are few sources and they constantly contradict each other.

<sup>2</sup> Note that in Battle Companies, squads 1-6 are always Battleline, squads 7-8 always Close Support, and squads 9-10 always Fire Support.

<sup>3</sup> 'Greenwing' is an unofficial moniker among hobbyists, not a term within the narrative. It roughly refers to units not in the 1<sup>st</sup> or 2<sup>nd</sup> Company.

<sup>4</sup> Many of these variations carry specific meaning. They will often be known in-universe, but are almost entirely unknown to us out-of-universe.



## BADGES OF OFFICE

Select individuals, such as Chapter specialists, replace squad markings with a badge of office.

### Officers

Lieutenants are the only officers with a formal badge.<sup>1</sup>

Captains and Chapter Masters usually display personal heraldry in place of a badge of office, usually integrating the badge of their command (the Company for Captains or the Chapter for Chapter Masters). Other alternatives would be to display the 'Command' badge, an honour badge, or intricate iconography.

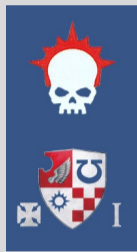
Dark Angels



Lieutenant<sup>2</sup>

Captain  
heraldry  
examples

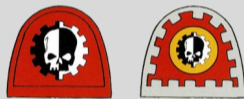
Ultramarines



### Techmarines



The Opus Machina



alternate examples

### Apothecaries



The Prime Helix



alternate examples

### Chaplains



[name unknown]

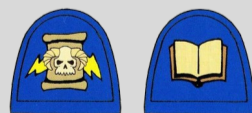


alternate examples

### Librarians



The Horned Skull



alternate examples

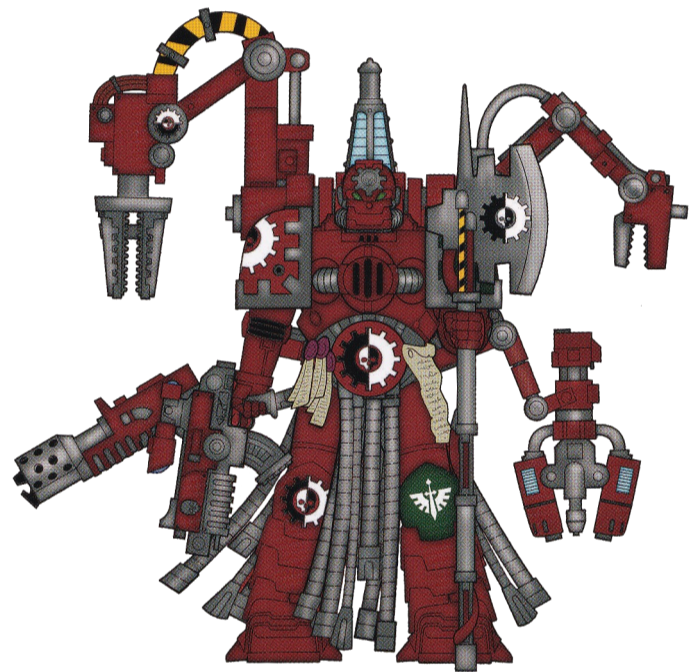
## SPECIALIST LIVERY

Chapters employ Astartes not only as warriors, but also as various specialists who service the Chapter in daily operations. These specialists replace or combine their Chapter livery with that of their office.

Specialists all display Chapter markings in some way. Usually on a pauldron via badge and colour, sometimes on a knee. They may also display additional iconography via regalia such as tabards, cloaks, etc.

Specialists assigned to a task force from their department use Chapter colour and badge where applicable (pauldron, knee, etc).

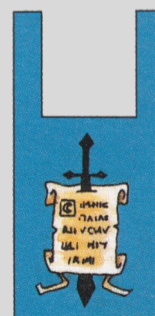
Chaplains and Apothecaries who are in the service of a Company may replace the Chapter markings with the livery of their assigned Company.



**Techmarines** carry entirely red armour, and iconography affiliating them with both the Chapter Armoury and the Machine-cults of Mars.

## LIBRARIAN RANKS

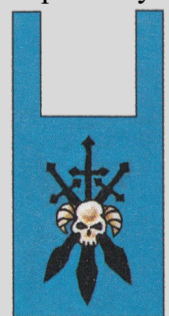
Lexicanium



Codicier



Epistolary

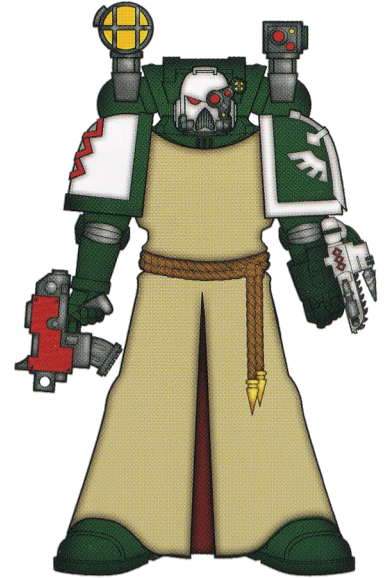
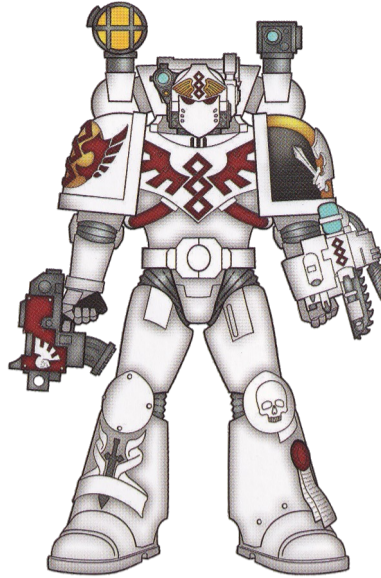
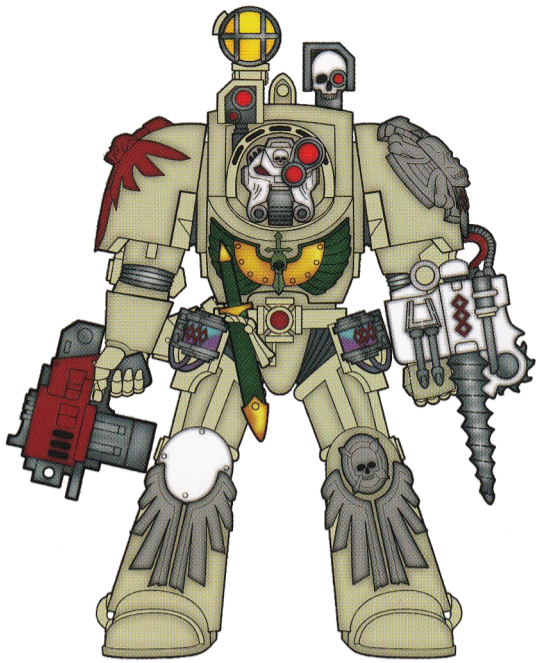


### Notes

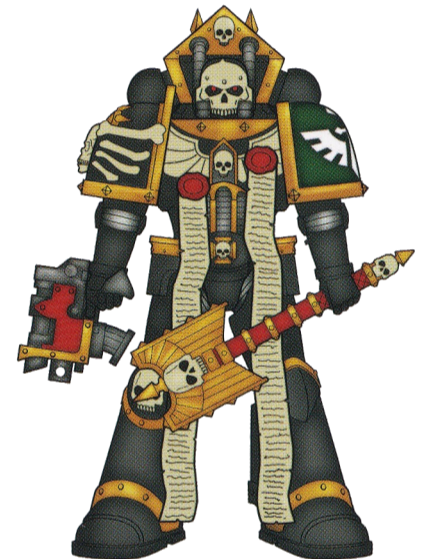
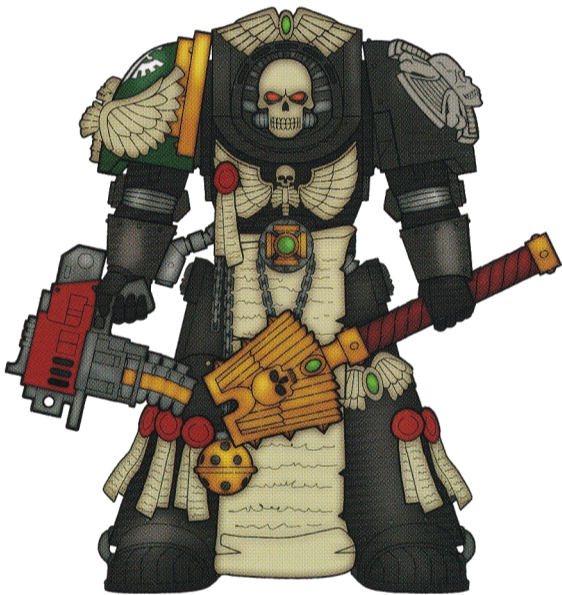
<sup>1</sup> Older sources from the early 2000's list the Iron Skull as the Codex insignia for Sergeants, and the Iron Halo as the Codex insignia for Captains.

<sup>2</sup> Strikemasters and Talonmasters are Lieutenants, but it is not known whether or not they use the same badge of office as regular lieutenants.

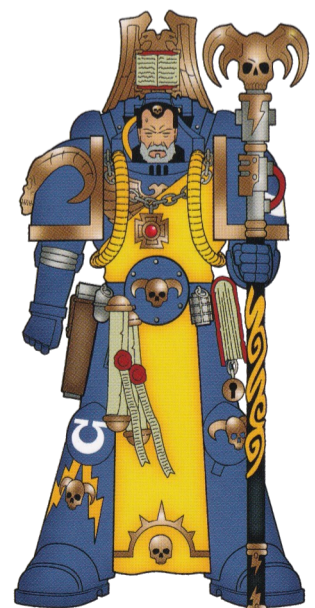
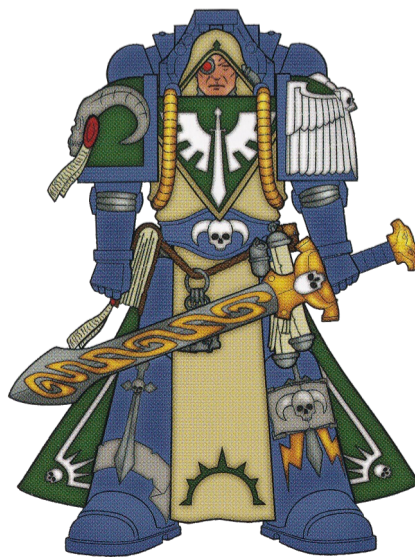
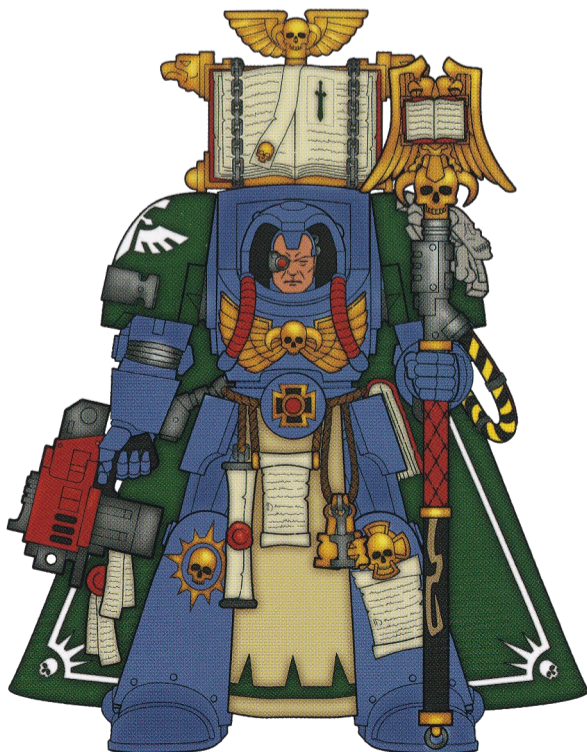




**Apothecaries** carry white armour, varying from just a helmet to the entire suit, and iconography of the Apothecarion.



**Chaplains** carry entirely black armour, and iconography of the Reclusiam.



**Librarians** carry entirely blue armour, and iconography of the Librarius. Note that the rightmost librarian is an Ultramarine.



# HONOUR BADGES

In addition to previously mentioned livery, a Space Marine may display a number of honour badges on his armour. Some honours are simply painted onto the armour, while others are elaborate carvings and artefacts. Many can also be integrated into the heraldry of a Space Marine, a squad, or Company.

Marines are awarded badges of distinction for all manner of heroic deeds. Each Codex-compliant Chapter maintains the full list of honours listed in Guilliman's epic tome, and many have developed their own unique variations which have been born out of their history and traditions.

In addition, badges are often given to allied participants of crusades, campaigns, or battles. These function as symbols of identity and unity among allies for the duration, and as commemorative marks of honour once victory has been attained.



**The Crux Terminatus** is the badge of Terminator Space Marines, and one sits on the left pauldron of each such suit. It is said that each badge houses a small fragment of the Emperor's own suit of armour.



**Terminator Honours** are smaller representations of the Crux Terminatus. They are worn by veterans who have trained to use Terminator armour, often on a pauldron or knee.



**Crosses** of various designs are closely associated with veterancy among the Adeptus Astartes. They may be inscribed onto armour, worn as amulets, or integrated into heraldry.



**The Icon of the Deathwatch** may be worn by those Space Marines who have served or are currently serving in the Deathwatch. It is typically worn on the left pauldron, often combined with a fully silvered left arm.



**Purity Seals** are blessings presented to marines prior to battle by Chaplains under ceremonious liturgical chanting. They have traditionally been given to those marines who have shown themselves to be morally pure in word and deed.



**The Iron Halo** is awarded for strategic displays and initiative beyond expectation. It typically adorns a pauldron or helmet, and is mostly associated with Captains.



**The Iron Skull** is awarded for acts of leadership, and bears close association with Sergeants in particular. It is typically placed on a pauldron or helmet. Convention dictates that it is represented in red as a heraldic device.<sup>1</sup>



**The Imperial Laurel** is awarded for acts of great bravery and valour. It is a required achievement before a marine can serve as Ancient. They are often worn on a helmet or pauldron.



**The Marksman's Honour** is earned via remarkably accurate shooting or consistent targeting. They are both a reward, and an indicator so that Commanders know whom to call upon when infallible aim is needed.

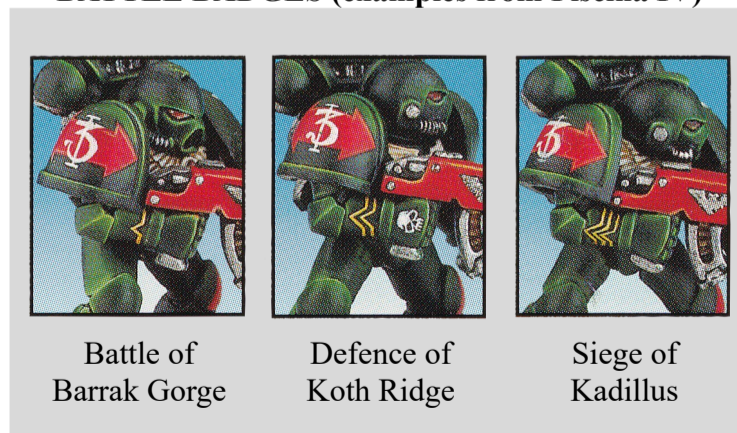


**Service studs** can be stamped into the cranium to record 10, 50, or 100 years' service, depending on design and Chapter traditions. As they are not mandatory, their absence is not necessarily an indicator of youth.

## ARMY, CAMPAIGN, AND CRUSADE BADGE EXAMPLES<sup>2</sup>



## BATTLE BADGES (examples from Piscina IV)



### Notes

<sup>1</sup> Bear in mind that skulls are a common feature in Imperial culture. Not every skull is an Iron Skull.

<sup>2</sup> Army and Campaign badges might be different names for the same thing. Sources are unclear.

## ADDITIONAL REGALIA



**Winged helmets** are iconic to the Unforgiven. There is no recorded meaning to them, but they are almost exclusively worn by Captains and Chapter Masters.<sup>1</sup>

Similar winged structures can be seen on the backs of Deathwing Terminator Sergeants, and the bikes of the Ravenwing.



**Scrolls** are a common feature on Astartes armour and banners. They typically feature names, mottos, or battlecries.

**Robes and tabards** are a way of expressing rank, role, or position within the convoluted structures of most Unforgiven Chapters. There is no single meaning to them, but they are usually worn by veterans and officers.

**Relics** of various shapes, sizes, and function are a common sight on the belts or backpacks of Space Marines. Books, keys, daggers, and feathers are favoured among the Unforgiven. The true nature and meaning of these items is rarely known to us out-of-universe.



## VEHICLE LIVERY

Vehicles, like infantry, bear livery according to certain approximate standards. These vary slightly across mainly three (unofficial) categories: transports and mounts, warmachines, and Dreadnoughts.

Transports and mounts (such as bikes, warsuits and speeders) share the same squad markings as the marine(s) they are attached to. They may also display any crusade, campaign, army, or honour badges possessed by said marine(s).

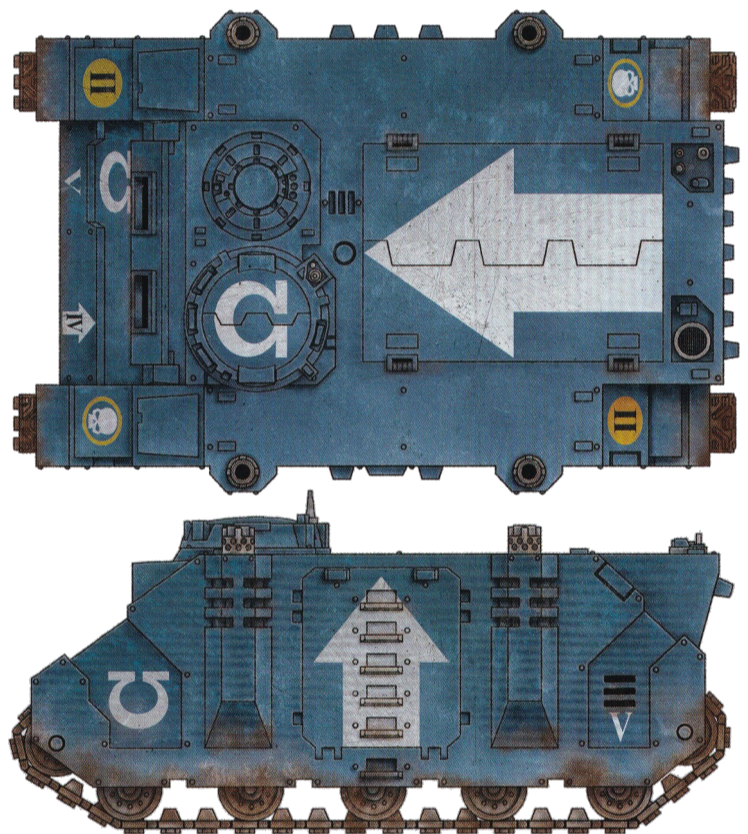
In addition, these vehicles will bear the colour and badge of the Chapter and Company under which it is currently placed. Transports and warsuits will also be assigned a unique number and are frequently named.

Warmachines (such as Battle Tanks and Gunships) typically do not display squad markings. They otherwise confirm to the aforementioned standard. There are badges associated with older tank designs which may also be displayed. These were typically placed on the top of the tank, one on each side over the tracks.

Dreadnoughts, likewise, do not display squad markings, but may carry the personal heraldry of the marine interred within. Furthermore, some Chapters do not assign them an identification number, viewing it as disrespect to not refer to them by their name. The standard otherwise applies.

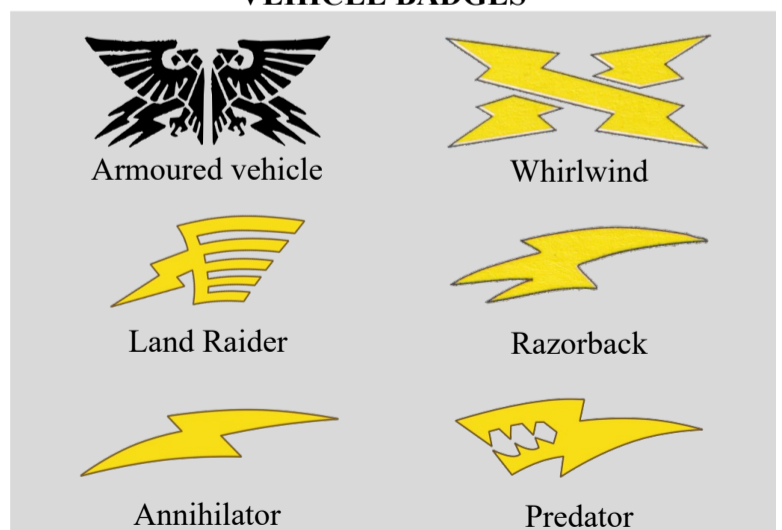
Dreadnought chassis of all kinds are found in all Companies but the 2<sup>nd</sup> and 10<sup>th</sup>. They will remain part of the Company its ward was assigned to upon interment, and carry its livery.

Similar to infantry, any vehicles part of the Deathwing or Ravenwing will substitute the Chapter colours and badge with those of the Company. Deathwing transports assigned to squads identified by heraldry rather than squad number and/or battlefield role markings will adopt this same scheme. Ravenwing mounts will similarly not display battlefield role markings, just as their riders and pilots.



5<sup>th</sup> Rhino of the 2<sup>nd</sup> Ultramarines Company, assigned to the 4<sup>th</sup> Tactical Squad, bearing an unknown campaign badge.

### VEHICLE BADGES<sup>2</sup>



### Notes

<sup>1</sup> The only documented exception in 40k is the Ravenwing Champion model. There are several more in the 30k range and narrative.

<sup>2</sup> These icons date back to the 1990's. There are no official badges for vehicle designs released after that, but you can invent your own.