

Deathwing Membership and Heraldry

FIRST COMPANY

Membership, veterans and shoulder placement

[? Collection overview](#)

COMPANY

Assignment to the 1st Company.

INITIATION

Knowledge of chapter secrets.

GAME RULES

Keywords and datasheet eligibility.

Deathwing: membership and command

The **Deathwing is the Dark Angels' 1st Company**. Company membership, initiation into chapter secrets and possession of a game keyword are overlapping but different identities. Neither a keyword nor the word 'veteran' identifies a warrior's company on its

own. [Deathwing overview](#).

Which units belong?

DEATHWING TERMINATORS AND DEATHWING KNIGHTS

HOW TO READ IT

Core 1st-company formations; Knights are an elite within an already veteran company.

BLADEGUARD, STERNGUARD AND VANGUARD VETERANS

HOW TO READ IT

Modern power-armoured veteran formations included in Deathwing-themed forces; older Terminator-only descriptions need their publication date attached.

COMPANY VETERANS

HOW TO READ IT

Veterans retained by an individual company, often in its command retinue. Their experience does not automatically transfer them to the 1st.

INNER CIRCLE COMPANIONS

HOW TO READ IT

A distinct, mysterious bodyguard formation, rather than another name for ordinary Deathwing veterans.

DREADNOUGHTS AND TRANSPORTS

HOW TO READ IT

The vehicle's company assignment is separate from its Deathwing game keyword.

[GW's February 2024 army feature](#) includes the three power-armoured veteran types and a Bladeguard Ancient, while explaining that its army selection follows keywords. [Company Veterans](#) are a separate company-level category. GW describes [Inner Circle Companions](#) as dark-armoured protectors of important Unforgiven leaders.

Officers and squad leaders

Belial, Grand Master of the Deathwing, commands the company. **Strikemasters are its Lieutenants; Knight Masters lead individual Deathwing Knight squads.** An Ancient bears the standard, a Champion has a protective duelling role, and an Apothecary performs medical duties. These appointments do not create additional steps between Sergeant, Lieutenant and Captain. [Official Strikemaster and Command Squad descriptions](#), pp. 13–16; [GW's Knight Master explanation](#).

The June 2026 faction pack places Strikemasters and Deathwing Command Squads in **Legends**. That rules status does not abolish their documented offices. A Librarian or Interrogator-Chaplain accompanying the company also retains a specialist institutional role.

Markings and shoulder placement

Use the **wearer's** left and right:

TERMINATOR

WEARER-LEFT

Crux Terminatus

WEARER-RIGHT

**Red Deathwing emblem ·
broken sword**

POWER-ARMoured DEATHWING VETERAN

WEARER-LEFT

Deathwing emblem

WEARER-RIGHT

Crux Terminatus

Ely's armour-specific shoulder convention. Sculpted Knight imagery and personal heraldry allow further variation.

A squad's heraldry is not automatically an officer-rank badge. No green shoulder edging is required for this army. This army's sergeant shield designs are shown on our army scheme page.

Reconciling the references

Inventory totals and changing Deathwing descriptions

The supplied chart's **30 Knights, 100 Terminators and 20 Land Raiders** remain that image's inventory, not a verified universal muster. Lexicanum's [chapter disposition](#) instead records **20 Terminator squads** and separates **two Strikemasters from one Chaplain**.

[Ely's Deathwing article](#) traces the Terminator-only convention and later expansion. The page has been updated since its 2023 publication. His preferred Apothecary colours and views on company Chaplains are interpretations; historical organisation, modelling examples and game eligibility describe different aspects of the company.

CONTINUE EXPLORING

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