TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNIT	rs	ARMY												
1239	4	8						Dark Ange	ls							
POINTS	CP	DETACHMEN	Т"	UNITS												
1239	+1	Vanguard	Interrogator Chaplain (1); Librarian (Terminator) (1); Company Veterans (1); Company Veterans (2); Deathwing Terminator Squad (1); Deathwing Knights; Land Raider Crusader (1);													
TRAITS																
STUBBORN TEN	NACIT Y	Roll a dice e phase. On a	-				1 to the res	sult if your W	arlord did	not move during	g his last Movement	İ				
RELICS																
SHROUD OF HEI	ROES	Your oppon	ent must su	ıbtract 1 f	rom all hi	t rolls that t	arget the be	arer.								
INTERROMAN	ICY PSY	CHIC POWER:	S													
			RANGE	TAF	RGET				EFFE							
Smite		5									mortal wounds. If the rs D6 mortal wounds					
Aversion		6	24 in Lo	24 in LoS enemy unit			Until your next Psychic phase your opponent must substract 1 from all hit rolls made for that unit.									
Righteous Repuş	gnance	7	12	friendly DARK ANGELS unit			You can re-roll all failed hit rolls and wound rolls made for the unit's Melee weapons until the start of your next Psychic phase.									
INTERRO	GATOF	CHAPLA	IN (1) (HQ) (9°	7 PTS)	MODEL	S X 1									
MOVE	,"	WS		BS	S	T	W	A	LD	SV	INVSV					
6		2+		3+	4	4	5	3	9	3+	4+					
WEAPON	RN	G" TYPE	S	AP	DMG	ABILITY						PTS				
Crozius arcanum	Me	lee Melee	+1 (5)	-1	2	-						0				
Frag grenade		Grenade D6	3	0	1	-						0				
Krak grenade		Grenade 1	6	-1	D3	-						0				
Bolt pistol	_															
¶ 1	1	2 Pistol 1	4	0	1	-						0				
Power fist	_	2 Pistol 1 elee Melee	4 x2 (8)	-3	1 D3	- When atta	cking with t	this weapon,	you must	substract 1 from	the hit roll.	0				
•	_	-		-		- When atta	cking with t	this weapon,	you must	substract 1 from	the hit roll.	+				
Power fist	_	elee Melee You can re-1	x2 (8)	-3	D3	it whenever	it shoots (ir	ncluding whe	n firing Ov	verwatch) so lon	the hit roll. g as it did not move	12				
Power fist ABILITIES	_	You can re-i	x2 (8) oll all hit rement phase tomatically	-3 rolls of 1 f	D3 For this un on, this un	it whenever	it shoots (ir r lose more	ncluding whe	n firing Ov	verwatch) so lon result of any sin	g as it did not move	in its				
Power fist ABILITIES GRIM RESOLVE	Me	You can re-iprior Mover This unit au that target a	x2 (8) oll all hit innent phase tomatically FALLEN	-3 rolls of 1 f	D3 For this un on, this un lorale test	it whenever nit can never s. In addition	it shoots (in r lose more n, you can r	ncluding whe than one mo e-roll failed	n firing Ovodel as the	verwatch) so lon result of any sin	g as it did not move agle failed Morale te	in its				
Power fist ABILITIES GRIM RESOLVE INNER CIRCLE	Mo	You can re-r prior Mover This unit au that target a	x2 (8) oll all hit renent phase tomatically FALLEN DARK AN	-3 rolls of 1 f	D3 For this un on, this un lorale test its within	it whenever nit can never s. In addition 6" of this m	it shoots (ir r lose more 1, you can r odel can use	ncluding whe than one mo e-roll failed	n firing Ov del as the hit rolls in	verwatch) so lon result of any sin the Fight phase	g as it did not move gle failed Morale te for attacks by this	in its				
Power fist ABILITIES GRIM RESOLVE INNER CIRCLE SPIRITUAL LEA	Mo ADERS	You can re-iprior Movei This unit au that target a All friendly You can re-i	x2 (8) oll all hit rement phase tomatically FALLEN DARK AN	-3 rolls of 1 f . In additi / passes M GELS un it rolls in	D3 For this un on, this un forale test its within the Fight	it whenever nit can never s. In addition 6" of this m	it shoots (ir r lose more n, you can r odel can use	ncluding whe than one mo e-roll failed e his Leaders K ANGELS	n firing Ovodel as the hit rolls in hip instead units with	verwatch) so lon result of any sin the Fight phase d of their own.	g as it did not move gle failed Morale te for attacks by this	in its				
Power fist ABILITIES GRIM RESOLVE INNER CIRCLE SPIRITUAL LEA LITANIES OF HA	Mo ADERS	You can re-iprior Movei This unit au that target a All friendly You can re-i	x2 (8) oll all hit rement phase tomatically FALLEN DARK AN oll failed h	rolls of 1 f. In additive passes Margells until trolls in tenemy INT	D3 For this un on, this un forale test its within the Fight	it whenever nit can never s. In addition 6" of this m	it shoots (ir r lose more n, you can r odel can use	ncluding whe than one mo e-roll failed e his Leaders K ANGELS	n firing Ovodel as the hit rolls in hip instead units with	verwatch) so lon result of any sin the Fight phase d of their own. in 6" of this mo	g as it did not move gle failed Morale te for attacks by this	in its				
Power fist ABILITIES GRIM RESOLVE INNER CIRCLE SPIRITUAL LEA LITANIES OF HA AURA OF DREA	ATE	You can re-iprior Movei This unit authat target a All friendly You can re-i Units within This model	x2 (8) oll all hit innent phase tomatically FALLEN DARK AN oll failed h 6" of an e	rolls of 1 fer addition passes Margels until trolls in enemy INTovulnerable	D3 For this un on, this un forale test its within the Fight IERRO G.	it whenever nit can never s. In addition 6" of this m	it shoots (ir r lose more n, you can r odel can use iendly DAR	ncluding whe than one mo e-roll failed this Leaders K ANGELS nust substract	n firing Ovodel as the hit rolls in hip instead units with	verwatch) so lon result of any sin the Fight phase d of their own. in 6" of this mo	g as it did not move gle failed Morale te for attacks by this	in its				

LIBRARIAN (TERM	IINATO	R) (1) (HQ) (14	47 PTS)	MODE	LS X	1								
MOVE"				BS	S	Т	W		A	LD		SV	INVSV			
5		3+		3+	4	4	5		3	9		2+	5+			
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	1						н	PTS		
Force sword	Melee	Melee	user (4)	-3	D3	-								8		
Combi-melta	-	-	-	-	-		-					oth of the performance of the pe	profiles below. If eapon.	19		
- Boltgun	24	Rapid Fire 1	4	0	1	-								0		
- Meltagun	- Meltagun 12 Assault 1					If the target is within half range of this weapon, roll two dice when inflictin damage with it and discard the lowest result.						when inflicting	0			
ABILITIES																
GRIM RESOLVE									-	-			g as it did not move gle failed Morale te			
INNER CIRCLE		This unit au that target			Morale test	s. In additio	on, you ca	an re-	roll failed	hit rolls i	n the F	ight phase	for attacks by this	unit		
TELEPORT STRIKE	-	0 1	vement p								_		efield. At the end of more than 9" from	-		
CRUX TERMINATU	S	This model	has a 5+ i	nvulnerabl	le save.											
PSYCHIC HOOD		You can add	l 1 to Den	y the Wite	ch tests yo	u take for t	his mode	l agair	nst enemy	PSYKER	S with	in 12".				
PSYKER				-		osychic pow Smite power				•		•	deny one psychic po scipline.	ower in		
FACTION KEYWOR	DS	IMPERIUM	I, ADEPT	US ASTA	RTES, DA	RK ANGEL	S, DEAT	HWI	NG							
KEYWORDS		CHARACT	ER, INFA	NTRY, TE	ERMINAT	OR, PSYKE	R, LIBR	ARIA	N							
COMPANY V	ETER	ANS (1)	(ELIT	ES) (59	PTS) M	MODELS	S X 3	(.	3-5)							
MOVE"		WS	BS	S	S	T	W		A	L	D	SV	INVSV			
6		3+	3+	-	4	4	1		2 (3)	8 (9)	3+	-			
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY								PTS		
Chainsword	Melee	Melee	4	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.										
Power sword	Melee	Melee	user (4)	-3	1	-							4			
Frag grenade	6	Grenade D6	3	0	1	-								0		
Krak grenade	6	Grenade 1	6	-1	D3	_								0		
Bolt pistol	12	Pistol 1	4	0	1	-								0		
Plasma pistol (Standard)	12	Pistol 1	7	-3	1	-								7		
Plasma pistol (Supercharge)	12	Pistol 1	8	-3	2	On a hit r	oll of 1,	the be	earer is sla	in.				0		
ABILITIES																
GRIM RESOLVE													g as it did not move gle failed Morale te			
AND THEY SHALL KNOW NO FEAR		You can re-														
COMMAND SQUAD BODYGUARD													f this unit; on a 2+ mortal wound.	a		
FACTION KEYWOR	DS	IMPERIUM	I, ADEPT	US ASTA	RTES, DA	RK ANGEL	.S									
KEYWORDS		INFANT RY	, COMPA	NY VETE	RANS											

COMPANY V	ETER/	ANS (2)	(ELIT	ES) (72	PTS) I	MODEI	S X 3	((2-5)					
MOVE"		WS	BS	S	S	T	W		A	LD)	SV	INVSV	
6		3+	3+	-	4	4	1		2 (3)	8 (9	9)	3+	-	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILIT	I							PTS
Basic melee	Melee	Melee	user (4)	0	1	-								0
Power sword	Melee	Melee	user (4)	-3	1	-								4
Power maul	Melee	Melee	+2 (6)	-1	1	<u> -</u>								4
Flamer	8	Assault D6	4	0	1	This wea	ipon auto	matica	ally hits its	target.				9
Plasma pistol (Standard)	12	Pistol 1	7	-3	1	-								
Plasma pistol (Supercharge)	12	Pistol 1	8	-3	2	On a hit	roll of 1,	, the be	earer is slain	ı.				0
ABILITIES														
GRIM RESOLVE	GRIM RESOLVE You can re-roll all hit rolls of 1 for this unit whenever it shoots (including when firing Overwatch) so long as it did not move in its prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale test.													
AND THEY SHALL KNOW NO FEAR		ou can re-												
COMMAND SQUAD BODYGUARD		Roll a dice each time a friendly DARK ANGELS CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this squad can intercept that hit – the character does not lose a wound but this unit suffers a mortal wound.												
FACTION KEYWOR	DS II	MPERIUM	I, ADEPT	US ASTA	RTES, DA	ARK ANG	ELS							
KEYWORDS	п	NFANTRY	, COMPA	NY VETE	RANS									
DEATHWING	АРОТ	THECA	RY (EL	ITES) (77 PTS) MOD	ELS X	1						
MOVE"		WS		BS	S	T	W	V	A	LD		SV	INVSV	
5		3+		3+	4	4	5	,	2	8		2+	5+	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY								PTS
Basic melee	Melee	Melee	user (4)	0	1	-								0
Storm bolter	24	Rapid Fire 2	4	0	1	-								2
ABILITIES														
GRIM RESOLVE		GRIM RESOLVE You can re-roll all hit rolls of 1 for this unit whenever it shoots (including when firing Overwatch) so long as it did not move in its prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale test.												
INNER CIRCLE This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit that target a FALLEN													gie failed Morale te	st.
INNER CIRCLE				- 1					han one mo	del as the	result	of any sing	<u> </u>	
INNER CIRCLE NARTHECIUM	A fri ir di	at the end of the end	of any of y RK ANG y regains D attle, roll we a mode	your Move ELS INFA D3 lost wor a D6. On a	Morale tes ement pha NTRY or unds. If the a 4+ a sin anner he	ases. the D BIKER us ne chosen us gle slain m can do not	eathwing nit within mit conta odel is re hing else	Apoth 3" of ains no turned for th	recary can a the Apothe wounded me to the unit	edel as the nit rolls in attempt to cary. If the todels but with 1 wo	the Fine heal of at unit one or und retrn (sho	of any sing ght phase for revive a secontains a more of its maining. If oot, charge,	or attacks by this single model. Select wounded model, it is models have beer a Deathwing Apot fight) as he reco	t a t t n slain
	tl Afri ir de fit tl D	nat target at the end riendly DA nmediately uring the bails to revine gene-se	of any of y RK ANG y regains I pattle, roll we a mode ed of the f oyment, y vement pl	your Move ELS INFA 03 lost wo a D6. On a l in this m allen warr	Morale tes ement pha NTRY or unds. If the a 4+ a sin anner he ior. A unit up this u	ases. the D BIKER un ene chosen un gle slain m can do not t can only nit in a tel	eathwing nit within mit conta odel is re hing else be the tan	Apoth 3" of ains no turned for th rget of	han one monormal failed lands and the Apothe wounded m to the unit e remainder the Narthe mber instead	attempt to cary. If the todels but with 1 wo of the turcium abilit	the Fine heal content at unit one or und record (short y once g it one	of any sing ght phase f or revive a s contains a more of its maining. If ot, charge, e in each tu the battlef	or attacks by this single model. Select wounded model, it is models have beer a Deathwing Apot fight) as he reco	t a t a slain checary overs
NART HECIUM	til A fri irr di fri til D o en	nat target and target at the end riendly DA mmediately uring the bails to revine gene-se ouring deplet your Mo	of any of y RK ANG y regains I attle, roll ve a mode ed of the f oyment, y vement pl els.	your Move ELS INFA D3 lost wor a D6. On a l in this m allen warr ou can set	Morale tesement pha NTRY or unds. If the a 4+ a sin anner he ior. A uni- up this u	ases. the D BIKER un ene chosen un gle slain m can do not t can only nit in a tel	eathwing nit within mit conta odel is re hing else be the tan	Apoth 3" of ains no turned for th rget of	han one monormal failed lands and the Apothe wounded m to the unit e remainder the Narthe mber instead	attempt to cary. If the todels but with 1 wo of the turcium abilit	the Fine heal content at unit one or und record (short y once g it one	of any sing ght phase f or revive a s contains a more of its maining. If ot, charge, e in each tu the battlef	Single model. Select wounded model, it is models have been a Deathwing Apot fight) as he recourn.	t a t a slain checary overs
NARTHECIUM TELEPORT STRIKE	ttl AA ff ir dd f2 ttl D o en	at target at the end riendly DA mmediately uring the balls to revine gene-se ouring depl f your Monemy model this model	a FALLEN of any of y RK ANG y regains I wattle, roll ve a mode ed of the f oyment, y vement pl els. has a 5+ i	your Move ELS INFA 03 lost wo a D6. On a l in this m callen warr ou can set nases this u	ement phonon and survival and s	ases. the D BIKER un ene chosen un gle slain m can do not t can only nit in a tel	eathwing nit within unit conta odel is re hing else be the tai	Apoth 3" of ains no turned for th rget of m char set it	han one monormal failed lanecary can a the Apothe wounded m to the unit e remainder the Narthe mber instead up anywhere	attempt to cary. If the todels but with 1 wo of the turcium abilit	the Fine heal content at unit one or und record (short y once g it one	of any sing ght phase f or revive a s contains a more of its maining. If ot, charge, e in each tu the battlef	Single model. Select wounded model, it is models have been a Deathwing Apot fight) as he recourn.	t a t a slain checary overs

DEATHWING	TERN	MINATO	R SQU	JAD (1)	(ELI	TES) (227 PTS	S) MODELS X 5	(5-	10)		
MOVE"		WS	BS		S	T	W	A	LD	SV	INVSV	
5		3+	3-	-	4	4	2	2 (3)	8 (9)	2+	5+	
WEAPON	RNG"	TYPE	S	AP	DMC	G ABIL	ΙΤΥ	"	_	*		PTS
Power sword	Melee	Melee	user (4)	-3	1	-						4
Power fist	Melee	Melee	x2 (8)	-3	D3	When	n attacking	with this weapon, you	must subst	ract 1 from the	hit roll.	12
Chain fist	Melee	Melee	x2 (8)	-4	2	When	n attacking	with this weapon, you	must subst	ract 1 from the	hit roll.	22
Storm bolter	24	Rapid Fire 2	4	0	1	-						2
Assault cannon	24	Heavy 6	6	-1	1	-						22
Watcher in the Dark	-	-	-	-	-	On a	3+ negate	psychic power affecting	g this unit.	Remove this m	odel.	5
ABILITIES				I.								
GRIM RESOLVE								oots (including when fi	-			
INNER CIRCLE		This unit au			Morale	tests. In a	ddition, yo	ou can re-roll failed hit	rolls in the	e Fight phase fo	r attacks by this u	mit
TELEPORT STRIKE			vement p					ium chamber instead of - set it up anywhere or				-
WAT CHER IN THE I	Once per game, if an enemy psychic power affects a Deathwing Terminator Squad accompanied by a Watcher in the Dark, rodice. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Watcher in the Dark model from play after this roll has been made, whether success or not. The Watcher in the Dark must remain as close to this as possible, but is otherwise ignored for all other gaming purposes. Remove him if this unit is slain.										tcher in the Dark	
CRUX TERMINATUS	s i	Models in t	his unit ha	ive a 5+ in	vulnera	ible save.						
FACTION KEYWORI	DS .	IMPERIUN	1 ADEPT	US ASTA	RTES	DARK A	NGELS DE	EAT HWING				
KEYWORDS								OR SQUAD				
DEATHWING								(5-10)				
MOVE"		WS	B	S	S	T	W	A	LD	SV	INVSV	
5		3+	3-	-	4	4	2	2 (3)	8 (9)	2+	3+	
WEAPON	RNG'	" TYPE	S	AP	DMO	G ABIL	ITY	Л		1		PTS
Flail of the Unforgiven	Mele	e Melee	+2 (6)	-3	2	anoth	ier model i	from this weapon is not not the target unit until est destroyed.				0
Mace of Absolution	Mele	e Melee	x2 (8)	-2	3	-						0
Storm shield	-	-	-	-	-	A mo	del with a	stormshield has a 3+ in	vulnerable	save.		5
ABILITIES												
GRIM RESOLVE								oots (including when fi				
INNER CIRCLE		This unit au that target			Morale	tests. In a	ddition, yo	ou can re-roll failed hit	rolls in the	Fight phase fo	r attacks by this u	mit
TELEPORT STRIKE			vement p					ium chamber instead of - set it up anywhere or				-
WAT CHER IN THE D	OARK	dice. On a 3 model from	+ the pov play afte	ver has no r this roll	effect of	on this un n made, w	it (all othe hether suc	wing Terminator Squad r targets are affected no cess or not. The Watch rposes. Remove him if	ormally). I er in the I	Remove the Wa Dark must rema	tcher in the Dark	
STORM SHIELD	1	Models in t	his unit ha	ive a 3+ in	vulnera	ible save.						
FACTION KEYWORI	DS	IMPERIUN	L ADEPT	US ASTA	RTES	DARK A	NGELS DE	EAT HWING				
KEYWORDS		INFANT RY										
III II II ORDO			,	OK, I	- 1.1111		TOLLE					

LAND RAIDE	R CF	RUSADE	R (1) (F	HEAVY)) (310 H		MODELS X 1						
MOVE"	WS	1	3S	S	T		W	A	LD	SV	INVSV		
[10][5][3]	6+	[3+][4	1+][5+]	8	8		[0-7][8-11][12-16]	[6][D6][1]	8	2+	-		
WEAPON	RNC	G" TYPE	S	AP	DMG	AB	ILITY				PTS		
Basic melee	Mele	ee Melee	user (8)	0	1	-					0		
Hurricane bolter	24	Rapid Fire 6	4	0	1	-					10		
Hurricane bolter	24	Rapid Fire 6	4	0	1	-							
Twin assault cannon	24	Heavy 12	6	-1	1	-							
Storm bolter	24	Rapid Fire 2	4	0	1	-					2		
ABILITIES													
POWER OF THE MACHINE SPIRIT		This model	does not :	suffer the]	penalty to	hit	rolls for moving and firing Heavy w	reapons.					
FRAG ASSAULT LAUNCHERS		Roll a D6 e	ach time t	his model	finishes a	cha	rge move within 1" of an enemy uni	t; on a 4+ that unit suf	fers D3 mo	rtal wo	ounds.		
TRANSPORT		1		L			S INFANTRY models. Each JUMP MARIS models.	PACK or TERMINATO	OR model	takes t	he space		
SMOKE LAUNCHER	S				-		ons in the Shooting phase; until you ns that target this vehicle.	r next Shooting phase	your oppoi	nent m	ust		
EXPLODES		If this mod D6 mortal		ed to 0 wo	unds, roll	a D6	before removing the model from the	ne battlefield; on a 6+ e	ach unit w	ithin 6	' suffers		
FACTION KEYWOR	DS	IMPERIUN	Л, ADEPT	US ASTA	RTES, DA	ARK	ANGELS						
KEYWORDS		VEHICLE,	TRANSPO	ORT, LAN	D RAIDE	R, I	AND RAIDER CRUSADER						