TOTAL MATCHED POINTS	TOTAL CP	TOTAL U	NITS						,	ARMY						
1499	4	9							Dar	k Angels						
POINTS	СР	DETACHN	IENT"						ı	UNITS						
1499	+1	Vangua	ırd Libr				rogator Cha nts; Veneral		-			_			-	
TRAITS																
STUBBORN T	ENACIT	Y	1				es a wound. lose the wo		e res	sult if your \	Warlord did	d not m	ove during	his last M	ovement	
RELICS																
SHROUD OF	HEROES		Your oppor	ent must s	ubtract 1 f	rom a	ll hit rolls th	at target th	e be	arer.						
INTERROM	1ANCY P	SYCHIC PO	OWERS													
SPELL			CAST	RANGE	TARGE	T					EFFEC.	Г				
Smite			5					•					s D3 mortal			ılt of
5 cc					fui a m dl.		the Psych	c test was	mor	e than 10, t	he target s	uffers I	D6 mortal w	ounds ins	stead.	
Righteous	Repugr	nance	7	12	friendly DARK ANGELS					it rolls and chic phase.		s made	e for the uni	t's Melee	weapons	until
LIBRAR	IAN (TERMI	NATOR) (A) (HQ)	(147 P	TS) N	/IODELS	K 1								
М	IOVE"		WS		BS	S	Т	W		А	LD		SV		INVSV	
	5		3+		3+	4	4	5		3	9		2+		5+	
WEAPON		RNG	i" TYPE	S	AP	DM	IG ABILITY									PTS
Force sword	t	Mele	ee Melee	user (4)	-3	D3	3 -									8
Combi-melt	:a	-	-	-	-	-		_		•	-		oth of the p e for this we		low. If	19
- Boltgun		24	Rapid Fire 1	4	0	1	-									0
- Meltagun		12	Assault 1	8	-4	De)	-		nalf range o scard the lo			l two dice w	hen inflic	ting	0
ABILITIES	5															
GRIM RESOL	VE		1				unit whenev			_	_					
INNER CIRCL	.E		This unit a		y passes N	⁄lora le	tests. In ad	dition, you	canı	re-roll faile	d hit rolls in	the Fi	ght phase fo	or attacks	by this ur	nit
TELEPORT ST	RIKE			ment phase			s unit in a te eleport into	•				_				
CRUX TERMI	NATUS		This model	has a 5+in	ıvulnerabl	e save										
PSYCHIC HO	OD		You can ad	d 1 to Deny	the Witch	tests	you take for	this model	agai	inst enemy	PSYKERS w	ithin 1	2".			
PSYKER			1		•		o psychic p ne <i>Smite</i> pov								ychic pow	erin
FACTION KEY	/WORDS	5	IMPERIUM,	ADEPTUS A	STARTES, D	ARK A	NGELS, DEAT	HWING								
KEYWORDS					-		SYKER, LIBRA									
(LTWUKDS			CHARACTER	, INFANTRY	, I ERIVIINA	UK, PS	TINEN, LIBRA	NIAN								

INTERROGATO		AI LAIN (A	-/ (/	(3, 1, 15								
MOVE"		WS		BS	S	Т	W	А	LD	SV	INVSV	
6		2+	3	3+	4	4	5	3	9	3+	4+	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY						PTS
Crozius arcanum	Mele	Melee	+1 (5)	-1	2	-						0
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
Power fist	Mele	Melee	x2 (8)	-3	D3	When at	tacking with	this weapon,	you must	substract 1 from t	he hit roll.	12
ABILITIES												
GRIM RESOLVE		prior Movem	ent phase	. In additio	on, this un	it can nev	er lose more	than one mo	del as the	result of any singl	it did not move in e failed Morale te	st.
INNER CIRCLE		that target a	FALLEN								r attacks by this ur	11t ——
SPIRITUAL LEADERS		All friendly D						•				
LITANIES OF HATE		You can re-ro					<u> </u>					
AURA OF DREAD						R-CHAPLAI	NS must subs	tract 1 from	heir Lead	ership characteris	stic.	
ROZARIUS		This model h	as a 4+inv	ulnerable	save.							
FACTION KEYWORDS		IMPERIUM, AI	DEPTUS AS	TARTES, DA	ARK ANGEI	S, DEATHV	VING					
KEYWORDS		CHARACTER, I	NFANTRY, (CHAPLAIN,	, INTERRO	GATOR-CHA	APLAIN					
COMPANY VET	TERAN	IS (A) (ELI	TES) (5	9 PTS) I	MODEL	S X 3	(3-5)					
MOVE"		WS	BS	S	1		W	А	LD	SV	INVSV	
6		3+	3+	4		<u> </u>	1	2 (3)	8 (9) 3+	-	
WEAPON	RNG'	' TYPE	S	AP	DMG	ABILITY						PTS
Chainsword	Mele	e Melee	4	0	1	Each tim	e the bearer	fights, it can	make 1 ad	ditional attack wit	th this weapon.	0
Powersword	Mele	e Melee	user (4)	-3	1	-						4
Frag grenade	6	Grenade D6	3	0	1	-						0
	II .	II .										
Krak grenade	6	Grenade 1	6	-1	D3	-						0
Krak grenade Bolt pistol	6 12	II .	6 4	-1 0	D3	-						0
		1				-						-
Bolt pistol Plasma pistol	12	Pistol 1	4	0	1	- - - On a hit	roll of 1, the l	bearer is slai	n.			0
Bolt pistol Plasma pistol (Standard) Plasma pistol	12	Pistol 1 Pistol 1	7	0 -3	1	- - - On a hit	roll of 1, the I	bearer is slai	n.			7
Bolt pistol Plasma pistol (Standard) Plasma pistol (Supercharge)	12 12 12	Pistol 1 Pistol 1 Pistol 1 Postol 1	4 7 8	-3 -3	1 1 2	whenever	it shoots (inc	luding when	firing Over		it did not move in e failed Morale te	0 7 0 its
Bolt pistol Plasma pistol (Standard) Plasma pistol (Supercharge) ABILITIES	12 12 12	Pistol 1 Pistol 1 Pistol 1 Postol 1	4 7 8 Il all hit ro	-3 -3 Ils of 1 for . In addition	1 1 2 this unit von, this un	whenever it can nev	it shoots (inc	luding when	firing Over			0 7 0 its
Bolt pistol Plasma pistol (Standard) Plasma pistol (Supercharge) ABILITIES GRIM RESOLVE AND THEY SHALL KNOV	12 12 12 V NO	Pistol 1 Pistol 1 Pistol 1 Pou can re-ro prior Movem You can re-ro Roll a dice ea	4 7 8 Il all hit roent phase Il failed Mo	0 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3	this unit on, this ur	whenever it can nev init.	it shoots (inc er lose more TER loses a w	luding when than one mo	firing Over del as the they are w	result of any singl	e failed Morale te t; on a 2+a model	0 7 0 its

KEYWORDS

INFANTRY, COMPANY VETERANS

MOVE"		WS 3+		BS	S 4	4	W		A 2	LD 8	+	SV	INVSV 5+	
	DNC			3+	 	<u> </u>	5		2	8		2+	5+	1 07
WEAPON Basic melee	RNG" Melee	TYPE Melee	S user (4)	0 0	DMG 1	ABILITY -								P1
Storm bolter	24	Rapid Fire 2	4	0	1	-								2
ABILITIES		THEZ												_
GRIM RESOLVE									-	_		, .	t did not move in failed Morale te	
NNER CIRCLE		nis unit au at target		ly passes	Morale te	sts. In addit	ion, you	canre	e-roll failed	hit rolls in	the F	ight phase for	attacks by this u	nit
NARTHECIUM	fri re ba re	iendly DA gains D3 attle, roll a vive a mo	RK ANGELS lost wound a D6. On a odel in this	SINFANTR ds. If the o 4+a singl manner h	Y or BIKER thosen uni e slain mo ne can do i	unit within t contains r del is retur nothing else	3" of the no woun ned to the e for the	e Apot ded m he uni remai	hecary. If the odels but on the odels but on the odels but on the odels.	nat unit co ne or mor und remai turn (sho	ntain e of it ning. ot, ch	s a wounded m s models have If a Deathwing arge, fight) a	le model. Select nodel, it immedia been slain durir Apothecary fails s he recovers the	ately ng the s to
ELEPORT STRIKE	yo		nent phas				•				_		eld. At the end o than 9" from any	
CRUX TERMINATUS	Th	nis model	has a 5+ir	nvulnerab	le save.									
ACTION KEYWORDS	IN	1PERIUM,	ADEPTUS A	ASTARTES,	DARK ANG	ELS, DEATH\	VING							
EYWORDS	Cŀ	HARACTER	, INFANTRY	, TERMINA	ATOR, APOT	HECARY								
DEATHWING T	ERMIN	ATOR S	QUAD	(A) (EL	ITES) (2	27 PTS)	MOD	ELS >	(5 (5-10)				
MOVE"		WS	BS		S	Т	W		Α	L	D	SV	INVSV	
5		3+	3+		4	4	2		2 (3)	8	(9)	2+	5+	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY								P
ower sword	Melee	Melee	user (4)	-3	1	-								Ļ
ower fist	Melee	Melee	x2 (8)	-3	D3	When atta	cking w	ith thi	s weapon,	you must :	substi	ract 1 from the	hit roll.	:
hain fist	Melee	Melee	x2 (8)	-4	2	When atta	cking w	ith thi	s weapon,	you must :	substi	ract 1 from the	hit roll.	:
torm bolter	24	Rapid Fire 2	4	0	1	-								
	24	Heavy 6	6	-1	1	-								2
ssault cannon	24	0							· · · - cc		ni+ Da	amaya this ma	del.	Т
	-	-	-	-	-	On a 3+ ne	gate ps	ychic p	oweranec	ting this u	IIIL. K	emove tins mo		
	-	-	-	-	-	On a 3+ne	gate ps	ychic p	оомегапес	ting this u	IIIL. Ke	emove tins mo		
Vatcher in the Dark ABILITIES	Yo	- ou can re-r		rolls of 1 fo		t whenever	it shoot	s (incl	uding when	firing Ove	rwato	ch) so long as i	t did not move in e failed Morale te	
Vatcher in the Dark ABILITIES RIM RESOLVE	- Yo	ou can re-r	ment phas	rolls of 1 for	tion, this u	t whenever unit can nev	it shoot er lose	s (incl	uding when han one mo	firing Ove	rwato e resu	ch) so long as i Ilt of any single		est.
ABILITIES RIM RESOLVE	Yo pr Th th Du yo	ou can re-rior Movernis unit au at target	ment phas itomatical a FALLEN loyment, y nent phas	rolls of 1 for e. In addi	Morale te	t whenever unit can nev sts. In addit	it shoot er lose ion, you	s (incl more t can re	uding when than one mo e-roll failed imber inste	firing Ove odel as th hit rolls in	erwato e resu n the f	ch) so long as i ult of any single Fight phase for on the battlefi	e failed Morale te	est. nit fany
ABILITIES RIM RESOLVE NNER CIRCLE ELEPORT STRIKE	You pr Th th Du you er Or di fro	ou can re-rior Movernis unit au nat target uring deplour Movernemy mocence per gace. On a 3 om play a	ment phas itomatical a FALLEN loyment, y ment phas dels. nme, if an e + the pow fter this ro	rolls of 1 fi e. In addi ly passes ou can se es this un enemy psy er has no Il has bee	Morale te t up this u it can tele ychic powe effect on t	t whenever unit can never sts. In additional time a tele port into baser affects a his unit (all whether suc	it shoot er lose ion, you portariu ittle - se Deathwi other to cess or	s (inclimore to can reduce the can r	uding when than one more roll failed amber inste anywhere comminator Sq are affected	firing Ove odel as th hit rolls in ad of plac on the bat uad accor d normall in the Da	erwate e resu in the f ingit tlefiel npani y). Rei	ch) so long as it ilt of any single Fight phase for on the battlefi id that is more ed by a Watch move the Watc st remain as cl	e failed Morale to attacks by this u eld. At the end o	nit fan /
Assault cannon Watcher in the Dark ABILITIES GRIM RESOLVE NNER CIRCLE TELEPORT STRIKE WATCHER IN THE DARK CRUX TERMINATUS	Yo pr Th th Du yo er Or di frc pc	ou can re-rior Movernis unit au lat target uring deplour Movernemy moconce per gace. On a 3 om play a cossible, bo	ment phas a FALLEN loyment, y ment phas dels. mme, if an o t+ the pow fter this ro ut is other	rolls of 1 fi e. In addi ly passes ou can se es this un enemy psy er has no Ill has bee wise igno	Morale te t up this u it can tele ychic powe effect on t	t whenever unit can never sts. In additional time a tele port into been affects a his unit (all whether sucother gamin	it shoot er lose ion, you portariu ittle - se Deathwi other to cess or	s (inclimore to can reduce the can r	uding when than one more arroll failed amber inste anywhere comminator Sq are affected whether whether the watcher	firing Ove odel as th hit rolls in ad of plac on the bat uad accor d normall in the Da	erwate e resu in the f ingit tlefiel npani y). Rei	ch) so long as it ilt of any single Fight phase for on the battlefi id that is more ed by a Watch move the Watc st remain as cl	e failed Morale te attacks by this u eld. At the end of than 9" from any er in the Dark, ro cher in the Dark r	nit fan /

INFANTRY, TERMINATOR, DEATHWING TERMINATOR SQUAD

KEYWORDS

DEATHWING K	NIGHT	rs (ELIT	ES) (25	5 PTS)	MODEL	.S X 5	(5-1	0)					
MOVE"		WS	BS		S	Т	W		Α	LD	SV	INVSV	
5		3+	3+		4	4	2		2 (3)	8 (9)	2+	3+	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY		,			*		PTS
Flail of the Unforgiven	Melee	Melee	+2 (6)	-3	2	anothe	•	n the tar	get unit un			ocating damage to as been allocated	0
Mace of Absolution	Melee	Melee	x2 (8)	-2	3	-							0
Storm shield	_	-	-	_	-	A mode	el with a s	tormshi	eld has a 3	+ invulnerabl	e save.		5
Watcher in the Dark	-	-	-	-	-	On a 3-	+negate p	sychic p	ower affect	ing this unit.	Remove this r	nodel.	5
ABILITIES													
GRIM RESOLVE								•	•	•	, .	s it did not move in i gle failed Morale tes	
INNER CIRCLE		his unit au hat target		ly passes	Morale to	ests. In ac	ddition, yo	u can re	-roll failed	hit rolls in the	e Fight phase f	for attacks by this un	iit
TELEPORT STRIKE	У		nent phas		•		•					efield. At the end of are than 9" from any	any of
WATCHER IN THE DARK	c f	lice. On a 3 rom play a	s+the pow fter this ro	er has no oll has be	effect on en made,	this unit whether	(all other i success or	targets a	re affected e Watcher	d normally). F	temove the Wa	cher in the Dark, rol atcher in the Dark m close to this unit as	odel
STORM SHIELD	Ŋ	Models in t	his unit ha	ive a 3+ii	nvulnerab	le save.							
FACTION KEYWORDS	I	MPERIUM,	ADEPTUS A	ASTARTES,	, DARK ANG	GELS, DEA	THWING						
KEYWORDS	ı	NFANTRY, T	ERMINATO	R, DEATH	WING KNI	GHTS							
VENERABLE D	READN	NOUGH ⁻	Г (А) (Е	LITES)	(164 PT	S) MO	DELS X	1					
MOVE"		WS		BS	S	Т	\	V	Α	LD	SV	INVSV	
6		2+		2+	6	7	8	3	4	8	3+	-	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY							PTS
Dreadnought combat weapon	Melee	Melee	x2 (12)	-3	3	-							40
Heavy flamer	8	Heavy D6	5	-1	1	This we	eapon aut	omatica	lly hits its t	arget.			17
Heavy plasma cannon (Standard)	36	Heavy D3	7	-3	1	-							17
Heavy plasma cannon (Supercharge)	36	Heavy D3	8	-3	2		ch hit roll o nave been			ers 1 mortal	wound after a	ll of this weapon's	0
ABILITIES													
GRIM RESOLVE									-	-		s it did not move in i gle failed Morale tes	
UNYIELDING ANCIENT	F	Roll a D6 ea	ch time th	nis model	l loses a w	ound; on	a 6 the da	mage is	ignored an	d that wound	d is not lost.#		
SMOKE LAUNCHERS		Once per ga substract 1								our next Sho	oting phase yo	our opponent must	
	_		1. 1	od + o O w		La Dé haf							fers
EXPLODES		f this mode 03 mortal v		eu to o w	ounus, roi	i a Do bei	ore remov	ing the i	model from	the battlefie	eld; on a 6+ea	ch unit within 3" suf	1015
EXPLODES FACTION KEYWORDS			wounds.				ore remov	ving the i	model from	the battlefie	eld; on a 6+ea	ch unit within 3" suf	

VENERABLE D	READN	IOUGH	(-)(-										
MOVE"		WS		BS	S	Т	W	А	LD	SV		INVS\	/
6		2+		2+	6	7	8	4	8	3+		-	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY							PTS
Basic melee	Melee	Melee	user (6)	0	1	-							0
Twin lascannon	48	Heavy 2	9	-3	D6	-							50
Missile launcher - Frag missile	48	Heavy D6	4	0	1	-							25
Missile launcher - Krak missile	48	Heavy 1	8	-2	D6	-							0
ABILITIES													
GRIM RESOLVE										watch) so long result of any s			
UNYIELDING ANCIENT	F	oll a D6 ea	ch time th	is model l	oses a wo	ound; on a 6	the damage i	s ignored an	d that wou	ınd is not lost	#		
SMOKE LAUNCHERS						•	the Shooting p		our next Sl	nooting phase	your oppo	onent mu	st
EXPLODES				ed to 0 wo	unds, roll	a D6 before	removing the	e model from	the battle	field; on a 6+	each unit	within 3"	suffers
1		3 mortal v	wounds.										
FACTION KEYWORDS			vounds. ADEPTUS A	ASTARTES, I	DARK ANG	ELS							
FACTION KEYWORDS KEYWORDS	Į!	MPERIUM,	ADEPTUS A			ELS ADNOUGHT							
LAND RAIDER	CRUSA	MPERIUM, ÆHICLE, DI	ADEPTUS A READNOUG (HEAV	GHT, VENER /Y) (308	ABLE DREA	MODELS	W			А	LD	SV	INVSV
LAND RAIDER MOVE" [10][5][3]	CRUSA WS 6+	MPERIUM, 'EHICLE, DR ADER (A	ADEPTUS A READNOUG (HEAV BS 1+][5+]	(308 S 8	ABLE DREA B PTS) N T 8	MODELS					LD 8	SV 2+	-
LAND RAIDER MOVE" [10][5][3] WEAPON	CRUSA WS 6+ RNG"	MPERIUM, ZEHICLE, DR ADER (A E [3+][4	ADEPTUS A READNOUG (HEAV BS 1+][5+] S	(308 S 8 AP	ABLE DREA B PTS) N T B DMG	MODELS	W			А	1		- PTS
LAND RAIDER MOVE" [10][5][3]	CRUSA WS 6+	MPERIUM, ZEHICLE, DE ADER (A E [3+][4 TYPE Melee Rapid	ADEPTUS A READNOUG (HEAV BS 1+][5+]	(308 S 8	ABLE DREA B PTS) N T 8	MODELS	W			А	1		-
MOVE" [10][5][3] WEAPON Basic melee	WS 6+ RNG"	MPERIUM, TEHICLE, DE ADER (A E [3+][4 TYPE Melee	ADEPTUS A READNOUG (HEAV BS L+][5+] S user (8)	SHT, VENER /Y) (308 S 8 AP 0	ABLE DREA PTS) N T 8 DMG 1	MODELS	W			А	1		PTS 0
MOVE" [10][5][3] WEAPON Basic melee Hurricane bolter Twin assault cannon	WS 6+ RNG" Melee	MPERIUM, ZEHICLE, DR ADER (A E [3+][2 TYPE Melee Rapid Fire 6 Heavy	ADEPTUS A READNOUG (HEAV 3S 1+][5+] S user (8)	SHT, VENER /Y) (308 S 8 AP 0	ABLE DREA B PTS) N B B B B B B B B B B B B B B B B B B	MODELS	W			А	1		- PTS 0 10
MOVE" [10][5][3] WEAPON Basic melee Hurricane bolter	WS 6+ RNG" Melee 24	MPERIUM, ZEHICLE, DR ADER (A E [3+][4 TYPE Melee Rapid Fire 6 Heavy 12	ADEPTUS A READNOUG (HEAV BS L+][5+] S user (8) 4 6	SHT, VENER /Y) (308 S 8 AP 0 -1	ABLE DREA B PTS) N T B DMG 1 1	ADNOUGHT MODELS ABILITY - -	W	12-16]	6	А	1		- PTS 0 10
MOVE" [10][5][3] WEAPON Basic melee Hurricane bolter Twin assault cannon ABILITIES POWER OF THE MACHI	CRUSA WS 6+ RNG" Melee 24 24	TYPE Melee Rapid Fire 6 Heavy 12	ADEPTUS A READNOUG (HEAV SS I+][5+] S user (8) 4 6	SHT, VENER /Y) (308 S AP 0 -1	ABLE DREA PTS) N T 8 DMG 1 1	ADNOUGHT MODELS ABILITY - - Ohit rolls for	w [0-7][8-11][12-16]	veapons.	А	8	2+	PTS 0 10 44
MOVE" [10][5][3] WEAPON Basic melee Hurricane bolter Twin assault cannon ABILITIES POWER OF THE MACHII	WS 6+ RNG" Melee 24 24 HERS F	MPERIUM, ZEHICLE, DR ADER (A E [3+][4 TYPE Melee Rapid Fire 6 Heavy 12 this model Roll a D6 eachis model	ADEPTUS A READNOUG (HEAV 3S 1+][5+] S user (8) 4 6 does not s ach time th	SHT, VENER /Y) (308 S AP 0 -1 suffer the pairs model foort 16 DA	ABLE DREA B PTS) N T 8 DMG 1 1 1 cenalty to	ABILITY	w [0-7][8-11][moving and for within 1" of	12-16] iring Heavy v	weapons.	A][D6][1]	8 ers D3 mo	2+	- PTS 0 10 10 44
MOVE" [10][5][3] WEAPON Basic melee Hurricane bolter Twin assault cannon ABILITIES POWER OF THE MACHISPIRIT FRAG ASSAULT LAUNCH	WS 6+ RNG" Melee 24 24 THERS R	MPERIUM, EHICLE, DR ADER (A [3+][4 TYPE Melee Rapid Fire 6 Heavy 12 this model coll a D6 eachis models. It colore per ga	ADEPTUS A READNOUG A) (HEAV BS B+][5+] S user (8) 4 6 does not s ach time the can transp cannot train	SHT, VENER (Y) (308 S 8 AP 0 -1 suffer the point 16 DA nsport PRI ad of shool	PTS) N T 8 DMG 1 1 1 coenalty to finishes a RK ANGEL MARIS months and witing any with the second continuous and the second continuous and the second continuous and the second cont	ABILITY	w [0-7][8-11][moving and f we within 1" of	12-16] iring Heavy v an enemy u n JUMP PACK	weapons. nit; on a 4+	A][D6][1]	ers D3 mo akes the s	rtal wour	PTS 0 10 44
MOVE" [10][5][3] WEAPON Basic melee Hurricane bolter Twin assault cannon ABILITIES POWER OF THE MACHISPIRIT FRAG ASSAULT LAUNCH	WS 6+ RNG" Melee 24 24 THERS F	MPERIUM, TEHICLE, DR TADER (A E [3+][4 TYPE Melee Rapid Fire 6 Heavy 12 this model foll a D6 ea this model models. It conce per gaubstract 1	ADEPTUS A READNOUGE A) (HEAV BS S User (8) 4 6 does not s ach time th can transp cannot transp ame, inste from all h el is reduce	SHT, VENER (Y) (308 8 AP 0 -1 suffer the pairs model fort 16 DA nsport PRI ad of shoot it rolls for	PTS) N T 8 DMG 1 1 1 coenalty to finishes a sirk ANGEL MARIS more any waranged were an armond to the finishes a sirk anged were anged were anged were an armond to the finishes a sirk anged were anged were an armond to the finishes a sirk anged were an armond to the finishes a sirk anged were an armond to the finishes a sirk anged were an armond to the finishes a sirk and the	ADNOUGHT MODELS ABILITY chit rolls for charge mov SINFANTRY odels. weapons in teapons that	w [0-7][8-11][moving and f e within 1" of models. Each	iring Heavy van JUMP PACK	weapons. nit; on a 4+	A][D6][1] that unit suff	ers D3 mo akes the s your oppo	rtal wour	PTS 0 10 44 ands. wo other
MOVE" [10][5][3] WEAPON Basic melee Hurricane bolter Twin assault cannon ABILITIES POWER OF THE MACHIISPIRIT FRAG ASSAULT LAUNCHTRANSPORT SMOKE LAUNCHERS	WS 6+ RNG" Melee 24 24 THERS R	MPERIUM, FEHICLE, DR ADER (A E [3+][4 TYPE Melee Rapid Fire 6 Heavy 12 this model hodels. It conce per gaubstract 1 Tthis model for model with the model of mortal with the model for model with the model of mortal with the mortal with the model of mortal with the model of mortal with the mortal with t	ADEPTUS A READNOUGE A) (HEAV BS S User (8) 4 6 does not s ach time th can transp cannot transp ame, inste from all h el is reduce	SHT, VENER /Y) (308 S 8 AP 0 -1 Suffer the points model foort 16 DA is model foort 16 points for the point	PTS) N T 8 DMG 1 1 1 1 ARK ANGEL MARIS monothing any waranged we unds, roll	ABILITY	w [0-7][8-11][moving and f e within 1" of models. Each	iring Heavy van JUMP PACK	weapons. nit; on a 4+	A][D6][1] that unit suff JATOR model to	ers D3 mo akes the s your oppo	rtal wour	PTS 0 10 44 ands. wo other