

TOTAL MATCHED POINTS		TOTAL CP	TOTAL UNITS		ARMY						
455		2	2		Dark Angels						
POINTS		CP	DETACHMENT"		UNITS						
455		-1	Aux support		Librarian (Terminator) (A); Land Raider Crusader (A);						
TRAITS											
STUBBORN TENACITY		Roll a dice each time your Warlord loses a wound. Add 1 to the result if your Warlord did not move during his last Movement phase. On a 6+ your Warlord does not lose the wound.									
RELICS											
SHROUD OF HEROES		Your opponent must subtract 1 from all hit rolls that target the bearer.									
INTERROMANCY PSYCHIC POWERS											
SPELL		CAST	RANGE	TARGET	EFFECT						
Smite		5			The closest enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.						
Mind Worm		6	12 in LoS	enemy unit	The unit suffers a mortal wound and may only be chosen to fight in the Fight phase after all other eligible units have fought, even if they charged or have an ability that would allow them to fight first. This effect lasts until the end of your turn.						
LIBRARIAN (TERMINATOR) (A) (HQ) (147 PTS) MODELS X 1											
MOVE"		WS	BS	S	T	W	A	LD	SV	INVS	
5		3+	3+	4	4	5	3	9	2+	5+	
WEAPON		RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Force sword		Melee	Melee	user (4)	-3	D3	-				8
Combi-melta		-	-	-	-	-	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.				19
- Boltgun		24	Rapid Fire 1	4	0	1	-				0
- Meltagun		12	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				0
ABILITIES											
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 <b>FALLEN</b>									
TELEPORT STRIKE		During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.									
CRUX TERMINATUS		This model has a 5+ invulnerable save.									
PSYCHIC HOOD		You can add 1 to Deny the Witch tests you take for this model against enemy <b>PSYKERS</b> within 12".									
PSYKER		This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Interromancy discipline.									
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING									
KEYWORDS		CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN									

# LAND RAIDER CRUSADER (A) (HEAVY) (308 PTS) MODELS X 1



MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
[ 10 ][ 5 ][ 3 ]	6+	[ 3+ ][ 4+ ][ 5+ ]	8	8	[ 0-7 ][ 8-11 ][ 12-16 ]	[ 6 ][ D6 ][ 1 ]	8	2+	-

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	user (8)	0	1	-	0
Hurricane bolter	24	Rapid Fire 6	4	0	1	-	10
Twin assault cannon	24	Heavy 12	6	-1	1	-	44

## ABILITIES

POWER OF THE MACHINE SPIRIT	This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
FRAG ASSAULT LAUNCHERS	Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.
TRANSPORT	This model can transport 16 <b>DARK ANGELS INFANTRY</b> models. Each <b>JUMP PACK</b> or <b>TERMINATOR</b> model takes the space of two other models. It cannot transport <b>PRIMARIS</b> models.
SMOKE LAUNCHERS	Once per game, instead of shooting any weapons in the Shooting phase; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
EXPLODES	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ each unit within 6" suffers D6 mortal wounds.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER