

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY		
701	4	4	Dark Angels		
POINTS	CP	DETACHMENT"	UNITS		
701	+1	Vanguard	Librarian (Terminator) (A); Deathwing Apothecary; Deathwing Terminator Squad (A); Deathwing Knights;		
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.	
Righteous Repugnance	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.	

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 FALLEN
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 PSYKERS 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

DEATHWING KNIGHTS (ELITES) (250 PTS) MODELS X 5 (5-10)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
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	Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.			0
Mace of Absolution	Melee	Melee	x2 (8)	-2	3	-			0
Storm shield	-	-	-	-	-	A model with a stormshield has a 3+ invulnerable save.			5
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 FALLEN								
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.								
WATCHER IN THE DARK	Once per game, if an enemy psychic power affects a Deathwing Terminator Squad accompanied by a Watcher in the Dark, roll a dice. 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 unit as possible, but is otherwise ignored for all other gaming purposes. Remove him if this unit is slain.								
STORM SHIELD	Models in this unit have a 3+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING								
KEYWORDS	INFANTRY, TERMINATOR, DEATHWING KNIGHTS								