TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNIT	S				AR	RMY						
1495	4	9					Dark	Angels						
POINTS	СР	DETACHMEN'						NITS						
791	+1	Vanguard	Interro	Interrogator Chaplain; Librarian (Terminator); Deathwing Apothecary; Deathwing Terminator Squad; Deathwing Knights; Venerable Dreadnought; Venerable Dreadnought; Company Veterans; Land Raider Crusader;										
TRAITS														
FURY OF THE I		him add 1 to				r performed a Hero ic in the Fight pha		this turn,	friendly DARK A	NGELS units within 6" o)f			
COURAGE OF T LEGION	HE FIRS	Friendly DA	RK ANGE	LS units	automa	atically pass Morale	tests whilst th	ney are with	in 12" of your W	arlord.				
BRILLIANT STI	RATEGIS					he battlefield, you or roll a D6 each time				age roll or saving throw. I ommand Point.	n			
HUNT SMAN		closest enem	y model. I	n additio	n, when	· *	piles in or perf		•	S even if they are not the they can move towards t				
MASTER OF MANOEUVRE		You can re-r Warlord.	oll the dice	used to	determi	ne how far friendly	DARK ANGI	ELS units A	dvance or charge	if they are within 6" of y	our 'our			
STUBBORN TE	NACITY		-				the result if y	our Warlor	d did not move du	ring his last Movement				
RELICS	phase. On a 6+ your Warlord does not lose the wound. RELICS													
HEAVENFALL E	BLADE	crafted pow	er sword an	d has the	follow									
		Melee	Melee +2	lelee +2 -3 D3 Each time the bearer fights, it can make 1 additional attack with this weapon.										
			a storm bol		Foe-sn	niter replaces this n			1					
FOE-SMITER		RANGE		TYPE			STR	AP	DMG	ABILITY				
		24		Rapid I			4	-1	2	-				
SHROUD OF HE	ROES					l hit rolls that targe								
MACE OF REDE	EMPTIO	N RANGE T		— <u> </u>	MG AI			•		THC ASTARTES units.				
LION'S ROAR						s Roar replaces this					=			
THE EYE OF TI	НЕ	Enemy units	within 3" e Fight pha	of the be	earer mu	ust substract 1 from	their Leadersh be chosen to f	nip characte	eristic. In addition	, enemy CHARACTERS nits have made their attac				
INTERROMA	NCY PSY	CHIC POWERS	S											
SPELL		CAST	RANGE	TAF	RGET	71			FECT	1 70.1	1.			
Smite		5								mortal wounds. If the remortal wounds instead.	sult			
Mind Worm		6	12 in Lo	Sener	ny unit	all other eligible	units have fou	ight, even i	•	fight in the Fight phase a have an ability that would our turn.				
Aversion		6	24 in Lo	Sener	ny unit	Until your next that unit.	Psychic phase	your oppo	nent must substrac	et 1 from all hit rolls mad	le for			
Righteous Repu	ignance	7	12	frien DAI ANC unit	-	You can re-roll a			nd rolls made for t	he unit's Melee weapons	until			
Trephination		7				closest visible er	emy unit with	in 18" of tl		test was more than 10. T a mortal wound for each p c.				
Engulfing Fear		6				If manifested, un and discard the l psyker.	ntil th start of owest result wh	your next I nen taking I	Psychic phase, you Morale tests for a	ur opponent must roll 2 d ny unit that is within 6" o	of the			
Mind Wipe		7	18 in Lo	s ener mod	-	your opponent s	scores higher, on my model reduc	or if the sco	res are drawn, not ership, Ballistic Sk	aracteristic to their result thing happens. If your sec ill and Weapon Skill				

		MAG		DC			33.7		1.0	CX I	,	TA IX IOX I	
MOVE"		WS 2+		BS 3+	S 4	T 4	5 W	A 3	LD 9	SV 3+		INVSV 4+	
	DNC			1			<u> </u>]			рт
WEAPON Craziva arganym	RNG" Melee	TYPE Melee	+1	-1	DMG 2	ABILITY						-	PT 0
Crozius arcanum	Melee	1	+1	-1	2	- 							
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	Melee	Melee	x2	-3	D3	When atta	cking with t	his weapon,	, you must :	substract 1 fro	om the hit roll		12
ABILITIES													
GRIM RESOLVE											ong as it did no single failed M		its
NNER CIRCLE		prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale test. This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit target a FALLEN											
SPIRITUAL LEADER	RS A	ll friendly I	OARK AN	NGELS un	its within	6" of this m	odel can use	his Leaders	hip instead	of their own.			
LITANIES OF HATE	Y	ou can re-ro	oll failed l	nit rolls in	the Fight	phase for fr	iendly DAR	K ANGELS	units withi	n 6" of this m	nodel.		
AURA OF DREAD	U	nits within	6" of an	enemy IN	ERRO G	ATO R-CHA	APLAINS m	ust substrac	t 1 from th	eir Leadership	characteristic	c.	
ROZARIUS	Т	his model h	as a 4+ ir	vulnerable	save.								
FACTION KEYWOR	DS IN	APERIUM,	ADEPT	US ASTAR	TES, DAI	RK ANGELS	S, DEATHW	ING					_
KEYWORDS	С	HARACTE	R, INFAN	NTRY, CH	APLAIN,	INTERROG	AT OR-CHA	PLAIN					_
LIBRARIAN (TERM	NATOR	R) (HQ)	(143 P	TS) M(ODELS >	ζ 1						
MOVE"		WS		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		н		л	,		PΊ
Force stave	Melee	Melee	+2	-1	D3	-							8
Combi-plasma	-	-	-	-	-		-			e or both of t s made for thi	he profiles bel	ow. If	1
- Boltgun	24	Rapid Fire 1	4	0	1	-							0
- Plasma gun (Standard)	24	Rapid Fire 1	7	-3	1	-							0
ABILITIES						ı							
GRIM RESOLVE								-	-		ong as it did no single failed M		its
INNER CIRCLE		his unit aut		y passes M	orale test	s. In addition	n, you can re	e-roll failed	hit rolls in	the Fight pha	se for attacks	by this unit	th
TELEPORT STRIKE	0	0 1	ement ph							~	pattlefield. At that is more than		
CRUX TERMINATUS	S T	his model h	as a 5+ ir	vulnerable	save.								
SYCHIC HOOD	Y	ou can add	l to Deny	the Witch	ı tests you	ı take for th	is model aga	inst enemy	PSYKERS	within 12".			
PSYKER										and attempt to	o deny one psy	ychic power	iı
	66	ich chemy	г зустте р	nasc. it ki	ows the b	mue power	and two psy	cinc powers	mom the n	iterromaney	discipinite.		

DEATHWING	APO	ГНЕСАР	Y (ELI	TES) (7	7 PTS)	MODE	LS X							
MOVE"		WS		BS	S	T	W	A	LD	SV	INVSV			
5		3+		3+	4	4	5	2	8	2+	5+			
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY		7				PTS		
Basic melee	Melee	Melee	User	0	1	-						0		
Storm bolter	24	Rapid Fire 2	4	0	1	-						2		
ABILITIES			·											
GRIM RESOLVE								-	-		s it did not move i failed Morale test			
NNER CIRCLE		Γhis unit aut arget a FAL		y passes M	orale tests	s. In additio	n, you can	re-roll failed	hit rolls in th	e Fight phase fo	r attacks by this ur	nit tha		
NART HECIUM	f i c f	riendly DAl mmediately during the ba ails to revive	regains Dattle, roll are a model the fallen	3 lost would be D6. On a in this may warrior. A	NTRY or Inds. If the 4+ a single anner he can a unit can	BIKER unit chosen unit e slain mod an do nothi only be the	within 3" of it contains a lel is returned ing else for a target of the	of the Apotho no wounded ned to the unit the remaindence Narthecium	ecary. If that nodels but on with 1 woun r of the turn n ability once	unit contains a ve or more of its a dremaining. If a (shoot, charge, fe in each turn.	ngle model. Select wounded model, it models have been s Deathwing Apoth ight) as he recov	slain ecary ers the		
TELEPORT STRIKE		•	uring deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any Your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any nemy models.											
CRUX TERMINATUS	S T	Γhis model l	nas a 5+ in	vulnerable	save.									
ACTION KEYWORI	DS I	MPERIUM	, ADEPT	U S ASTAR	TES, DAI	RK ANGEL	S, DEATHV	WING						
EYWORDS	(CHARACTE	ER, INFAN	TRY, TEI	RMINATO	OR, APOTI	HECARY							
DEATHWING	TERN	MINATO:	R SQU	AD (EL	ITES) (227 PTS	S) MOD	ELS 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	DMG	ABILITY						PT		
Power sword	Melee	_	User	-3	1	-						4		
Power fist	Melee	_	x2	-3	D3	When att	acking with	this weapon	, you must su	bstract 1 from th	e hit roll.	12		
Storm bolter	24	Rapid Fire 2	4	0	1	-						2		
Chain fist	Melee	Melee	x2	-4	2	When att	acking with	this weapon	, you must su	bstract 1 from th	e hit roll.	22		
Assault cannon	24	Heavy 6	6	-1	1	-						22		
Watcher in the Dark	-	-	-	-	-	On a 3+ r	egate psycl	nic power aff	ecting this un	it. Remove this	model.	5		
ABILITIES	*			,		•								
GRIM RESOLVE											s it did not move i failed Morale test			
NNER CIRCLE		This unit aut	-	y passes M	orale tests	s. In additio	n, you can	re-roll failed	hit rolls in th	e Fight phase for	r attacks by this ur	nit tha		
ELEPORT STRIKE	3										eld. At the end of a than 9" from any			
VAT CHER IN THE D	OARK 6	lice. On a 3- From play af	the power	er has no e Il has been	ffect on the made, wh	his unit (all ether succe	other targe ess or not. T	ts are affecte he Watcher	d normally). in the Dark n	Remove the War	er in the Dark, roll tcher in the Dark rose to this unit as	model		
	, ,	possible, but is otherwise ignored for all other gaming purposes. Remove him if this unit is slain. Models in this unit have a 5+ invulnerable save.												
CRUX TERMINATUS) I	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING												
CRUX TERMINATUS FACTION KEYWORI							S, DEATHV	WING						

MOVE"		WS	BS		S	T	W		A	LI	D	SV	INVSV	
5		3+	3+		4	4	2		2 (3)	8 (9)	2+	3+	
WEAPON	RNG	" TYPE	S	AP	DMG	ABILIT	Y			, l			,	PTS
Flail of the Unforgiven	Mele	e Melee	+2	-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 the target unit is destroyed.								0
Mace of Absolution	Mele	e Melee	x2	-2	3	-								0
Storm shield	-	-	-	-	-	A mode	l with a s	tormshie	eld has a 3	3+ invulne	able sa	ave.		5
Watcher in the Dark	-	-	-	-	-	On a 3+	negate p	sychic p	ower affe	ecting this	unit. R	Remove thi	s model.	5
ABILITIES						•								
GRIM RESOLVE									-	-			g as it did not move in gle failed Morale test.	
INNER CIRCLE		This unit aut target a FAL		y passes M	Iorale test	s. In addit	ion, you	can re-ro	oll failed	hit rolls in	the Fi	ght phase f	for attacks by this un	it that
TELEPORT STRIKE		0 1									_		field. At the end of an	-
WAT CHER IN THE I	DARK	dice. On a 3+	the power	er has no e	effect on to made, wh	his unit (a nether suc	ll other t	argets ar	e affecte Watcher i	d normally in the Dark). Rem	nove the W remain as	cher in the Dark, roll Vatcher in the Dark m close to this unit as	
STORM SHIELD		Models in th	is unit hav	ve a 3+ inv	ulnerable	save.								
FACTION KEYWORI	DS	IMPERIUM,	ADEPT	US ASTAF	RTES, DA	RK ANGE	ELS, DEA	THWIN	G					
KEYWORDS		INFANT RY,	TERMIN	ATOR, D	EATHWI	NG KNIG	HTS							
VENERABLE	DRE	ADNOUC	SHT (E	LITES)	(164 P	TS) MO	ODELS	S X 1						
MOVE"		WS		BS	S	Т	7	W	A	LD		SV	INVSV	
6		2+		2+	6	7		8	4	8		3+	-	
WEAPON	RNG	" TYPE	S	AP	DMG	ABILIT	Y	,						PTS
Dreadnought combat weapon	Mele	e Melee	x2	-3	3	-								40
Heavy flamer	8	Heavy D6	5	-1	1	This we	apon aut	omatical	ly hits its	s target.				17
Heavy plasma cannon (Standard)	36	Heavy D3	7	-3	1	-								17
Heavy plasma cannon (Supercharged)	36	Heavy D3	8	-3	2	II .	h hit roll			uffers 1 mo	ortal w	ound after	all of this weapon's	0
ABILITIES														
GRIM RESOLVE													g as it did not move in gle failed Morale test.	
UNYIELDING ANCIE	ENT	Roll a D6 eac	ch time th	is model l	oses a wou	ınd; on a (6 the dam	age is ig	nored and	d that wour	nd is no	ot lost.		
SMOKE LAUNCHER:	s	Once per gan substract 1 fr								our next S	Shootir	ng phase yo	our opponent must	
EXPLODES		If this model D3 mortal w		d to 0 wou	nds, roll a	D6 before	e removii	ng the m	odel fron	n the battle	field;	on a 6+ eac	ch unit within 3" suff	ers
FACTION KEYWORI	DS	IMPERIUM,	ADEPT	US ASTAF	RTES, DA	RK ANGE	ELS							

VENERABLE	DREA	ADNOUC	GHT (E	LITES)	(165 PT	(S) MOI	DELS X	1							
MOVE"		WS		BS	S	Т	W	A	LD	SV		INVSV			
6		2+		2+	6	7	8	4	8	3+		-			
WEAPON	RNG'	' TYPE	S	AP	DMG	ABILITY							PTS		
Basic melee	Mele	e Melee	User	0	1	_							0		
Twin lascannon	48	Heavy 2	9	-3	D6	_							50		
Missile launcher - Frag missile	48	Heavy D6	4	0	1	-									
Missile launcher - Krak missile	48	Heavy 1	y 8 -2 D6 -								0				
ABILITIES															
GRIM RESOLVE												did not move in led Morale test			
UNYIELDING ANCIE	ENT	Roll a D6 eac	ch time th	is model lo	oses a wou	nd; on a 6 th	ne damage is	ignored and	that woun	d is not lost.					
SMOKE LAUNCHERS	DING ANCIENT Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost. LAUNCHERS Once per game, instead of shooting any weapons in the Shooting phase; until your next Shooting phase your opponent must substract 1 from all hit rolls for ranged weapons that target this vehicle.														
EXPLODES			this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ each unit within 3" suffer model wounds.												
FACTION KEYWORI	DS :	IMPERIUM,	ADEPT	JS ASTAR	TES, DAF	K ANGELS	1								
KEYWORDS		VEHICLE, D	READNO	OUGHT, V	ENERABI	E DREAD	NOUGHT								
COMPANY V	ETER	ANS (EL	ITES)	(59 PTS	S) MOD	ELS X	(2-5	5)							
MOVE"		WS	BS		S	T W	7	A	LI) SV		INVSV			
6		3+	3+		4	4 1		2 (3)	8 (9	9) 3+		-			
WEAPON	RNG'	TYPE	S	AP	DMG	ABILITY							PTS		
Chainsword	Melee	Melee	4	0	1	Each time	the bearer f	ights, it can	make 1 ad	ditional attac	k with th	is weapon.	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		
Basic melee	Melee	Melee	User	0	1	-							0		
Power sword	Melee	Melee	User	-3	1	-							4		
Plasma pistol (Standard)	12	Pistol 1	7	-3	1	-							7		
Plasma pistol (Supercharged)	12	Pistol 1	8	-3	2	On a hit ro	oll of 1, the	bearer is slai	n.				0		
ABILITIES															
GRIM RESOLVE							,	_	_	,	_	did not move in led Morale test			
AND THEY SHALL KNOW NO FEAR		You can re-ro	oll failed N	Morale test	s for this	unit.									
COMMAND SQUAD BODYGUARD										are within 3' suffers a mort		nit; on a 2+ a i	model		
FACTION KEYWORI	DS	IMPERIUM,	ADEPT	JS ASTAR	TES, DAF	K ANGELS									

KEYWORDS

INFANTRY, COMPANY VETERANS

LAND RAIDER CRUSADER (HEAVY) (308 PTS) MODELS X												
MOVE"	WS	В	C	S	Т		W	A	LD	SV	INVSV	
[10][5][3]	6+	[3+][4-	~	8	8		[0-7][8-11][12-16]	[6][D6][1]	8	2+	-	
WEAPON	RNO	G" TYPE	S	AP	DMG	AE	BILITY				PTS	
Basic melee	Mel	ee Melee	User	0	1	-					0	
Hurricane bolter	24	Rapid Fire 6	4	0	1	-						
Twin assault cannon	24	Heavy 12	6	-1	1	-					44	
ABILITIES		-										
POWER OF THE MACHINE SPIRIT		This model d	loes not su	ffer the pe	enalty to l	nit r	rolls for moving and firing Heavy we	apons.				
FRAG ASSAULT LAUNCHERS		Roll a D6 eac	ch time thi	is model fi	nishes a c	harg	ge move within 1" of an enemy unit	; on a 4+ that unit suffe	rs D3 mor	tal wou	nds.	
TRANSPORT		This model o	an transpo	ort 10 DA	RK ANGE	LS	INFANTRY models. It cannot trans	port JUMP PACK, TE	RMINATO	OR or PI	RIMARIS	
SMOKE LAUNCHER	s	1			0 ,		ons in the Shooting phase; until your as that target this vehicle.	next Shooting phase yo	our oppon	ent mus	t	
EXPLODES		If this model D6 mortal w		to 0 wour	nds, roll a	D6	before removing the model from th	e battlefield; on a 6+ ea	ch unit wit	thin 6" s	suffers	
FACTION KEYWORI	DS	IMPERIUM,	, ADEPTU	JS ASTAR	TES, DAF	RK A	ANGELS					
KEYWORDS		VEHICLE, T	RANSPO	RT, LAND	RAIDER	, L	AND RAIDER CRUSADER					