

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY						
1494	4	9	Dark Angels						
POINTS	CP	DETACHMENT"	UNITS						
1494	+1	Vanguard	Interrogator Chaplain; Librarian (Terminator); Company Veterans; Deathwing Apothecary; Deathwing Terminator Squad; Deathwing Knights; Venerable Dreadnought; Venerable Dreadnought; Land Raider Crusader;						
TRAITS									
FURY OF THE LION		If your Warlord charged, was charged or performed a Heroic Intervention this turn, friendly DARK ANGELS units within 6" of him add 1 to their Strength characteristic in the Fight phase.							
COURAGE OF THE FIRST LEGION		Friendly DARK ANGELS units automatically pass Morale tests whilst they are within 12" of your Warlord.							
BRILLIANT STRATEGIST		Once per battle, if your Warlord is on the battlefield, you can re-roll a single hit roll, wound roll, damage roll or saving throw. In addition, if your army is Battle-forged, roll a D6 each time you use a Stratagem; on a 5+ you gain 1 Command Point.							
HUNTSMAN		Your Warlord can fire their Pistol, Assault, Rapid Fire and Grenade weapons at enemy CHARACTERS even if they are not the closest enemy model. In addition, whenever your Warlord piles in or performs a Heroic Intervention, they can move towards the closest enemy CHARACTER instead of the closest enemy model.							
MASTER OF MANOEUVRE		You can re-roll the dice used to determine how far friendly DARK ANGELS units Advance or charge if they are within 6" of your Warlord.							
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									
HEAVENFALL BLADE		Model with a power sword or master-crafted power sword only. A Heavenfall Blade replaces this model's power sword or master-crafted power sword and has the following profile:							
		RANGE	TYPE	STR	AP	DMG	ABILITY		
		Melee	Melee	+2	-3	D3	Each time the bearer fights, it can make 1 additional attack with this weapon.		
FOE-SMITER		Model with a storm bolter only. Foe-smiter replaces this model's storm bolter and has the following profile:							
		RANGE		TYPE		STR	AP	DMG	ABILITY
		24		Rapid Fire 2		4	-1	2	-
SHROUD OF HEROES		Your opponent must subtract 1 from all hit rolls that target the bearer.							
MACE OF REDEMPTION		Model with a power maul only. Mace of Redemption replaces this model's power maul and has the following profile:							
		RANGE	TYPE	STR	AP	DMG	ABILITY		
		Melee	Melee	+3	-3	D3	Re-roll all failed wound rolls made for this weapon against HERETIC ASTARTES units.		
LION'S ROAR		Model with a combi-plasma only. Lion's Roar replaces this model's combi-plasma and has the following profile:							
THE EYE OF THE UNSEEN		Enemy units within 3" of the bearer must subtract 1 from their Leadership characteristic. In addition, enemy CHARACTERS that start the Fight phase within 3" of the bearer can only be chosen to fight after all other eligible units have made their attacks, even if they charged or have an ability that would allow them to fight first.							
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.				
Aversion		6	24 in LoS	enemy unit	Until your next Psychic phase your opponent must subtract 1 from all hit rolls made for that unit.				
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.				
Trephination		7			If manifested, roll 2D6, adding 2 to the total if the psychic test was more than 10. The closest visible enemy unit within 18" of the psyker suffers a mortal wound for each point that the total exceeds their highest Leadership characteristic.				
Engulfing Fear		6			If manifested, until th start of your next Psychic phase, your opponent must roll 2 dice and discard the lowest result when taking Morale tests for any unit that is within 6" of the psyker.				
Mind Wipe		7	18 in LoS	enemy model	Each player rolls a D6 and adds their model's Leadership characteristic to their result. If your opponent scores higher, or if the scores are drawn, nothing happens. If your score is higher, the enemy model reduces its Leadership, Ballistic Skill and Weapon Skill characteristics by 1 for the rest of the battle.				

INTERROGATOR CHAPLAIN (HQ) (97 PTS) MODELS X



MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
6	2+	3+	4	4	5	3	9	3+	4+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Crozius arcanum	Melee	Melee	+1	-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	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	12

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 .
SPIRITUAL LEADERS	All friendly DARK ANGELS units within 6" of this model can use his Leadership instead of their own.
LITANIES OF HATE	You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units within 6" of this model.
AURA OF DREAD	Units within 6" of an enemy INTERROGATOR-CHAPLAINS must subtract 1 from their Leadership characteristic.
ROZARIUS	This model has a 4+ invulnerable save.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN, INTERROGATOR-CHAPLAIN

LIBRARIAN (TERMINATOR) (HQ) (147 PTS) MODELS X



MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
5	3+	3+	4	4	5	3	9	2+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Force sword	Melee	Melee	User	-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 model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model 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

COMPANY VETERANS (ELITES) (59 PTS) MODELS X (2-5)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
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.	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 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 roll of 1, the bearer is slain.	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.
AND THEY SHALL KNOW NO FEAR	You can re-roll failed Morale tests for this unit.
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 KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS	INFANTRY, COMPANY VETERANS

DEATHWING APOTHECARY (ELITES) (77 PTS) MODELS X



MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
5	3+	3+	4	4	5	2	8	2+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	User	0	1	-	0
Storm bolter	24	Rapid Fire 2	4	0	1	-	2

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 .
NARTHECIUM	At the end of any of your Movement phases, the Deathwing Apothecary can attempt to heal or revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Deathwing Apothecary fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight...) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.
TELEPORT STRIKE	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model 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.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, APOTHECARY

DEATHWING TERMINATOR SQUAD (ELITES) (222 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+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Power sword	Melee	Melee	User	-3	1	-	4
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	12
Storm bolter	24	Rapid Fire 2	4	0	1	-	2
Chain fist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.	22
Assault cannon	24	Heavy 6	6	-1	1	-	22

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.
CRUX TERMINATUS	Models in this unit have a 5+ invulnerable save.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING
KEYWORDS	INFANTRY, TERMINATOR, DEATHWING TERMINATOR SQUAD

DEATHWING KNIGHTS (ELITES) (255 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	-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	-2	3	-	0
Storm shield	-	-	-	-	-	A model with a stormshield has a 3+ invulnerable save.	5
Watcher in the Dark	-	-	-	-	-	On a 3+ negate psychic power affecting this unit. Remove this model.	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

VENERABLE DREADNOUGHT (ELITES) (164 PTS) MODELS X1



MOVE"		WS	BS	S	T	W	A	LD	SV	INVSV
6		2+	2+	6	7	8	4	8	3+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-				40
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.				17
Heavy plasma cannon (Standard)	36	Heavy D3	7	-3	1	-				17
Heavy plasma cannon (Supercharged)	36	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.				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.
UNYIELDING ANCIENT	Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.
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 3" suffers D3 mortal wounds.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS	VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT

VENERABLE DREADNOUGHT (ELITES) (165 PTS) MODELS X1



MOVE"		WS	BS	S	T	W	A	LD	SV	INVSV
6		2+	2+	6	7	8	4	8	3+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Basic melee	Melee	Melee	User	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	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.
UNYIELDING ANCIENT	Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.
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 3" suffers D3 mortal wounds.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS	VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT

LAND RAIDER CRUSADER (HEAVY) (308 PTS) MODELS X



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	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 10 DARK ANGELS INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARIS 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