		i														
TOTAL MATCHED POINTS	TOTAL CP	тот.	AL UNITS		ARMY											
1496	4		9							Dark Ange	ls					
POINTS	СР	DETA	CHMENT'		UNITS											
1496	anguard	Interrogator Chaplain (1); Librarian (Terminator) (1); Company Veterans (1); Deathwing Terminator Squad (1); Deathwing Knights; Deathwing Apothecary; Venerable Dreadnought (1); Venerable Dreadnought (2); Land Raider Crusader (1);														
TRAITS																
STUBBORN T	ENACIT	Y			-			wound. Add the wound.		sult if your V	Warlord dic	l not move durin	g his last Movemen	ıt		
RELICS																
SHROUD OF I	IEROES	Y	our oppon	ent mus	st sub	tract 1 f	rom all hi	t rolls that t	arget the be	earer.						
INTERROM	ANCY P	SYCHI	C POWERS	S												
SPELL			CAST	RAN	GE	TAR	RGET				EFFE					
Smite 5			5										mortal wounds. If the rs D6 mortal wound			
Aversion 6			6	24 in	LoS	enem	y unit	Until your next Psychic phase your opponent must substract 1 from all hit rolls m for that unit.								
Righteous Repugnance			7	12	friendly DARK ANGELS uni			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.								
INTERRO	OGATO	OR C	HAPLA	IN (1) (H	Q) (9'	7 PTS)	MODEL	S X 1			(
MO	VE"		WS			BS	S	T	W	A	LD	SV	INVSV			
ϵ	5		2+			3+	4	4	5	3	9	3+	4+			
WEAPON		RNG"	TYPE	S	S AP DMG ABILITY							PTS				
Crozius arcanu	m	Melee	Melee	+1 (5	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	T	0	1	-						0		
Power fist		Melee	Melee	x2 (8	3)	-3	D3	When atta	cking with t	this weapon	, you must	substract 1 from	the hit roll.	12		
ABILITIES	,							"								
GRIM RESOLV	Æ												ng as it did not move ngle failed Morale te			
INNER CIRCL	Е		This unit authat target a			oasses M	orale test	s. In additio	n, you can r	e-roll failed	hit rolls in	the Fight phase	e for attacks by this	unit		
SPIRITUAL L	EADERS	A	All friendly	DARK	ANG	ELS un	its within	6" of this m	nodel can use	e his Leader	ship instea	d of their own.				
LITANIES OF	HATE	Y	ou can re-r	oll faile	ed hit	rolls in	the Fight	phase for fr	iendly DAR	K ANGELS	units with	nin 6" of this mo	odel.			
AURA OF DRI	EAD	τ	Jnits within	6" of a	an en	emy INT	ERRO G	ATO R-CH	APLAINS n	nust substrac	ct 1 from t	heir Leadership	characteristic.			
ROZARIUS		Т	his model	nas a 4-	+ inv	ılnerable	save.									
FACTION KEY	YWORDS	S II	MPERIUM	, ADEI	PTUS	ASTAR	TES, DAI	RK ANGEL	S, DEATHW	VING						

CHARACTER, INFANTRY, CHAPLAIN, INTERROGATOR-CHAPLAIN

KEYWORDS

LIBRARIAN (TERM	IINATO	R) (1) (HQ) (14	47 PTS)	MODE	LS X	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	1						н	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 you choose both, substract 1 from all hit rolls made for this weapon.						•	19
- Boltgun	24	Rapid Fire 1	4	0	1	-	-							0
- Meltagun	12	Assault 1	ult 8 -4 D6 If the target is within half range of this weapon, roll two damage with it and discard the lowest result.		ll two dice v	when inflicting	0							
ABILITIES														
GRIM RESOLVE									-	-			g as it did not move gle failed Morale te	
INNER CIRCLE		This unit au that target			Morale test	s. In additio	on, you ca	an re-	roll failed	hit rolls i	n the F	ight phase	for attacks by this	unit
TELEPORT STRIKE	-	0 1	vement p								_		efield. At the end of more than 9" from	-
CRUX TERMINATU	S	This model	has a 5+ i	nvulnerabl	le save.									
PSYCHIC HOOD		You can add	l 1 to Den	y the Wite	ch tests yo	u take for t	his mode	l agair	nst enemy	PSYKER	S with	in 12".		
PSYKER				-		osychic pow Smite power				•		•	deny one psychic po scipline.	ower in
FACTION KEYWOR	DS	IMPERIUM	I, ADEPT	US ASTA	RTES, DA	RK ANGEL	S, DEAT	HWI	NG					
KEYWORDS		CHARACT	ER, INFA	NTRY, TE	ERMINAT	OR, PSYKE	R, LIBR	ARIA	N					
COMPANY V	ETER	ANS (1)	(ELIT	ES) (59	PTS) M	MODELS	S X 3	(.	3-5)					
MOVE"		WS	BS	S	S	T	W		A	L	D	SV	INVSV	
6		3+	3+	-	4	4	1		2 (3)	8 (9)	3+	-	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY								PTS
Chainsword	Melee	Melee	4	4 0		Each time	the bear	rer fig	hts, it can	make 1 a	ddition	al attack w	vith this weapon.	0
Power sword	Melee	Melee	user (4)	-3	1	-								4
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
Plasma pistol (Standard)	12	Pistol 1	7	-3	1	-								7
Plasma pistol (Supercharge)	12	Pistol 1	8	-3	2	On a hit r	oll of 1,	the be	earer is sla	in.				0
ABILITIES														
GRIM RESOLVE													g as it did not move gle failed Morale te	
AND THEY SHALL KNOW NO FEAR		You can re-												
COMMAND SQUAD BODYGUARD													f this unit; on a 2+ mortal wound.	a
FACTION KEYWOR	DS	IMPERIUM	I, ADEPT	US ASTA	RTES, DA	RK ANGEL	.S							
KEYWORDS		INFANT RY	, COMPA	NY VETE	RANS									

DEATHWING	l	W. ~		, .	0	m	***			~~.		
MOVE"		WS 3+	3+		S 4	T 4	W 2	A 2 (3)	8 (9)	SV 2+	INVSV 5+	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILI		2 (3)	0 (9)	Z+	J ⁺	PTS
Power sword	Melee	Melee	user (4)	-3	1	- ABILI	.11					4
Power fist	Melee	Melee	x2 (8)	-3	D3	When	attacking	with this weapon, you	ı must substi	ract 1 from the	hit roll.	12
Chain fist	Melee Melee x2 (8) -4 2 When attacking with this weapon, you must substract 1 from the hit roll.							22				
Storm bolter	24	Rapid Fire 2	4	0	1	-	-					
Assault cannon	24	Heavy 6	6	-1	1	-						
Watcher in the Dark	-	-	-	-	-	On a	3+ negate p	sychic power affecting	g this unit.	Remove this m	odel.	5
ABILITIES	I.							-				
GRIM RESOLVE	p	rior Move	ment phas	se. In addit	tion, this	unit car	never lose	oots (including when f more than one mode a can re-roll failed hit	l as the resu	ılt of any single	failed Morale tes	it.
INNER CIRCLE		hat target			viorale te	sts. III a	ddition, yo	i can re-ron raned int	tons in the	right phase to	i attacks by this u	ши
TELEPORT STRIKE	o		vement pl					um chamber instead o				
WAT CHER IN THE I	OARK d	ice. On a 3 nodel from	+ the pow play after	ver has no	effect on has been	this un made, w	it (all other hether succ	ving Terminator Squa targets are affected n ess or not. The Watc poses. Remove him is	ormally). R	emove the War Park must remain	tcher in the Dark	
CRUX TERMINATUS		Models in t					<u> </u>	1				
FACTION KEYWOR	DS II	MPERIUN	1. ADEPT	US ASTA	RTES. D	ARK Al	NGELS. DE	ATHWING				
KEYWORDS							ERMINATO					
DEATHWING	KNIG	HTS (E	ELITES)	(250 P	PTS) M	ODE	LS X 5	(5-10)				
MOVE"		WS	BS	S	S	T	W	A	LD	SV	INVSV	
5		3+	3+	.	4	4	2	2 (3)	8 (9)	2+	3+	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILI	TY			н		PTS
Flail of the Unforgiven	Melee	Melee	+2 (6)	-3	2	anoth		om this weapon is no the target unit until destroyed.				0
Mace of Absolution	Melee	Melee	x2 (8)	-2	3	-						0
Storm shield	-	-	-	-	-	A mo	del with a s	tormshield has a 3+ ir	vulnerable	save.		5
ABILITIES												
CDU (DECCE							never it sho	oots (including when f	iring Overu	vatch) so long a		
GRIM RESOLVE	p	rior Move	ment phas	se. In addii	tion, this	unn car	never lose	more than one mode	-		failed Morale tes	it.
GRIM RESOLVE	Т		ıtomatical	ly passes l					l as the resu	ılt of any single		
INNER CIRCLE	T tl	This unit au hat target	a FALLEN oyment, y	ly passes I	Morale te	ests. In a	ddition, yo	more than one mode	l as the resurolls in the	Fight phase for	r attacks by this u	nit
	T tl Co e CO DARK	This unit at hat target During deplif your Monemy mooning per gaice. On a 3 model from	oyment, y vement plels. area if an area if area if an area if area if an area if an area if area if area if an area if area	rou can set nases this enemy psy er has no	Morale te t up this unit can to yehic powerffect on has been	ests. In a unit in a teleport wer affect this un made, w	teleportari into battle ets a Death it (all other hether succ	more than one mode a can re-roll failed hit um chamber instead o	l as the resurolls in the f placing it in the battle d accompan ormally). Rher in the E	Fight phase for on the battlefice field that is movined by a Watch demove the Watch ark must remain	r attacks by this u eld. At the end of ore than 9" from a er in the Dark, ro tcher in the Dark	any any any
INNER CIRCLE FELEPORT STRIKE WATCHER IN THE I	T tl	This unit at hat target During deplif your Monemy mooning per gaice. On a 3 model from	over the power of	ou can set nases this enemy psy wer has no r this roll	t up this unit can to yehic poweffect on has been pred for a	ests. In a unit in a teleport wer affect this un made, well other	teleportari into battle ets a Death it (all other hether succ	more than one mode a can re-roll failed hit um chamber instead o - set it up anywhere coving Terminator Squatargets are affected ness or not. The Watc	l as the resurolls in the f placing it in the battle d accompan ormally). Rher in the E	Fight phase for on the battlefic field that is moving the desired by a Watch demove the Watch ark must remain	r attacks by this u eld. At the end of ore than 9" from a er in the Dark, ro tcher in the Dark	any any any
INNER CIRCLE	T ttl C c c c d d n n a	This unit at hat target During depl f your Monemy model. Once per gaice. On a 3 model from a possible, Models in t	a FALLEN coyment, y vement pl dels. ame, if an b+ the pow play after but is other his unit ha	ou can set hases this enemy psy er has no r this roll erwise igno	t up this unit can the work of	ests. In a unit in a teleport wer affec a this un made, w all other le save.	teleportari into battle ets a Deathv it (all other hether succ gaming pur	more than one mode a can re-roll failed hit um chamber instead o - set it up anywhere coving Terminator Squatargets are affected ness or not. The Watc	l as the resurolls in the f placing it in the battle d accompan ormally). Rher in the E	Fight phase for on the battlefic field that is moving the desired by a Watch demove the Watch ark must remain	r attacks by this u eld. At the end of ore than 9" from a er in the Dark, ro tcher in the Dark	any any any

DEATHWING											1		
MOVE"		WS		BS	S	T	W	A	LD	SV	INVSV		
-	1	3+		3+	4	4 5 2 8 2+						5+	
WEAPON RNO			S	AP	i i	ABILITY						PTS	
Basic melee	Melee	_	user (4)	0	1	-						0	
Storm bolter 24		Rapid Fire 2	4	0	1	-						2	
ABILITIES													
GRIM RESOLVE							,	•	_	,	ong as it did not move single failed Morale tes		
INNER CIRCLE		Γhis unit a hat target			Morale tes	ts. In additio	on, you can re	e-roll failed	hit rolls in	the Fight pha	se for attacks by this u	ınit	
NARTHECIUM	1 1	friendly D A mmediatel during the land fails to revenue to revenu	ARK ANG y regains I pattle, roll ive a mode ed of the f	ELS INFA D3 lost wo a D6. On el in this m fallen warr	NTRY or unds. If the a 4+ a singular here it ior. A unit	BIKER unit e chosen unit gle slain mod can do nothi can only be nit in a telep	within 3" of it contains no del is returned ng else for the the target of ortarium cha	the Apoth to wounded a d to the unit me remainded f the Narth	ecary. If the models but the with 1 wo ber of the tuecium abilitied of placing	nat unit contain one or more of und remaining rn (shoot, chart ty once in each	tlefield. At the end of	slain hecary vers	
TELEPORT STRIKE		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 TERMINATU	S /	This model has a 5+ invulnerable save. IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING											
FACTION KEYWOR	DS 1	MPERIUN	A. ADEPT	'US ASTA	RTES DA	DV ANCEL	C DEATIN	*** * *					
KEYWORDS		CHARACT	ER, INFA	NTRY, TE	ERMINAT	OR, APOTI	HECARY						
		CHARACT	ER, INFA	NTRY, TE	ERMINAT	OR, APOTI	HECARY		LD 8	SV 3+	INVSV		
VENERABLE MOVE" 6	DREA	ADNOU WS 2+	ER, INFA	NTRY, TE) (ELIT BS 2+	TES) (16	OR, APOTH 54 PTS) N T 7	MODELS W	X 1	LD	SV			
KEYWORDS VENERABLE MOVE"		WS 2+	GHT (1	NTRY, TE) (ELIT BS	ERMINAT (16) S 6	OR, APOTE	MODELS W	X 1	LD	SV		PT 40	
VENERABLE MOVE" 6 WEAPON Dreadnought combat weapon	DREA	WS 2+	GHT (1	NTRY, TE) (ELII BS 2+ AP	ERMINAT (16) S 6 DMG	OR, APOTH 4 PTS) N 7 ABILITY	MODELS W	X 1 A 4	LD 8	SV		PT	
VENERABLE MOVE" 6 WEAPON Dreadnought combat weapon Heavy flamer Heavy plasma	DREA RNG" Melee	WS 2+ TYPE Melee Heavy	GHT (1 S x2 (12)	NTRY, TE) (ELIT BS 2+ AP -3	ERMINAT ES) (16 S 6 DMG 3	OR, APOTH 4 PTS) N 7 ABILITY	MODELS W 8	X 1 A 4	LD 8	SV		PT 40	
VENERABLE MOVE" 6 WEAPON Dreadnought combat	DREA RNG" Melee	WS 2+ TYPE Melee Heavy D6 Heavy	S x2 (12)	NTRY, TE) (ELIT BS 2+ AP -3	ERMINAT S 6 DMG 3	OR, APOTH 4 PTS) N T 7 ABILITY This weapon	MODELS W 8	X 1 A 4 ally hits its	LD 8	SV 3+		PT 40	
VENERABLE MOVE" 6 WEAPON Dreadnought combat weapon Heavy flamer Heavy plasma cannon (Standard) Heavy plasma cannon	DREA RNG" Melee 8 36	WS 2+ TYPE Melee Heavy D6 Heavy D3 Heavy	S x2 (12) 5	NTRY, TE) (ELIT BS 2+ AP -3 -1 -3	ERMINAT S 6 DMG 3 1	OR, APOTH 4 PTS) N T 7 ABILITY This weapon	MODELS W 8	X 1 A 4 ally hits its	LD 8	SV 3+	INVSV	PT 40 17 17	
VENERABLE MOVE" 6 WEAPON Dreadnought combat weapon Heavy flamer Heavy plasma cannon (Standard) Heavy plasma (Supercharge) ABILITIES	RNG" Melee	WS 2+ TYPE Melee Heavy D6 Heavy D3 Heavy D3	GHT (1 S x2 (12) 5 7 8	NTRY, TE) (ELIT BS 2+ AP -3 -1 -3 rolls of 1	ERMINAT ES) (16 S 6 DMG 3 1 1	OR, APOTH 4 PTS) N 7 ABILITY This weapon For each his shots have	MODELS W 8 on automatic it roll of 1, til been resolve	A A 4 ally hits its he bearer sud.	target.	SV 3+	INVSV	PT 40 117 117 0	
VENERABLE MOVE" 6 WEAPON Dreadnought combat weapon Heavy flamer Heavy plasma cannon (Standard) Heavy plasma cannon (Supercharge) ABILITIES GRIM RESOLVE	DREA RNG" Melee 8 36	WS 2+ TYPE Melee Heavy D6 Heavy D3 Heavy D3	GHT (1 S x2 (12) 5 7 8	NTRY, TE) (ELIT BS 2+ AP -3 -1 -3 rolls of 1 se. In addit	ERMINAT ES) (16 S 6 DMG 3 1 1 2 for this untion, this union, this uni	OR, APOTH 4 PTS) N T 7 ABILITY This weapon For each his shots have	W 8 on automatic it roll of 1, ti been resolve rit shoots (ir	X 1 A 4 ally hits its the bearer sud.	target.	sv 3+	er all of this weapon's	177 17 0	
VENERABLE MOVE" 6 WEAPON Dreadnought combat weapon Heavy flamer Heavy plasma cannon (Standard) Heavy plasma cannon (Supercharge) ABILITIES GRIM RESOLVE UNYIELDING ANCIE	DREA RNG" Melee 8 36 36 ENT	WS 2+ TYPE Melee Heavy D6 Heavy D3 You can re- prior Move Roll a D6 e	GHT (1 S x2 (12) 5 7 8 roll all hit ement phase each time t	NTRY, TE (ELII BS 2+ AP -3 -1 -3 rolls of 1 se. In addit his model ad of shoo	ERMINAT ES) (16 S 6 DMG 3 1 1 2 for this untion, this unition, this unition is unitionally unition.	OR, APOTH 4 PTS) N 7 ABILITY This weapon For each his shots have weapons in the reverance of the reaches of the reverance of the reaches of the reache	W 8 on automatic it roll of 1, ti been resolve r it shoots (ir er lose more the damage is	A 4 A 4 ally hits its the bearer sud. The be	target. ffers 1 mo en firing O odel as the d that wou	rtal wound after verwatch) so le result of any and is not lost.	er all of this weapon's	177 17 0	
WEAPON Dreadnought combat weapon Heavy flamer Heavy plasma cannon (Standard) Heavy plasma Cannon (Supercharge) ABILITIES GRIM RESOLVE UNYIELDING ANCIES SMOKE LAUNCHER	DREA RNG" Melee 8 36 36 ENT S	WS 2+ TYPE Melee Heavy D6 Heavy D3 You can re- prior Move Roll a D6 e Once per g substract 1	S x2 (12) 5 7 8 eroll all hit ement phase ach time t ame, instead from all hel is reduced.	NTRY, TE (ELIT BS 2+ AP -3 -1 -3 rolls of 1 se. In addit his model ad of shoo it rolls for	ERMINAT S 6 DMG 3 1 1 2 for this unition, this unition is unitionally unition.	This weapon For each his shots have The apons in the apons that the state of the	W 8 on automatic it roll of 1, til been resolve r it shoots (ir er lose more the damage is the shooting planget this ve	A 4 A 4 ally hits its he bearer sud. he cluding whether one means ignored an ohase; until hicle.	target. ffers 1 mo en firing O odel as the d that wou your next	rtal wound after verwatch) so le result of any sond is not lost.	er all of this weapon's	PT 40 17 17 0 0 in it ist.	
VENERABLE MOVE" 6 WEAPON Dreadnought combat weapon Heavy flamer Heavy plasma cannon (Standard) Heavy plasma cannon (Standard)	DREA RNG Melee 8 36 36 ENT S	WS 2+ TYPE Melee Heavy D6 Heavy D3 Heavy D3 You can re- prior Move Roll a D6 ee Once per gr substract 1 If this mod D3 mortal	GHT (1 S x2 (12) 5 7 8 roll all hit ement phase ach time t ame, instead from all hel is reduced wounds.	PAP -3 -1 -3 rolls of 1 se. In addit his model ad of shoo it rolls for ed to 0 worked	ERMINAT ES) (16 S 6 DMG 3 1 1 2 for this untion, this unition, this unition the unition of the unition o	This weapon For each his shots have The apons in the apons that the state of the	W 8 It roll of 1, the been resolved the damage is a specific arget this verenoving the removing the second secon	A 4 A 4 ally hits its he bearer sud. he cluding whether one means ignored an ohase; until hicle.	target. ffers 1 mo en firing O odel as the d that wou your next	rtal wound after verwatch) so le result of any sond is not lost.	er all of this weapon's	PT 40 17 17 0 0 in it ist.	

MOVE"		WS		BS	S	Т	W	l A	LD	SV		INVSV	
6		2+		2+	6	7	8	4	8	3+		-	
WEAPON	RNG'	TYPE	S	AP	DMG	ABILIT	Y						PT
Basic melee	Melec	Melee	user (6)	0	1	-							0
Twin lascannon 48		Heavy 2	9	-3	D6	-							50
Missile launcher - Frag missile 48		Heavy D6	y 4 0		1	-							25
Missile launcher - Krak missile	Heavy 1	8	-2	D6	-							0	
ABILITIES	,	I.		ı									
GRIM RESOLVE							,	_	_	Overwatch) so lo	_		
UNYIELDING ANCII	ENT	Roll a D6 e	ach time t	his model	loses a wo	und; on a	a 6 the damage	is ignored a	nd that wo	und is not lost.			
SMOKE LAUNCHER							n the Shooting at target this v		your next	Shooting phase	your oppo	nent mu	st
EXPLODES		If this mod D3 mortal		ed to 0 wo	unds, roll a	a D6 befo	ore removing th	ne model fro	m the batt	lefield; on a 6+	each unit v	vithin 3"	suffers
FACTION KEYWOR	DS	IMPERIUN	Л, ADEPT	US ASTA	RTES, DA	RK ANG	GELS						
KEYWORDS		VEHICLE,	DREADN	OUGHT,	VENERAI	BLE DRE	ADNOUGHT						
MOVE"	WS	1	BS	S	Т		W			A	LD	SV	INVSV
[10][5][3]	6+	[3+][4	1+][5+]	8	8		[0-7][8-11][12-16]] [6][D6][1]	8	2+	-
WEAPON	RNG'		S	AP	i i	ABILIT	Y						PT
Basic melee	Melec		user (8)	0	1	-							0
Hurricane bolter	24	Rapid Fire 6	4	0	1	-							10
Hurricane bolter	24	Rapid Fire 6	4	0	1	-							10
Twin assault cannon	24	Heavy 12	6	-1	1	-							44
Storm bolter	24	Rapid Fire 2	4	0	1	-							2
ABILITIES													
POWER OF THE MACHINE SPIRIT		This model	does not	suffer the	penalty to	hit rolls	for moving an	d firing Hea	vy weapor	ıs.			
FRAG ASSAULT LAUNCHERS		Roll a D6 e	ach time t	his model	finishes a	charge m	nove within 1"	of an enemy	unit; on a	a 4+ that unit suf	ffers D3 m	ortal wou	ınds.
TRANSPORT							FANTRY mode RIS models.	ls. Each JU	MP PACI	K or TERMINAT	OR model	takes the	e space
SMOKE LAUNCHER							n the Shooting at target this v		your next	Shooting phase	your oppo	onent mu	st
EXPLODES		If this mod D6 mortal		ed to 0 wo	unds, roll a	D6 befo	ore removing th	ne model fro	m the batt	elefield; on a 6+	each unit v	vithin 6"	suffers
FACTION KEYWOR	DS	IMPERIUN	И, ADEPT	US ASTA	RTES, DA	RK ANG	GELS						

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER

KEYWORDS