TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNIT	rs						ARMY						
998	4	5		Dark Angels											
POINTS	СР	DETACHMEN	· ·												
998	+1	Vanguard	Librarian (Terminator) (A); Deathwing Terminator Squad (A); Deathwing Knights; Company Veterans (A); Land Raider Crusader (A);												
TRAITS															
STUBBORN TENACITY							wound. Add the wound		sult if your W	arlord did	not move during	his last Movement	t		
RELICS															
SHROUD OF HEROES		Your oppon	ent must si	ubtract 1 f	rom a	ll hit	t rolls that t	arget the be	earer.						
INTERROMANCY PS	CHIC PO	WERS													
SPELL	SPELL		RANGE	TARGE	T		EFFECT								
Smite		5										I wounds. If the res wounds instead.	ult of		
Righteous Repugna	nce	7	12	friendly DARK ANGELS unit			the Psychic test was more than 10, the target suffers D6 mortal wounds instead. 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 (T	ERMIN	NATOR) (A) (HQ)	(147 P	TS) N	MO	DELS X	1							
MOVE"		WS		BS	S	5	Т	W	А	LD	SV	INVSV			
5		3+		3+	4	1	4	5	3	9	2+	5+			
WEAPON	RNG	" TYPE	S	S AP DM		/IG	G ABILITY								
Force sword	Mele	e Melee	user (4)	-3	D3	3	-						8		
Combi-melta	-	-	-				When attacking with this weapon, choose one or both of the profiles below. If you choose both, substract 1 from all hit rolls made for this weapon.								
- Boltgun	Boltgun 24 Rapid Fire 1			0	1										
- Meltagun	Meltagun 12		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.								
ABILITIES	<u> </u>														
GRIM RESOLVE												s it did not move in gle failed Morale te			
INNER CIRCLE			is unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit at target a FALLEN												
			ring deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of ur Movement phases this unit can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any emy models.												
CRUX TERMINATUS		This model	model has a 5+invulnerable save.												
PSYCHIC HOOD		You can add	1 to Deny	the Witch	tests	you	take for this	s model aga	inst enemy P	SYKERS wit	hin 12".				
PSYKER											nd attempt to de terromancy disc	eny one psychic pov cipline.	werin		
FACTION KEYWORDS		IMPERIUM,	ADEPTUS A	STARTES, D	ARK A	NGE	ELS, DEATHW	'ING							

DEATHWING T	ERMI	NATOR S	SQUAD	(A) (ELI	TES) (227 P	TS) MOE	DELS X 5 (5-1	0)			
MOVE"		WS	BS		S	Т	W	A	LD	SV	INVSV	
5		3+	3+		4	4	2	2 (3)	8 (9)	2+	5+	
WEAPON	RNG	" TYPE	S	AP	DMG	ABILI	TY					PTS
Power sword	Mele	e Melee	user (4)	-3	1	-						4
Power fist	Mele	e Melee	x2 (8)	-3	D3 When attacking with this weapon, you must substract 1 from the hit rol						hit roll.	12
Chain fist	Mele	e Melee	x2 (8)	-4	2	Whe	n attacking	with this weapon, you	must subst	tract 1 from the	hit roll.	22
Storm bolter	24	Rapid Fire 2	4	0	1	-						2
Assault cannon	24	Heavy 6	6	-1	1	-				22		
Watcher in the Dark	-	-	-	-	-	On a	3+negate p	sychic power affecting	this unit. F	Remove this mod	del.	5
ABILITIES												
GRIM RESOLVE								ots (including when firing more than one model	-			
INNER CIRCLE		This unit au that target		ly passes	Morale t	ests. In	addition, yo	u can re-roll failed hit r	olls in the	Fight phase for	attacks by this un	iit
TELEPORT STRIKE			nent phas				•	ium chamber instead c et it up anywhere on th				
WATCHER IN THE DARK		dice. On a 3 from play a	+ the pow fter this ro	er has no II has bee	effect or n made,	this un wheth	it (all other er success o	ving Terminator Squad targets are affected no r not. The Watcher in th ooses. Remove him if th	rmally). Re ne Dark mu	emove the Watcust remain as clo	her in the Dark m	odel
CRUX TERMINATUS		Models in t	his unit ha	ıve a 5+ in	vulnerak	le save						
FACTION KEYWORDS		IMPERIUM,	ADEPTUS A	ASTARTES. I	DARK AN	GELS. D	EATHWING					
KEYWORDS		INFANTRY, T										
DEATHWING K	NIGH	TS (ELIT	ES) (255	5 PTS) N	ИODE	LS X 5	5 (5-1	0)				
MOVE"	MOVE" WS		BS		S	Т	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			,	^	PTS
Flail of the Unforgiven	Mele	elee Melee +2 (6) -3 2 Excess damage from this weapon is not lost; instead, keep allocating da another model in the target unit until either all the damage has been al or the target unit is destroyed.								0		
Mace of Absolution	Mele	e Melee	x2 (8)	-2 3		1-						0
Storm shield	-	-	-	- 1		Amo	odel with a s	tormshield has a 3+ inv	/ulnerable	save.		5
Watcher in the Dark	_	-	-				3+negate p	sychic power affecting	this unit. F	Remove this mod	del.	5
ABILITIES	l						<u> </u>	, , ,				
GRIM RESOLVE								ots (including when firing more than one model	-			
prior Movement phase. In addition, this unit can never lose more than one This unit automatically passes Morale tests. In addition, you can re-roll fai that target a FALLEN								, ,				
TELEPORT STRIKE	ring deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of ur Movement phases this unit can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any emy models.											
WATCHER IN THE DARK		dice. On a 3 from play a	nce per game, if an enemy psychic power affects a Deathwing Terminator Squad accompanied by a Watcher in the Dark, roll a ce. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Watcher in the Dark model om play after this roll has been made, whether success or not. The Watcher in the Dark must remain as close to this unit as ossible, but is otherwise ignored for all other gaming purposes. Remove him if this unit is slain.									
STORM SHIELD		Models in t						2 2	,,,,,			
FACTION KEYWORDS		IMPERIUM,										
KEYWORDS		INFANTRY, T					viing					
KLIVVOKDJ		usicutiiti, l	LIMINAIU	II, DEAIIIV	THE CELL	31113						

				9 PTS)	11100								
MOVE"		WS	BS		5	Т	W	А	LD	SV		INVSV	'
6		3+	3+	4	1	4	1	2 (3)	8 (9)	3+		-	
WEAPON	RNG"	TYPE	S	AP	DM	G A	ABILITY						PTS
Chainsword	Mele	Melee	4	0	1		Each time the bearer fights, it can make 1 additional attack with this weapon						
Power sword	Mele	Melee	user (4)	-3	1		-						
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	12 Pistol 1		-3	2		On a hit roll of 1, the bearer is slain.					0	
ABILITIES													
GRIM RESOLVE								ts (including when firir more than one model	-	, .			
AND THEY SHALL KNOV FEAR	V NO	You can re-r	oll failed M	orale test	s for thi	is uni	it.						
COMMAND SQUAD BODYGUARD				,				es a wound whilst the se a wound but this u	,		,	2+a mod	el from
FACTION KEYWORDS		IMPERIUM,	ADEPTUS AS	STARTES, D	ARK AN	GELS							
KEYWORDS		INFANTRY, C	OMPANY VE	TERANS									
LAND RAIDER							DELS X 1						
MOVE" [10][5][3]	WS 6+	B	5	S	T								
WEAPON	0+	[2 ± 1[/	+ 1f E + 1				[0.7][9	W	А	1[1]	LD	SV	INVSV
WEAPON	DNC		+][5+]	8	DMC	3][1]	LD 8	SV 2+	-
Basic melee	RNG'	TYPE	S	AP	DMG	3	[0-7][8	W	А][1]			- PTS
Basic melee Hurricane bolter	RNG' Melec	TYPE Melee Rapid				AB		W	А][1]			-
	Mele	TYPE Melee Rapid Fire 6 Heavy	S user (8)	AP 0	DMG 1	AB		W	А][1]			PTS
Hurricane bolter	Meleo 24	TYPE Melee Rapid Fire 6 Heavy 12 Rapid	S user(8)	AP 0 0	DMG 1	AB		W	А][1]			- PTS 0 10
Hurricane bolter Twin assault cannon Storm bolter	Melec 24 24	TYPE Melee Rapid Fire 6 Heavy 12	S user (8) 4 6	AP 0 0 -1	DMG 1 1	AB		W	А][1]			- PTS 0 10 44
Hurricane bolter Twin assault cannon Storm bolter ABILITIES POWER OF THE MACHI	24 24 24	TYPE Melee Rapid Fire 6 Heavy 12 Rapid Fire 2	S user (8) 4 6 4	AP 0 0 0 -1 0	DMG 1 1 1 1 1	AB	ILITY	W	A [6][D6][1]			- PTS 0 10 44
Hurricane bolter Twin assault cannon Storm bolter ABILITIES	24 24 24	TYPE Melee Rapid Fire 6 Heavy 12 Rapid Fire 2	S user (8) 4 6 4 does not su	AP 0 0 0 -1 0	DMG 1 1 1 1 enalty t	AB o hit	ILITY rolls for moving	W	A [6][D6		8	2+	PTS 0 10 44 2
Hurricane bolter Twin assault cannon Storm bolter ABILITIES POWER OF THE MACHII SPIRIT	Melec 24 24 24 NE	TYPE Melee Rapid Fire 6 Heavy 12 Rapid Fire 2 This model	S user (8) 4 6 4 does not su ch time this	AP 0 0 -1 0 iffer the p s model fi	DMG 1 1 1 1 inishes a	AB	rolls for moving	W 8-11][12-16]	A [6][D6	unit suffe	rs D3 mor	2+	PTS 0 10 44 2
Hurricane bolter Twin assault cannon Storm bolter ABILITIES POWER OF THE MACHII SPIRIT FRAG ASSAULT LAUNCH	Melec 24 24 24 NE	TYPE Melee Rapid Fire 6 Heavy 12 Rapid Fire 2 This model Roll a D6 ea This model of models. It co	S user (8) 4 6 4 does not such time this can transpeannot transme, instea	AP 0 0 -1 0 smodel fi	DMG 1 1 1 1 1 RK ANGE MARIS ming any	AB	rolls for moving rge move within IFANTRY model ls.	g and firing Heavy wean 1" of an enemy unit; s. Each JUMP PACK or oting phase; until your	pons. on a 4+that	unit suffe R model ta	rs D3 mor kes the sp	tal wound	PTS 0 10 44 2
Hurricane bolter Twin assault cannon Storm bolter ABILITIES POWER OF THE MACHII SPIRIT FRAG ASSAULT LAUNCH	Melec 24 24 24 NE IERS	TYPE Melee Rapid Fire 6 Heavy 12 Rapid Fire 2 This model of the models. It commodels. It commodels as substract 1	s user (8) 4 6 4 does not such time this can transpoannot transme, instea from all hit lis reduced	AP 0 0 -1 0 smodel fi ort 16 DAI sport PRIM d of shoot rolls for r	DMG 1 1 1 1 nishes a RK ANGE MARIS ming any anged w	AB AB	rolls for moving rge move withi NFANTRY model ls. pons in the Sho ons that target	g and firing Heavy wean 1" of an enemy unit; s. Each JUMP PACK or oting phase; until your	pons. on a 4+that TERMINATO	unit suffer R model ta ng phase y	rs D3 mor kes the sp	tal wound	PTS 0 10 10 44 2 2 ds.

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER

KEYWORDS