



LIBRARIAN (TERMINATOR) (1) (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

COMPANY VETERANS (1) (ELITES) (59 PTS) MODELS X 3 (3-5)

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
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 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

COMPANY VETERANS (2) (ELITES) (72 PTS) MODELS X 3 (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
Basic melee	Melee	Melee	user (4)	0	1	-	0
Power sword	Melee	Melee	user (4)	-3	1	-	4
Power maul	Melee	Melee	+2 (6)	-1	1	-	4
Flamer	8	Assault D6	4	0	1	This weapon automatically hits its target.	9
Plasma pistol (Standard)	12	Pistol 1	7	-3	1	-	7
Plasma pistol (Supercharge)	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 1



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 (4)	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 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.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, APOTHECARY

DEATHWING TERMINATOR SQUAD (1) (ELITES) (227 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 (4)	-3	1	-	4
Power fist	Melee	Melee	x2 (8)	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	12
Chain fist	Melee	Melee	x2 (8)	-4	2	When attacking with this weapon, you must subtract 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 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.
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) (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

LAND RAIDER CRUSADER (1) (HEAVY) (310 PTS) MODELS X 1



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 (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 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 16 DARK ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport 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