TOTAL MATCHED POINTS	TOTAL C	PTOTAL	. UNITS						ARMY	(					
701	4		4	Dark Angels											
POINTS	СР	DETACI	HMENT"	UNITS											
701	+1	Vang	guard	Librariar	n (Tern	minato	ninator) (A); Deathwing Apothecary; Deathwing Terminator Squad (A); Deathwing Knights;								
TRAITS															
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															
SHROUD OF HEROES Your opponent must subtract 1 from all hit rolls that target the bearer.															
INTERROMANCY PSYCHIC POWERS															
SPELL		CAST	RANGE	TARGE	T					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.									
Righteous Repugnanc	e	7	12	friendly DARK ANGELS unit  friendly DARK ANGELS unit  friendly ANGELS unit  friendly ANGELS unit  friendly You can re-roll all failed hit rolls and wound rolls made for the unit's Melecute the start of your next Psychic phase.								until			
				ANGELS	unit										
LIBRARIAN (TERMINATOR) (A) (HQ) (147 PTS) MODELS X 1															
MOVE"	MOVE" WS			BS		5	Т	W	А	LD	SV	INVSV			
5		3+		3+ 4		1	4	5	3	9	2+	5+			
WEAPON	RNG"	TYPE	S	AP DIV		1G A	BILITY						PTS		
Force sword	Melee	Melee	user (4)	.) -3 D3		3 -	-								
Combi-melta	-	When attacking with this weapon, choose one or both of the profiles below. I you choose both, substract 1 from all hit rolls made for this weapon.										19			
- Boltgun	24	Rapid Fire 1	4   0   -								0				
- Meltagun	12	Assault 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.								hen inflicting	0				
ABILITIES			•												
GRIM RESOLVE									_	_		it did not move in i le failed Morale tes			
INNER CIRCLE	- 1	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 <b>FALLEN</b>													
TELEPORT STRIKE	you	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	Thi	This model has a 5+invulnerable save.													
PSYCHIC HOOD	You	canadd	1 to Deny	the Witch	tests	you ta	ke for thi	s model agai	nst enemy <b>P</b>	SYKERS wit	hin 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	IMI	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING													
KEYWORDS		CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN													

DEATHWING A	POTH	IECARY (	(ELITES)	(77 F	PTS) MO	DELS	X 1						$\mathcal{L}$		
MOVE"		WS		BS	S	Т		w	A	LD		SV		INVSV	
5		3+		3+	4	4	.	5	2	8	Ī	2+		5+	
WEAPON	RNG'	' TYPE	S	AP	DMG	ABILIT	Υ			"					PTS
Basic melee	Mele	e Melee	user (4)	0	1	-									0
Storm bolter	24	Rapid Fire 2	'   4   0     -											2	
ABILITIES		1													
GRIM RESOLVE			u 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 it ior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale tes												
NNER CIRCLE		This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by the hat target a <b>FALLEN</b>										ks by this u	nit		
NARTHECIUM		friendly <b>DA</b> regains D3 battle, roll revive a mo	the end of any of your Movement phases. the Deathwing Apothecary can attempt to heal or revive a single model. Select a endly <b>DARK ANGELS INFANTRY</b> or <b>BIKER</b> unit within 3" of the Apothecary. If that unit contains a wounded model, it immediatel gains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the ttle, 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 vive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight) as he recovers the ge ed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.											ately ng the s to	
ELEPORT STRIKE		your Mover	ouring deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of our Movement phases this unit can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any nemy models.												
CRUX TERMINATUS		This model	has a 5+iı	nvulnera	ble save.										
ACTION KEYWORDS		IMPERIUM,	MPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING												
EYWORDS		CHARACTER	, INFANTR	y, TERMII	NATOR, APO	THECAR	Y								
DEATHWING T	ERMI	NATOR S	SQUAD	(A) (E	LITES) (2	227 PT	rs) moi	ELS >	(5 (	5-10)					
MOVE"		WS	BS		S	Т	W		Α	Lí	)	SV		INVSV	
5		3+	3+		4	4	2		2 (3)	8 (	9)	2+		5+	
WEAPON	RNG'	' TYPE	S	AP	DMG	ABILIT	Υ								PT
ower sword	Mele	e Melee	user (4)	-3	1	-									4
ower fist	Mele	e Melee	x2 (8)	-3	D3	Wher	attacking	with thi	s weapon,	you must s	ubstr	act 1 from t	he hit ro	oll.	1
hain fist	Mele	e Melee	x2 (8)	-4	2	2 When attacking with this weapon, you must substract 1 from the hit roll.							oll.	2:	
torm bolter	24	Rapid Fire 2	4	0	1	-								2	
ssault cannon	24	Heavy 6	6	-1	1 -									22	
Vatcher in the Dark	-	On a 3+ negate psychic power affecting this unit. Remove this model.											5		
ABILITIES															
GRIM RESOLVE									_	_		:h) so long a It of any sin			
NNER 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 <b>FALLEN</b>													
ELEPORT STRIKE		During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of an 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.													
/ATCHER 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.													
RUX TERMINATUS		-			invulnerabl										
ACTION KEYWORDS		IMPERIUM.	ADEPTUS /	ASTARTES	S, DARK ANG	ELS, DE	ATHWING								
		,			_	,									

INFANTRY, TERMINATOR, DEATHWING TERMINATOR SQUAD

KEYWORDS

DEATHWING KNIGHTS (ELITES) (250 PTS) MODELS X 5 (5-10)														
MOVE"		WS	BS		S	Т	W	А	LD SV IN		INVSV	IVSV		
5		3+	3+		4	4	2	2 (3)	8 (9) 2+ 3		3+			
WEAPON	RNG"	TYPE	S	AP	DM	G ABILI	ABILITY							
Flail of the Unforgiven	Melee	Melee	+2 (6)	-3	2	anot	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.							
Mace of Absolution	Melee	Melee	x2 (8)	-2	3	-	- 0							
Storm shield	-	-	-	-	-	A mo	A model with a stormshield has a 3+invulnerable save.							
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 prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale to													
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 <b>FALLEN</b>										nit		
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.												,		
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.											nodel			
STORM SHIELD	N	Models in this unit have a 3+ invulnerable save.												
FACTION KEYWORDS	S IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING													
KEYWORDS	ı	INFANTRY, TERMINATOR, DEATHWING KNIGHTS												