

Hunters of the Fallen - Dark Angels (301 pts)

Army wide rules:

- Grim Resolve** Re-roll hit rolls of 1 for this model whenever it shoots (including Overwatch) as long as it remains stationary.
- And They Shall Know No Fear** Re-roll failed Morale tests for this model.

Keywords (14)

Adeptus Astartes, Aggressors, Biker, Dark Angels, Eliminators, Hellblasters, Imperium, Infantry, MK X Gravis, Phobos, Primaris, Ravenwing, Ravenwing Bike Squad, Ravenwing Black Knights

Tactical Points (7)



- Unwavering Zeal (2)**
[Philosophy] If you are the first player to fail a Morale test including Nerve test, you lose 2 TP.
- Destined For Greatness (2)** Gain 1 TP for including a leader. Add +1 for each game this Leader has taken part in until now
- Cream Of The Crop (1)** Gain 1 TP for taking the maximum number of Special models according to your Model Allowance.
- Death And Diversity (1)** Gain 1 TP if your team contains 8 or more different Keywords.
- Boots Before Loot (1)** Gain 1 TP if your team does not contain any items from your Opus' Armoury

Aggressor Sergeant (67)

Leader

Name	M	WS	BS	S	T	W	A	LD	Sv	Is
Aggressor Sergeant	5	3+	3+	4	5	4	3	8	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Heretics Bane (20)	Assault 3	18	6	1	1	Add 1 to hit when firing this weapon stationary.				
Auto Boltstorm Gauntlets (12)										
- Shooting	Assault 6	18	4	0	1					
- Melee	Melee		x2	3	D3	Subtract 1 from the to hit roll when attacking with this.				
Rule	Effect									
Fire Storm	This Model can fire twice if it remained stationary during its turn (including Overwatch).									
Relentless Advance	This Model does not suffer any penalty to its hit rolls for Advancing and firing Assault weapons.									
Keywords	Imperium, Adeptus Astartes, Dark Angels, Aggressors, MK X Gravis, Infantry, Primaris									

2x Aggressor (74)

Core

Name	M	WS	BS	S	T	W	A	LD	Sv	Is
Aggressor	5	3+	3+	4	5	2	2	7	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Fragstorm Grenade Launcher (4)	Assault D6	18	4	0	1					
Auto Boltstorm Gauntlets (12)										
- Shooting	Assault 6	18	4	0	1					
- Melee	Melee		x2	3	D3	Subtract 1 from the to hit roll when attacking with this.				
Rule	Effect									
Fire Storm	This Model can fire twice if it remained stationary during its turn (including Overwatch).									
Relentless Advance	This Model does not suffer any penalty to its hit rolls for Advancing and firing Assault weapons.									
Keywords	Imperium, Adeptus Astartes, Dark Angels, Aggressors, MK X Gravis, Infantry, Primaris									

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Eliminator (21)											Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Eliminator</i>	6	3+	3+	4	4	2	2	8	3+	-	
Weapons	Type	Rng	Str	AP	Dmg	Rule					
<i>Bolt Sniper Rifle (3)</i>	This weapon can target a CHARACTER model even if it is not the closest enemy model. Choose one of the profiles below when firing this weapon:										
- <i>Hyperfrag Round</i>	Heavy D3	36	5	0	1						
- <i>Mortis Round</i>	Heavy 1	36	5	2	D3	Wound rolls of 6+ inflict an additional mortal wound.					
- <i>Executioner Round</i>	Heavy 1	36	5	1	1	This weapon can target models that are not visible to the bearer. Targets saving throws do not benefit from cover. Add +2 to hit when firing this weapon					
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1						
<i>Frag Grenades</i>	Grenade D6	6	3	0	1						
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3						
Rule	Effect										
<i>Camo Cloak</i>	Gain +2 armour save instead of +1 against ranged attacks for being in cover.										
<i>Concealed Position</i>	During deployment, you can set up this model anywhere that is more than 9" away from any enemy models and the enemy deployment zone.										
Keywords	Imperium, Adeptus Astartes, Dark Angels, Eliminators, Phobos, Infantry, Primaris										

Ravenwing Biker (27)											Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Ravenwing Biker</i>	14	3+	3+	4	5	2	1	7	3+	-	
Weapons	Type	Rng	Str	AP	Dmg	Rule					
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1						
<i>Frag Grenades</i>	Grenade D6	6	3	0	1						
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3						
<i>Bike with Twin Boltgun (2)</i>	Rapid Fire 2	24	4	0	1						
Rule	Effect										
<i>Jink</i>	Gain a 4+ invulnerable save against shooting attacks if you advanced (lasts until the next movement phase)										
<i>Turbo-boost</i>	When this model Advances, add 6" to its Move instead of rolling a dice.										
Keywords	Imperium, Adeptus Astartes, Dark Angels, Biker, Ravenwing Bike Squad, Ravenwing										

Ravenwing Black Knight (46)											Special
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Ravenwing Black Knight</i>	14	3+	3+	4	5	2	2	8	3+	-	
Weapons	Type	Rng	Str	AP	Dmg	Rule					
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1						
<i>Frag Grenades</i>	Grenade D6	6	3	0	1						
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3						
<i>Corvus Hammer</i>	Melee		+1	1	1	Each wound roll of 6+ causes D3 damage.					
<i>Bike with Plasma Talon</i>											
- <i>Standard</i>	Assault 2	18	7	3	1						
- <i>Supercharge</i>	Assault 2	18	8	3	2	On a hit roll of 1, the bearer is slain (after attack is resolved)					
Rule	Effect										
<i>Jink</i>	Gain a 4+ invulnerable save against shooting attacks if you advanced (lasts until the next movement phase)										
<i>Turbo-boost</i>	When this model Advances, add 6" to its Move instead of rolling a dice.										
Keywords	Imperium, Adeptus Astartes, Dark Angels, Biker, Ravenwing Black Knights, Ravenwing										

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2x Hellblaster (66)										Special
Name	M	WS	BS	S	T	W	A	LD	Sv	Is
<i>Hellblaster</i>	6	3+	3+	4	4	2	2	7	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1					
<i>Frag Grenades</i>	Grenade D6	6	3	0	1					
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3					
<i>Plasma Incinerator (15)</i>	When firing this weapon, choose one of the profiles below.									
- <i>Standard</i>	Rapid Fire 1	30	7	4	1					
- <i>Supercharge</i>	Rapid Fire 1	30	8	4	2	On a hit roll of 1, the bearer is slain (after attack is resolved)				
Keywords	Imperium, Adeptus Astartes, Dark Angels, Hellblasters, Infantry, Primaris									