Dark Angels (300)

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 unit.

gressor Sergeant (67)												Leade
Name	M	WS	В	S	S	Т	W	Α	LD	sv	IS	
Aggressor Sergeant	6	3+	3+	-	4	5	4	3	8	3+	-	
Weapons	Туре		Rng	Str	AP	Dmg	Rule					
Scoped Tsunami (20)	Assault	t 3	18	6	1	1	If mod	el is statio	nary, impro	ve its BS b	by 1 for th	is weapon.
Auto Boltstorm Gauntlets ((12)											
- Shooting	Assault	Assault 6 18 4 0 1										
- Melee	Melee	Melee x2 3 D3 Subtract 1 from the to hit roll when attacking with thi										th this.
Rule	Effect											
Fire Storm	This M	odel car	n fire twi	ce if it r	emained	stationary	during it	s turn (inc	luding Ove	watch).		
Relentless Advance	This M	odel do	es not su	uffer an	y penalty	to its hit re	olls for A	dvancing a	and firing A	ssault wea	pons.	
Keywords	Imperiu	ım, Ade	ptus Asta	artes, D	Dark Ange	els, Aggres	sors, Mh	X Gravis	, Infantry, P	rimaris		
Army Rules	Grim R	esolve.	And The	y Shall	Know No	Fear						

Aggressor (74)												Core
Name	М	ws	В	S	S	Т	W	Α	LD	sv	IS	
Aggressor	6	3+	3+	+	4	5	2	2	7	3+	-	
Weapons	Туре		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	Melee x2 3 D3 Subtract 1 from the to hit roll when attacking with this.										
Rule	Effect											
Fire Storm	This Mo	odel car	n fire twi	ce if it r	emained	stationary	during its	s turn (incl	luding Ove	rwatch).		
Relentless Advance	This Mo	odel doe	es not sı	uffer an	y penalty	to its hit ro	olls for Ad	dvancing a	and firing A	ssault wea	pons.	
Keywords	Imperiu	m, Ade	ptus Ast	artes, D	ark Ange	els, Aggres	sors, MK	X Gravis	, Infantry, F	rimaris		
Army Rules	Grim Re	esolve.	And The	y Shall	Know No	o Fear						

Name	M	WS	В	S	S	Т	W	Α	LD	SV	IS	
Primaris Intercessor	6	3+	3+	-	4	4	2	2	7	3+	-	
Weapons	Туре		Rng	Str	AP	Dmg	Rule					
Auto Bolt Rifle (2)	Assaul	t 2	24	4	0	1						
Bolt Pistol	Pistol 1	1	12	4	0	1						
Frag Grenade	Grenad	Grenade D6 6 3 0 1										
Krag Grenade	Grenad	de 1	6	6	1	D3						
Keywords	Imperi	um, Ade	ptus Asta	artes, D	Dark Ange	els, Interce	ssors, Infa	antry, Prir	maris			
Army Rules	Grim F	Resolve	And The	v Shall	I Know No	Fear						

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avenwing Biker (27)												Core
Name	M	ws	В	S	S	Т	W	Α	LD	sv	IS	
Ravenwing Biker	14	3+	3-	+	4	5	2	1	7	3+	-	
Weapons	Туре		Rng	Str	AP	Dmg	Rule					
Bolt Pistol	Pistol 1		12	4	0	1						
Frag Grenade	Grenad	e D6	6	3	0	1						
Krag Grenade	Grenad	e 1	6	6	1	D3						
Bike with Twin Boltgun (2)	Rapid Fire 2 24 4 0 1											
Rule	Effect											
Jink		nit Adva ent pha		gains a	a 4+ invul	nerable sa	ive agains	st all shoo	oting attack	s until the	start of you	ur next
Turbo-boost	When t	his mod	lel Adva	nces, a	dd 6" to it	ts Move ch	aracteris	tic for that	Movemen	t phase ins	stead of ro	lling a dice
Keywords	Imperiu	ım, Ade	ptus Ast	artes, D	ark Ange	els, Biker, F	Ravenwin	g Bike Sc	uad, Rave	nwing		
Army Rules	Grim R	esolve.	And The	ev Shall	Know No	n Fear						

Name	M	WS	BS	S	S	Т	W	Α	LD	SV	IS			
Ravenwing Black Knight	14	3+	3+	-	4	5	2	2	8	3+	-			
Weapons	Туре		Rng	Str	AP	Dmg	Rule							
Bolt Pistol	Pistol 1		12	4	0	1								
Frag Grenade	Grenad	de D6	6	3	0	1								
Krag Grenade	Grenad	de 1	6	6	1	D3								
Corvus Hammer	Melee	Melee +1 1 Each wound roll of 6+ causes D3 damage.												
Bike with Plasma Talon														
- Standard	Assaul	Assault 2 18 7 3 1												
- Supercharge	Assaul	t 2	18	8	3	2	On a hi	t roll of 1,	the bearer	is slain (a	fter weap	on resolved		
Rule	Effect													
Jink		unit Adva nent pha		gains a	a 4+ invul	nerable sa	ive agains	st all shoo	oting attack	s until the	start of yo	ur next		
Turbo-boost	When	this mod	lel Advaı	nces, a	dd 6" to it	s Move ch	aracteris	tic for that	Movemen	t phase ins	stead of ro	olling a dice		
Keywords	Imperio	ım, Ade	otus Asta	artes, [Dark Ange	els, Biker, F	Ravenwin	g Black K	nights, Rav	enwing/				
Army Rules	Grim R	esolve,	And The	y Shal	I Know No	Fear								

Name	M	WS	BS	3	S	Т	W	Α	LD	SV	IS	
Hellblaster	6	3+	3+		4	4	2	2	7	3+	-	
Weapons	Туре		Rng	Str	AP	Dmg	Rule					
Bolt Pistol	Pistol 1		12	4	0	1						
Frag Grenade	Grenade	D6	6	3	0	1						
Krag Grenade	Grenade	1	6	6	1	D3						
Plasma Incinerator (15)												
- Standard	Rapid Fir	e 1	30	7	4	1						
- Supercharge	Rapid Fir	e 1	30	8	4	2	On a hi	t roll of 1,	the bearer	is slain (a	fter weap	on resolve
Keywords	Imperium	n, Ade _l	otus Asta	artes, [Dark Ange	els, Hellbla	sters, Infa	ıntry, Prin	naris			
Army Rules	Grim Res	solve.	And The	v Shal	I Know N	o Fear						