

## Dark Angels (300)

### Army wide rules:

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

### Aggressor Sergeant (67)

## Leader

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Aggressor Sergeant	6	3+	3+	4	5	4	3	8	3+	-
<b>Weapons</b>	<b>Type</b>	<b>Rng</b>	<b>Str</b>	<b>AP</b>	<b>Dmg</b>	<b>Rule</b>				
Scoped Tsunami (20)	Assault 3	18	6	1	1	If model is stationary, improve its BS by 1 for this weapon.				
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.				
<b>Rule</b>	<b>Effect</b>									
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.									
<b>Keywords</b>	Imperium, Adeptus Astartes, Dark Angels, Aggressors, MK X Gravis, Infantry, Primaris									
<b>Army Rules</b>	Grim Resolve, And They Shall Know No Fear									

## 2x Aggressor (74)

## Core

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Aggressor	6	3+	3+	4	5	2	2	7	3+	-
<b>Weapons</b>	<b>Type</b>	<b>Rng</b>	<b>Str</b>	<b>AP</b>	<b>Dmg</b>	<b>Rule</b>				
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.				
<b>Rule</b>	<b>Effect</b>									
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.									
<b>Keywords</b>	Imperium, Adeptus Astartes, Dark Angels, Aggressors, MK X Gravis, Infantry, Primaris									
<b>Army Rules</b>	Grim Resolve, And They Shall Know No Fear									

### Primaris Intercessor (20)

## Core

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### Ravenwing Biker (27)

## Core

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Ravenwing Biker	14	3+	3+	4	5	2	1	7	3+	-
<b>Weapons</b>	<b>Type</b>	<b>Rng</b>	<b>Str</b>	<b>AP</b>	<b>Dmg</b>	<b>Rule</b>				
Bolt Pistol	Pistol 1	12	4	0	1					
Frag Grenade	Grenade D6	6	3	0	1					
Krag Grenade	Grenade 1	6	6	1	D3					
Bike with Twin Boltgun (2)	Rapid Fire 2	24	4	0	1					
<b>Rule</b>	<b>Effect</b>									
Jink	If this unit Advances, it gains a 4+ invulnerable save against all shooting attacks until the start of your next Movement phase.									
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.									
<b>Keywords</b>	Imperium, Adeptus Astartes, Dark Angels, Biker, Ravenwing Bike Squad, Ravenwing									
<b>Army Rules</b>	Grim Resolve, And They Shall Know No Fear									

## Ravenwing Black Knight (46)

## Special

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Ravenwing Black Knight	14	3+	3+	4	5	2	2	8	3+	-
<b>Weapons</b>	<b>Type</b>	<b>Rng</b>	<b>Str</b>	<b>AP</b>	<b>Dmg</b>	<b>Rule</b>				
Bolt Pistol	Pistol 1	12	4	0	1					
Frag Grenade	Grenade D6	6	3	0	1					
Krag Grenade	Grenade 1	6	6	1	D3					
Corvus Hammer	Melee		+1	1	1	Each wound roll of 6+ causes D3 damage.				
Bike with Plasma Talon										
- Standard	Assault 2	18	7	3	1					
- Supercharge	Assault 2	18	8	3	2	On a hit roll of 1, the bearer is slain (after weapon resolved)				
<b>Rule</b>	<b>Effect</b>									
Jink	If this unit Advances, it gains a 4+ invulnerable save against all shooting attacks until the start of your next Movement phase.									
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.									
<b>Keywords</b>	Imperium, Adeptus Astartes, Dark Angels, Biker, Ravenwing Black Knights, Ravenwing									
<b>Army Rules</b>	Grim Resolve, And They Shall Know No Fear									

## 2x Hellblaster (66)

## Special

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Hellblaster	6	3+	3+	4	4	2	2	7	3+	-
Weapons	Type	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 Fire 1	30	7	4	1					
- Supercharge	Rapid Fire 1	30	8	4	2	On a hit roll of 1, the bearer is slain (after weapon resolved)				
Keywords	Imperium, Adeptus Astartes, Dark Angels, Hellblasters, Infantry, Primaris									
Army Rules	Grim Resolve, And They Shall Know No Fear									