

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.

Adeptus Astartes, Aggressors, Dark Angels, Imperium, Infantry, MK X Gravis, Primaris

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	5	3+	3+	4	5	4	3	8	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Scoped Tsunami (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									

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.									
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Primaris Intercessor (20)										Core
Primaris Intercessor	6	3+	3+	4	4	2	2	7	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Auto Bolt Rifle (2)	Assault 2	24	4	0	1					
Bolt Pistol	Pistol 1	12	4	0	1					
Frag Grenade	Grenade D6	6	3	0	1					
Krag Grenade	Grenade 1	6	6	1	D3					
Keywords	Imperium, Adeptus Astartes, Dark Angels, Intercessors, Infantry, Primaris									

Ravenwing Biker (27)										Core
Ravenwing Biker	14	3+	3+	4	5	2	1	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					
Bike with Twin Boltgun (2)	Rapid Fire 2	24	4	0	1					
Rule	Effect									
Jink	Gain a 4+ invulnerable save against shooting attacks if you advanced (lasts until the next movement phase)									
Turbo-boost	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
Ravenwing Black Knight	14	3+	3+	4	5	2	2	8	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					
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)				
Rule	Effect									
Jink	Gain a 4+ invulnerable save against shooting attacks if you advanced (lasts until the next movement phase)									
Turbo-boost	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									

2x Hellblaster (66)											Special
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										