

Unlimited Pts - Dark Angels

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Azrael	1	HQ	6	5	4/6	4	4	5	4/5	10	2+/4(i)	215
(C:DA, pp. 52 & 92); Infantry (Character); Frag Grenades; Krak Grenades; Lion Helm; Protector; Bolt Pistol; Lion's Wrath; Sword of Secrets; Fearless; Feel No Pain (6+); Independent Character; Inner Circle; Preferred Enemy (CSM); Rites of Battle; Warlord												
Command Squad	4		4	4	4/8	4	1	4/1	2	9	3+	191
(C:DA, pp. 33 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Boltgun (x1); Power Fist (x1); Boltgun (x1); Storm Bolter (x2); Company Champion; And They Shall Know No Fear; Grim Resolve; Stubborn; Dark Angels Chapter Banner												
Company Champion	1		5	4	4/5	4	1	4/1	2/3	9	3+/6(i)	[20]
(C:DA, pp. 33 & 95); Infantry ; Frag Grenades; Krak Grenades; Combat Shield; Power Armour; Blade of Caliban; Bolt Pistol; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
<i>Dark Angels Chapter Banner</i>	1	Dark Angels Chapter Banner (see C:DA, pg. 66).										[45]
Interrogator-Chaplain Seraphicus	1	HQ	5	5	4/6	4	3	5	3/4	10	3+/4(i)	125
(Dark Vengeance); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Crozius Arcanum; Plasma Pistol; Fearless; Independent Character; Inner Circle; Litanies of the Dark Angels; Preferred Enemy (CSM)												
Librarian Turmiel	1	HQ	5	4	4	4	2	4	2/3	10	3+	100
(C:DA, pp. 31 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Psychic Hood; Bolt Pistol; Force Sword; Increase Mastery Level (x1); Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Psyker (Mastery Level 2); 6E Psychic Disciplines ; Divination ; Pyromancy ; Telekinesis ; Telepathy												
Belial	1	HQ	6	5	4	4	3	5	3	10	2+/4(i)	190
(C:DA, pp. 56 & 92); Infantry (Character); Iron Halo; Teleport Homer; Terminator Armour; Storm Bolter; Sword of Silence; Bulky; Deathwing Assault; Fearless; Independent Character; Inner Circle; Marked for Retribution; Precision Shots; Preferred Enemy (CSM); Tactical Precision; Vengeful Strike; Warlord ; The Hunt												
Interrogator-Chaplain Quintilius	1	HQ	5	5	4/6	4	3	5	3	10	2+/4(i)	140
(C:DA, pp. 31 & 94); Infantry (Character); Rosarius; Terminator Armour; Storm Bolter; Crozius Arcanum; Bulky; Deathwing Assault; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Vengeful Strike; Zealot												
Librarian Antonius	1	HQ	5	4	4/6	4	2	4	2	10	2+/5(i)	130
(C:DA, pp. 31 & 94); Infantry (Character); Psychic Hood; Terminator Armour; Storm Bolter; Force Stave; Increase Mastery Level (x1); Bulky; Deathwing Assault; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Psyker (Mastery Level 2); Vengeful Strike												
Deathwing Command Squad	3		4	4	4/8	4	1	4/1	2/3	9	2+/5(i)	325
(C:DA, pp. 45 & 95); Infantry ; Terminator Armour; Power Fist (x2); Storm Bolter (x2); Lightning Claws (pair) (x1); Cyclone Missile Launcher (x1); Deathwing Apothecary; Deathwing Champion; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike; Deathwing Company Banner												
Deathwing Apothecary	1		4	4	4	4	1	4	2	9	2+/5(i)	[44]
Infantry (Character); Narthecium; Terminator Armour; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike												
Deathwing Champion	1		5	4	4/6	4	1	4	2	9	2+/5(i)	[44]
Infantry (Character); Terminator Armour; Halberd of Caliban; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike												
<i>Deathwing Company Banner</i>	1	Deathwing Company Banner (see C:DA, pg. 66).										[45]

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Deathwing 1st Knights	4	Elite	5	4	4/6	4	1	4	2	9	2+/3(i)	525
	(C:DA, pp. 45 & 99); Infantry ; Terminator Armour; Perfidious Relic of the Unforgiven; Mace of Absolution (x4); Storm Shield (x4); Adamantium Will; Bulky; Deathwing Assault; Fear; Fearless; Fortress of Shields; Hammer of Wrath; Inner Circle; Precision Strikes; Preferred Enemy (CSM); Vengeful Strike; Land Raider Crusader											
Knight Master	1		5	4	4/6	4	1	4	3	9	2+/3(i)	[0]
	Infantry (Character); Storm Shield; Terminator Armour; Flail of the Unforgiven; Bulky; Deathwing Assault; Fearless; Fortress of Shields; Hammer of Wrath; Inner Circle; Precision Strikes; Preferred Enemy (CSM); Vengeful Strike											
Land Raider Crusader	1	Grp: BS: 4 FA: 14 SA: 14 RA: 14 HP: 4	Save: -									[280]
	(C:DA, pp. 41 & 104); Vehicle (Transport, Tank); 16 model capacity; Frag Assault Launchers; Searchlight; Smoke Launchers; Deathwing Vehicle; Twin-Linked Assault Cannon; Hurricane Bolters (each side); Assault Vehicle; Power of the Machine Spirit											
Deathwing 2nd Terminator Squad	4	Troops	4	4	4/8	4	1	4/1	2	9	2+/5(i)	245
	(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x3); Storm Bolter (x3); Chainfist (x1); Assault Cannon (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+/5(i)	[0]
	Infantry (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing 3rd Terminator Squad	4	Troops	4	4	4/8	4	1	4/1	2	9	2+/5(i)	245
	(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x3); Storm Bolter (x3); Chainfist (x1); Assault Cannon (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+/5(i)	[0]
	Infantry (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing 4th Terminator Squad	4	Troops	4	4	4/8	4	1	4/1	2	9	2+/5(i)	245
	(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x3); Storm Bolter (x3); Chainfist (x1); Assault Cannon (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+/5(i)	[0]
	Infantry (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing 5th Terminator Squad	4	Troops	4	4	4/8	4	1	4/1	2	9	2+/5(i)	240
	(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x3); Storm Bolter (x3); Chainfist (x1); Plasma Cannon (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+/5(i)	[0]
	Infantry (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing 6th Terminator Squad	4	Troops	4	4	4/8	4	1	4/1	2	9	2+/5(i)	235
	(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x3); Storm Bolter (x3); Chainfist (x1); Heavy Flamer (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+/5(i)	[0]
	Infantry (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Dreadnought Mikhail	1	Grp: Elite WS: 5 BS: 5 St: 6 In: 4 At: 2 FA: 12 SA: 12 RA: 10 HP: 3	Save: -									145
	(C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Twin-Linked Autocannon; Twin-Linked Autocannon; Deathwing Vehicle; Hammer of Wrath; Upgrade to Venerable Dreadnought											
Dreadnought Kosmiel	1	Grp: Elite WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10 HP: 3	Save: -									105
	(C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Power Fist; Storm Bolter; Twin-Linked Heavy Flamer; Hammer of Wrath											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Dreadnought Nero [SM]	1	Grp: WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 13 SA: 13 RA: 10 HP: 3										155	
		Save: -											
		(C:SM, pg. 91 & 171); Vehicle (Walker); Extra Armour; Searchlight; Smoke Launchers; Seismic Hammer; Hunter-Killer Missile(s) (x2); Heavy Flamer; Hurricane Bolter; Hammer of Wrath; Move Through Cover											
Sammael on Corvex	1	HQ	6	5	4	5	3	5	3/4	10	3+4(i)	200	
		(C:DA, pp. 58 & 93); JetBikes (Character); Frag Grenades; Krak Grenades; Adamantine Mantle; Corvex; Night Halo; Power Armour; Teleport Homer; Bolt Pistol; Raven Sword; Plasma Cannon; Twin-Linked Storm Bolters; Eternal Warrior; Fearless; Hammer of Wrath; Hit & Run; Independent Character; Inner Circle; Jink; Preferred Enemy (CSM); Relentless; Scout; Skilled Rider; Very Bulky											
Ravenwing Command Squad	1		4	4	4/5	5	1	4	2/3	9	3+	170	
		(C:DA, pgs. 47 & 96); Bikes ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x1); Corvus Hammer (x1); Ravenwing Apothecary; Ravenwing Champion; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky; Ravenwing Company Banner											
Ravenwing Apothecary	1		4	4	4/5	5	1	4	2	9	3+	[40]	
		Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; Power Armour; Space Marine Bike; Teleport Homer; Corvus Hammer; Plasma Talon; And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky											
Ravenwing Champion	1		5	4	4/5	5	1	4/1	2/3	9	3+	[40]	
		Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Blade of Caliban; Bolt Pistol; Plasma Talon; And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky											
<i>Ravenwing Company Banner</i>	1	Ravenwing Company Banner (see C:DA, pg. 66).										[15]	
Librarian Zophiel	1	HQ	5	4	4	5	2	4	2/3	10	3+	85	
		(C:DA, pp. 31 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Psychic Hood; Bolt Pistol; Force Sword; Space Marine Bike; Twin-Linked Boltgun (x1); Fearless; Hammer of Wrath; Independent Character; Inner Circle; Jink; Preferred Enemy (CSM); Psyker (Mastery Level 1); Relentless; Very Bulky											
Ravenwing 2nd Attack Squadron	1	Troops										231	
		(C:DA, pp. 47 & 101); Ravenwing Attack Bike; And They Shall Know No Fear; Grim Resolve; Hit & Run; Ravenwing Combat Squads; Scout; Stubborn											
Ravenwing Biker	5		4	4	4	5	1	4	1	8	3+	[186]	
		Bikes ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x5); Plasma gun (x1); Twin-Linked Boltgun (x5); Hammer of Wrath; Jink; Relentless; Very Bulky											
Ravenwing Sergeant	1		4	4	4	5	1	4	2	9	3+	[10]	
		Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Chainsword; Twin-Linked Boltgun (x1); Hammer of Wrath; Jink; Relentless; Very Bulky; Upgrade to Veteran Sergeant											
Ravenwing Attack Bike	1		4	4	4	5	2	4	2	8	3+	[45]	
		Bikes ; Assault Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol; Heavy Bolter; Twin-Linked Boltgun (x1); Hammer of Wrath; Jink; Relentless; Very Bulky											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Ravenwing 3rd Attack Squadron	1	Troops										241
	(C:DA, pp. 47 & 101); Ravenwing Attack Bike; And They Shall Know No Fear; Grim Resolve; Hit & Run; Ravenwing Combat Squads; Scout; Stubborn											
Ravenwing Biker	5		4	4	4	5	1	4	1	8	3+	[186]
	Bikes ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x5); Plasma gun (x1); Twin-Linked Boltgun (x5); Hammer of Wrath; Jink; Relentless; Very Bulky											
Ravenwing Sergeant	1		4	4	4	5	1	4	2	9	3+	[10]
	Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Chainsword; Twin-Linked Boltgun (x1); Hammer of Wrath; Jink; Relentless; Very Bulky; Upgrade to Veteran Sergeant											
Ravenwing Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]
	Bikes ; Assault Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); Hammer of Wrath; Jink; Relentless; Very Bulky											
Ravenwing 4th Support Squadron	4	Grp: Fast	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				335
	(C:DA, pp. 48 & 101); Vehicle (Skimmer, Fast); Heavy Bolter (x2); Multi-melta (x2); Typhoon Missile Launcher (x1); Assault Cannon (x3); Deep Strike; Jink											
3rd Company Master Baradiel	1	HQ	6	5	4	4	3	5	3	10	3+4(i)	115
	(C:DA, pp. 31 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Power Sword; Combi-Plasmagun (x1); Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM)											
3rd Company Command Squad	3		4	4	4	4	1	4	2/3	9	3+3(i)	190
	(C:DA, pp. 33 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Storm Shield (x1); Bolt Pistol (x2); Plasma gun (x1); Boltgun (x2); Power Sword (x1); Apothecary; Company Champion; And They Shall Know No Fear; Grim Resolve; Stubborn; Company Standard											
Apothecary	1		4	4	4	4	1	4	2	9	3+	[20]
	(C:DA, pp. 33 & 95); Infantry ; Frag Grenades; Krak Grenades; Narthecium; Power Armour; Chainsword; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn											
Company Champion	1		5	4	4/5	4	1	4/1	2/3	9	3+6(i)	[20]
	(C:DA, pp. 33 & 95); Infantry ; Frag Grenades; Krak Grenades; Combat Shield; Power Armour; Blade of Caliban; Bolt Pistol; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn											
Company Standard	1	Company Standard (see C:DA, pg. 66).										[15]
Damocles Command Rhino (IA)	1	Grp: HQ	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				75
	(IA2 - 2E, pg. 186); Vehicle (Tank); Command Vox Relay; Teleport Beacon; Storm Bolter; Orbital Bombardment; Teleport Beacon											
3rd Company 1st Veteran Squad	10	Elite	4	4	4	4	1	4	2	9	3+3(i)	255
	(C:DA, pp. 36 & 98); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Storm Shield (x1); Bolt Pistol (x10); Boltgun (x7); Chainsword (x1); Plasma gun (x1); Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Rhino	1	Grp: BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -					[35]
	(C:DA, pp. 38 & 100); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair											
3rd Company 2nd Tactical Squad	9	Troops	4	4	4	4	1	4	1	8	3+	245
	(C:DA, pp. 37 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Plasma gun; Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Sergeant	1		4	4	4	4	1	4	2	9	3+	[44]
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Melta Bombs; Boltgun; Power Sword; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant											
Rhino	1	Grp: BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -					[45]
	(C:DA, pp. 38 & 100); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Hunter-killer Missile; Repair											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
3rd Company 3rd Tactical Squad	9	Troops	4	4	4	4	1	4	1	8	3+	235
	(C:DA, pp. 37 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Plasma gun; Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Sergeant	1		4	4	4	4	1	4	2	9	3+	[44]
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Melta Bombs; Boltgun; Power Sword; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[35]
	(C:DA, pp. 38 & 100); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair											
3rd Company 4th Tactical Squad	9	Troops	4	4	4	4	1	4	1	8	3+	235
	(C:DA, pp. 37 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Plasma gun; Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Sergeant	1		4	4	4	4	1	4	2	9	3+	[44]
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Melta Bombs; Boltgun; Power Sword; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[35]
	(C:DA, pp. 38 & 100); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair											
3rd Company 5th Tactical Squad	9	Troops	4	4	4	4	1	4	1	8	3+	235
	(C:DA, pp. 37 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Plasma gun; Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Sergeant	1		4	4	4	4	1	4	2	9	3+	[44]
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Melta Bombs; Boltgun; Power Sword; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[35]
	(C:DA, pp. 38 & 100); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair											
3rd Company 6th Tactical Squad	9	Troops	4	4	4	4	1	4	1	8	3+	230
	(C:DA, pp. 37 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Meltagun; Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Sergeant	1		4	4	4	4	1	4	2	9	3+	[44]
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Melta Bombs; Boltgun; Power Sword; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[35]
	(C:DA, pp. 38 & 100); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair											
3rd Company 7th Assault Squad	9	Fast	4	4	4	4	1	4	1/2	8	3+	220
	(C:DA, pp. 35 & 102); Jump Units ; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x7); Chainsword (x9); Flamer (x1); Plasma Pistol (x1); And They Shall Know No Fear; Bulky; Combat Squads; Deep Strike; Grim Resolve; Stubborn											
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[47]
	Infantry (Character); Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Melta Bombs; Bolt Pistol; Power Sword; Upgrade to Veteran Sergeant											
3rd Company 8th Assault Squad	9	Fast	4	4	4	4	1	4	1/2	8	3+	190
	(C:DA, pp. 35 & 102); Jump Units ; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x9); Chainsword (x9); And They Shall Know No Fear; Bulky; Combat Squads; Deep Strike; Grim Resolve; Stubborn											
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[37]
	Infantry (Character); Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Melta Bombs; Bolt Pistol; Power Sword											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
3rd Company 9th Devastator Squad	4	Heavy	4	4	4	4	1	4	1	8	3+	215
	(C:DA, pgs. 35 & 103); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Heavy Bolter (x2); Lascannon (x2); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback											
Sergeant	1		4	4	4	4	1	4	2	9	3+	[24]
	Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Signum; Boltgun; Chainsword; Upgrade to Veteran Sergeant											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[75]
	(C:DA, pp. 39 & 100); Vehicle (Transport, Tank); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Lascannon											
3rd Company 10th Devastator Squad	4	Heavy	4	4	4	4	1	4	1	8	3+	230
	(C:DA, pgs. 35 & 103); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Multi-melta (x1); Missile Launcher (x3); Flakk Missiles (for Missile Launcher) (x3); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback											
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
	Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Signum; Boltgun; Chainsword											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[75]
	(C:DA, pp. 39 & 100); Vehicle (Transport, Tank); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Lascannon											
10th Company Master Flamma	1	HQ	6	5	4	4	3	5	3	10	3+4(i)	95
	(C:DA, pp. 31 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Bolt Pistol; Storm Bolter (x1); Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM)											
10th Company 1st Scout Squad [SM]	4		3	3	4	4	1	4	1	8	4+	113
	(C:SM, pp. 85 & 167); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Boltgun (x3); Heavy Bolter; Hellfire Shells (for Heavy Bolter); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scout; Land Speeder Storm											
Sergeant [SM]	1		4	4	4	4	1	4	1/2	8	4+	[11]
	Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Chainsword (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scout											
Land Speeder Storm [SM]	1	Grp:	BS: 3	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[45]
	(C:SM, pgs. 95 & 169); Vehicle (Skimmer, Fast, Open-Topped, Transport); 5 model capacity; Cerberus Launcher; Jamming Beacon; Heavy Bolter; Deep Strike; Jink; Scout											
10th Company 2nd Scout Squad	4	Troops	3	3	4	4	1	4	1/2	8	4+	68
	(C:DA, pp. 37 & 97); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Combat Knife (x2); Shotgun (x1); Heavy Bolter; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout											
Sergeant	1		4	4	4	4	1	4	1/2	8	4+	[12]
	Infantry (Character); Assault Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Chainsword; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout											
10th Company 3rd Scout Squad	7	Troops	3	3	4	4	1	4	1/2	8	4+	120
	(C:DA, pp. 37 & 97); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x7); Combat Knife (x2); Shotgun (x1); Sniper Rifle (x3); Heavy Bolter; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout											
Sergeant	1		4	4	4	4	1	4	1/2	8	4+	[14]
	Infantry (Character); Assault Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol; Chainsword; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout											
10th Company 4th Scout Bike Squad [SM]	2		3	3	4	5	1	4	1	8	4+	59
	(C:SM, pg. 85 & 174); Bikes ; Frag Grenades; Krak Grenades; Scout Armour; Space Marine Bike; Bolt Pistol; Shotgun; Astartes Grenade Launcher (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Infiltrate; Jink; Relentless; Scout; Very Bulky											
Scout Biker Sergeant [SM]	1		4	4	4	5	1	4	1	8	4+	[18]
	(C:SM, pg. 85 & 174); Bikes (Character); Frag Grenades; Krak Grenades; Scout Armour; Space Marine Bike; Bolt Pistol; Shotgun; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Infiltrate; Jink; Relentless; Scout; Very Bulky											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
10th Company 5th Scout Bike Squad [SM]	2		3	3	4	5	1	4	1	8	4+	59
	(C:SM, pg. 85 & 174); Bikes ; Frag Grenades; Krak Grenades; Scout Armour; Space Marine Bike; Bolt Pistol; Shotgun; Astartes Grenade Launcher (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Infiltrate; Jink; Relentless; Scout; Very Bulky											
Scout Biker Sergeant [SM]	1		4	4	4	5	1	4	1	8	4+	[18]
	(C:SM, pg. 85 & 174); Bikes (Character); Frag Grenades; Krak Grenades; Scout Armour; Space Marine Bike; Bolt Pistol; Shotgun; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Infiltrate; Jink; Relentless; Scout; Very Bulky											
Knight Paladin Headtaker [KNI]	1	Grp: {}	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3	HP: 6	375
	(C:IK, pg. 62); Vehicle (Superheavy Walker); Ion Shield; Heavy Stubber (x2); Rapid-fire Battle Cannon; Reaper Chainsword; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown											
Techmarine Cloelius	1		4	4	4/5	4	1	4/1	1	8	2+	65
	(C:DA, pp. 34 & 94); Infantry (Character); Assault Grenades; Krak Grenades; Artificer Armour; Servo-Arm; Bolt Pistol; Power Axe; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Grim Resolve; Independent Character; Stubborn											
Land Raider Achilles (IA)	1	Grp: Heavy	BS: 4	FA: 14	SA: 14	RA: 14	HP: 4	Save: -				325
	(IA2 - 2E, pgs. 56-57); Vehicle (Transport, Tank); 6 model capacity; Armoured Ceramite; Extra Armour; Searchlight; Smoke Launchers; Thunderfire Cannon; Twin-linked Multi-melta (x2); Ferromantic Invulnerability; Power of the Machine Spirit											
Land Raider	1	Grp: Heavy	BS: 4	FA: 14	SA: 14	RA: 14	HP: 4	Save: -				250
	(C:DA, pp. 41 & 104); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter; Twin-linked Lascannons (each side); Assault Vehicle; Power of the Machine Spirit											
Dreadnought	1	Grp: Elite	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10		105
	HP: 3 Save: - (C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Power Fist; Storm Bolter; Twin-Linked Autocannon; Hammer of Wrath											
Dreadnought	1	Grp: Elite	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10		100
	HP: 3 Save: - (C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Multi-melta; Power Fist; Storm Bolter; Hammer of Wrath											
Dreadnought	1	Grp: Elite	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10		100
	HP: 3 Save: - (C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Multi-melta; Power Fist; Storm Bolter; Hammer of Wrath											
Aegis Defence Line	1	Fort										100
	(Stronghold Assault, pg. 20); Battlefield Debris (Defence Lines); Gun Emplacement with Quad-Gun											
Total Cost:												9422

Option Footnotes

Fortification Upgrades	
Gun Emplacement with Quad-Gun	
Add Units	
Ravenwing Attack Bike	
Warlord Traits	
1 - Rapid Manoeuvre	Rapid Manoeuvre (see C:DA, pg. 28).
2 - The Hunt	The Hunt (see C:DA, pg. 28).
3 - Courage of the Lion	Courage of the Lion (see C:DA, pg. 28).
4 - For the Lion	For the Lion! (see C:DA, pg. 28).
5 - Brilliant Planning	Brilliant Planning (see C:DA, pg. 28).
6 - Hold At All Costs	Hold At All Costs (see C:DA, pg. 28).
The Hunt	The Hunt (see C:DA, pg. 28).
Warlord	See WH40k, pg. 124.

Psychic Powers	
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Assault Vehicle	Assault Vehicle (see WH40k, pp. 88, 157).
Blessing of the Omnisiah	Blessing of the Omnisiah (See C:DA, pg. 32).
Bolster Defenses	Bolster Defences (See C:DA, pg. 32).
Bulky	Bulky (see WH40k, pg. 159).
Chapter Tactics	Chapter Tactics; see (C:SM, pg. 51).
Combat Squads	Combat Squads (see C:DA, pg. 28).
Deathwing Assault	Deathwing Assault (see C:DA, pg. 56).
Deathwing Vehicle	Deathwing Vehicle (see C:DA, pg. 40).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain (6+)	Feel No Pain (6+) (see C:DA, pg. 53).
Ferromantic Invulnerability	The Land Raider Achilles is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart caused by Penetrating hits (other than by Destroyer type weaponry) by -1.
Fortress of Shields	Fortress of Shields (see C:DA, pg. 56).
Grim Resolve	Grim Resolve (see C:DA, pg. 28).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Inner Circle	Inner Circle (see C:DA, pg. 28).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).
Jink	Jink (see WH40k, pg. 167).
Litanies of the Dark Angels	Litanies of the Dark Angels
Marked for Retribution	Marked for Retribution (see C:DA, pg. 56).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Orbital Bombardment	Unlimited Range; S10; AP1; Ordnance 1, Barrage. Once per game, cannot fire if unit has moved in the previous Movement phase.
Power of the Machine Spirit	Power of the Machine Spirit (see WH40k, pg. 169).
Precision Shots	Precision Shots (see WH40k, pg. 169).
Precision Strikes	Precision Strikes (see WH40k, pg. 169).
Preferred Enemy (CSM)	Preferred Enemy (Chaos Space Marines)
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Ravenwing Combat Squads	Ravenwing Combat Squads (see C:DA, pg. 47).
Relentless	Relentless (see WH40k, pg. 170).
Repair	If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is no longer immobilized.
Rites of Battle	Rites of Battle (see C:DA, pg. 52).
Scout	Scout (see WH40k, pg. 171).
Skilled Rider	Skilled Rider (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Split Fire	Split Fire (see WH40k, pg. 172).
Strikedown	Strikedown (see WH40k, pg. 172).
Stubborn	Stubborn (see WH40k, pg. 172).
Tactical Precision	Tactical Precision (see C:DA, pg. 56).
Teleport Beacon	If deployed on the table, the teleporting troops may re-roll the deep strike scatter dice.

Vengeful Strike	Vengeful Strike (see C:DA, pg. 56).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
Upgrades	
Increase Mastery Level	
Terrain Type	
Battlefield Debris (Defence Lines)	Battlefield Debris (Defence Lines) (See WH40K, pg. 109)
Unit Type	
Bikes	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
JetBikes (Character)	See WH40K rulebook, pgs. 44-49.
Jump Units	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast)	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast, Open-Topped, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Tank)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Adamantine Mantle	Adamantine Mantle (see C:DA, pg. 59).
Armoured Ceramite	Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite.
Artificer Armour	Confers a 2+ Armour save.
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Astartes Grenade Launcher	Krak: Range: 24"; S6; AP4; Rapid Fire. Frag: Range: 24"; S3; AP6; Rapid Fire, Blast.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Camo Cloaks	Camo Cloaks (see C:DA, pg. 63).
Cerberus Launcher	See C:SM, pg. 75.
Chainsword	S User; AP -; Melee.
Combat Shield	6+ Invulnerable Save.
Command Vox Relay	The Damocles allows its controlling player to add +1 or to subtract -1 from the results of any Reserves rolls they make while the Damocles is on the table.
Company Standard	Company Standard (see C:DA, pg. 66).
Corvex	Corvex (see C:DA, pg. 58).
Dark Angels Chapter Banner	Dark Angels Chapter Banner (see C:DA, pg. 66).
Deathwing Company Banner	Deathwing Company Banner (see C:DA, pg. 66).
Deathwing Vehicle	Deathwing Vehicle (see C:DA, pg. 40).
Extra Armour	Extra Armour (see WH40k, pg. 98).
Frag Assault Launchers	Frag Assault Launchers; see (C:DA, pg. 65).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Heavy Stubber (x2)	36" Range; S 4; AP 6; Heavy 3.
Hellfire Shells (for Heavy Bolter)	24" Range; S 1; AP -; Heavy1, Blast, Poisoned (2+) (see C:SM, pg. 124).
Hunter-Killer Missile(s)	Unlimited range, S8; AP3; Heavy 1; One use only; (see WH40k, pg. 98).
Hurricane Bolter	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
Ion Shield	When an Imperial Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases before any attacks are carried out, the Imperial Knight player must declare which facing each Imperial Knight's ion shield is covering. The choices are: front, left side, right side, or rear. The Knight has a 4+ invulnerable save against all hits on that facing until the start of your opponent's next Shooting phase. Ion Shields are repositioned before any attacks are carried out in the Shooting phase. Ion Shields may not be used to make saving throws against close combat attacks. See C:IK, pg.62.
Iron Halo	Confers a 4+ Invulnerable save.

Jamming Beacon	Jamming Beacon; see C:SM, pg. 75.
Jump Pack	Jump Pack
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lion Helm	Lion Helm (see C:DA, pg. 53).
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Nartheicum	Nartheicum (see C:DA, pg. 45).
Night Halo	Night Halo (see C:DA, pg. 63).
Perfidious Relic of the Unforgiven	Perfidious Relic of the Unforgiven (see C:DA, pg. 64).
Plasma Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-Linked (see C:DA, pg. 60 & 7E DA FAQ).
Power Armour	Power Armour (see C:DA, pg. 53).
Protector	Protector (see C:DA, pg. 53).
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast.
Ravenwing Company Banner	Ravenwing Company Banner (see C:DA, pg. 66).
Reaper Chainsword	S D; AP 2; Melee.
Rosarius	Confers a 4+ Invulnerable save.
Scout Armour	Scout Armour (see C:SM, pg. 126).
Searchlight	(see WH40k, pg. 98).
Seismic Hammer	S x2; AP 1; Melee, Concussive, Specialist Weapon, Unwieldy.
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon (see C:DA, pg. 62)
Shotgun	Range 12"; S 4; AP -; Assault 2.
Signum	Signum; see (C:DA, pg. 64).
Smoke Launchers	(see WH40k, pg. 98).
Space Marine Bike	See Bike as described in the WH40K rulebook.
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Storm Shield	Storm Shield
Sword of Silence	S User; AP 3; Melee, Fleshbane, Master-crafted (see C:DA, pg. 56).
Teleport Beacon	Units arriving by teleport (using Deep Strike) which are part of the force containing the Damocles, do not need to roll to scatter if they choose to arrive within 12" of the Damocles.
Teleport Homer	Teleport Homer (see C:DA, pg. 64).
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Thunderfire Cannon	May choose one of the following options when firing, See C:SM, pg. 73: Surface Detonation: Range: 60"; S6; AP5; Heavy 4, Blast. Airburst: Range: 60"; S5; AP6; Heavy 4, Blast, Ignores Cover. Subterranean Blast: Range: 60"; S4; AP-; Heavy 4, Blast, Tremor.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Twin-linked Multi-melta (x2)	24" Range; S8; AP1; Heavy 1 Linked Melta
Weapons	
Assault Cannon	24" Range; S 6; AP 4; Heavy4, Rending.
Blade of Caliban	S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Chainfist	S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy.
Chainsword	S User; AP -; Melee.
Combat Knife	S User; AP -; Melee.
Combi-Plasmagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle).
Corvus Hammer	S +1; AP -; Melee, Rending (see C:DA, pg. 62).
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Cyclone Missile Launcher	Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2.
Flail of the Unforgiven	S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62).
Flakk Missiles (for Missile Launcher)	48" Range; S 7; AP 4; Heavy1, Skyfire.
Flamer	Template; S 4; AP 5; Assault 1.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Force Sword	S User; AP 3; Melee, Force.
Halberd of Caliban	S +2; AP 2; Melee, Bane of the Traitor, Two-handed (see C:DA, pg. 55).
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Heavy Flamer	Template; S 5; AP 4; Assault 1.

Hunter-killer Missile	Unlimited range, S8; AP3; Heavy 1; One use only; (see WH40k, pg. 98).
Hurricane Bolters (each side)	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
Lascannon	Range: 48"; S 9; AP 2; Heavy 1.
Lightning Claws (pair)	S User; AP 3; Melee, Shred, Specialist Weapon.
Lion's Wrath	Boltgun: 24" Range; S 4; AP 5; Rapid Fire, Master-crafted. Plasmagun: 24" Range; S 7; AP 2; Rapid Fire, Blind, Gets Hot, Master-crafted, One Use Only (see C:DA, pg. 53 & 7E DA FAQ).
Mace of Absolution	S +2; AP 4; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62).
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Missile Launcher	Frag: Range 48"; S 4; AP 6; Heavy 1, Blast. Krak: Range 48"; S 8; AP 3; Heavy 1.
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Plasma Cannon	Range 36"; S 7; AP 2; Heavy 1, Blast, Gets Hot!
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Plasma Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-Linked (see C:DA, pg. 60 & 7E DA FAQ).
Power Axe	S +1; AP 2; Melee, Unwieldy.
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Power Sword	S User; AP 3; Melee (see WH40k, pg. 179).
Raven Sword	S User; AP 2; Melee, Master-crafted (see C:DA, pg. 59).
Shotgun	12" Range; S 4; AP -; Assault 2.
Sniper Rifle	Range 36"; S X; AP 6; Heavy 1, Sniper.
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Storm Shield	Storm Shield
Sword of Secrets	S +2; AP 3; Melee, Master-crafted (see C:DA, pg. 53).
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Twin-Linked Heavy Flamer	Template; S5; AP4; Assault 1, Twin-linked.
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked
Twin-linked Lascannons (each side)	48" Range; S9; AP2; Heavy 1 Linked
Twin-Linked Storm Bolters	24" Range; S 4; AP 5; Assault 2, Linked
Typhoon Missile Launcher	Frag: Range 48"; S4; AP6; Heavy 2, Blast. Krak: Range 48"; S8; AP3; Heavy 2.

Validation Report

a-0. Army Selection: Battle-forged; c-1. File Version: 1.08 For Bug Reports/www.ab40k.org; b-1. Roster Options: Imperial Armour, Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers

You must have one Warlord in the army list

Battle-forged Armies must have at least one Detachment

Squad 'HQ: Azrael': All units in Battle-forged Armies must be in Detachments

Squad 'Chapter Command Squad': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Interrogator-Chaplain Seraphicus': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Librarian': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Belial': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Interrogator-Chaplain in Terminator Armour': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Librarian in Terminator Armour': All units in Battle-forged Armies must be in Detachments

Squad ': Deathwing Command Squad': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: Deathwing Knights': All units in Battle-forged Armies must be in Detachments

Squad 'Troops: Deathwing Terminator Squad': All units in Battle-forged Armies must be in Detachments

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Squad 'Elite: Dreadnought': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: Dreadnought': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: Ironclad Dreadnought': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Sammael on Corvex': All units in Battle-forged Armies must be in Detachments

Squad ': Ravenwing Command Squad': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Librarian': All units in Battle-forged Armies must be in Detachments

Squad 'Troops: Ravenwing Attack Squadron': All units in Battle-forged Armies must be in Detachments

Squad 'Troops: Ravenwing Attack Squadron': All units in Battle-forged Armies must be in Detachments

Squad 'Fast Attack: Ravenwing Support Squadron': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Company Master': All units in Battle-forged Armies must be in Detachments

Squad ': Command Squad': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Damocles Command Rhino (IA)': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: Company Veterans Squad': All units in Battle-forged Armies must be in Detachments

Squad 'Troops: Tactical Squad': All units in Battle-forged Armies must be in Detachments

Squad 'Troops: Tactical Squad': All units in Battle-forged Armies must be in Detachments

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Squad 'Fast Attack: Assault Squad': All units in Battle-forged Armies must be in Detachments

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Squad 'Heavy Support: Devastator Squad': All units in Battle-forged Armies must be in Detachments

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Squad 'HQ: Company Master': All units in Battle-forged Armies must be in Detachments

Squad 'Troops: Scout Squad': All units in Battle-forged Armies must be in Detachments

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Squad 'Fast Attack: Scout Bike Squad': All units in Battle-forged Armies must be in Detachments

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Squad ': Knight Paladin': All units in Battle-forged Armies must be in Detachments

Squad ': Techmarine': All units in Battle-forged Armies must be in Detachments

Squad 'Heavy Support: Land Raider Achilles (IA)': All units in Battle-forged Armies must be in Detachments

Squad 'Heavy Support: Land Raider': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: Dreadnought': All units in Battle-forged Armies must be in Detachments

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Roster Statistics

% HQ: 15.6

% Knight: 4

% Elite: 14.2

% Troops: 32.4

% Fast: 7.9

% Heavy: 10.8

% Fortification: 1.1

% Wargear: 1.3

Model Count: 212

Files version: 1.08

Group	Min	Max	Used
HQ	-	-	11
Elite	-	-	7
Troops	-	-	14
Fast	-	-	3
Heavy	-	-	4
LOW	0	1	0
Fort	0	1	1