


















Unlimited Pts - Dark Angels

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Dark Angels Chapter HQ (7  , 476 pts)												
Azrael	1		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												
Chapter Command Squad	4		4	4	4/8	4	1	4/1	2/3	9	3+/3(i)	261
(C:DA, pp. 33 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Storm Shield (x1); Storm Bolter (x2); Power Sword (x2); Boltgun (x2); Power Fist (x2); Company Champion; And They Shall Know No Fear; Grim Resolve; Stubborn; Dark Angels Chapter Banner												
Chapter Champion Yefefiah	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												
Dark Angels Chapter Banner	1	Dark Angels Chapter Banner (see C:DA, pg. 66).										[45]
Combined Arms Detachment (Primary Detachment)	1	Grp: Detachment										0
Completed												
Dark Angels Reclusiam (6  , 685 pts)												
Sappon	1		5	5	4/6	4	3	5	3/4	10	3+/4(i)	155
(C:DA, pp. 31 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Crozius Arcanum; Monster Slayer of Caliban; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Zealot; Warlord												
Asmodai	1		5	5	4/6	4	3	5	3	10	3+/4(i)	140
(C:DA, pp. 55 & 92); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Blades of Reason; Bolt Pistol; Crozius Arcanum; Fear; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Zealot												
Interrogator-Chaplain Seraphicus	1		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)												
Interrogator-Chaplain Lurga	1		5	5	4/6	4	3	5	3/4	10	3+/4(i)	125
(C:DA, pp. 31 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Crozius Arcanum; Plasma Pistol (x1); Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Zealot												
Interrogator-Chaplain Antonius	1		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												
Combined Arms Detachment [SM]	1	Grp: Detachment										0
Dark Angels Librarium (6  , 590 pts)												
Ezekiel	1		5	5	4	4	3	5	3	10	2+	145
(C:DA, pp. 54 & 92); Infantry (Character); Frag Grenades; Krak Grenades; Artificer Armour; Book of Salvation; Psychic Hood; Master-crafted Bolt Pistol; Traitor's Bane; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Psyker (Mastery Level 3); Warlord ; The Hunt; Mind Worm; 6E Psychic Disciplines ; Divination ; Pyromancy ; Telekinesis ; Telepathy												
Librarian Turmiel	1		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)												
Librarian Spurius	1		5	4	4	4	2	4	2/3	10	3+	115
(C:DA, pp. 31 & 94); Jump Units (Character); Frag Grenades; Krak Grenades; Power Armour; Psychic Hood; Bolt Pistol; Chainsword; Jump Pack; Increase Mastery Level (x1); Bulky; Deep Strike; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Psyker (Mastery Level 2)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Librarian Castiel	1		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)												
Librarian Quintilius	1		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												
Combined Arms Detachment [SM]	1	Grp: Detachment										0	
Dark Angels 1st Company "The Deathwing" (41 , 2655 pts)													
Belial	1		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												
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 Jeol	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 Camael	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]	
1st Deathwing Knights	4		5	4	4/6	4	1	4	2	9	2+3(i)	535	
	(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 Livius	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 "Kiraman Katibin"	1	Grp: BS: 4 FA: 14 SA: 14 RA: 14 HP: 4 Save: -										[290]	
	(C:DA, pp. 41 & 104); Vehicle (Tank, Transport); 16 model capacity; Frag Assault Launchers; Searchlight; Smoke Launchers; Deathwing Vehicle; Twin-Linked Assault Cannon; Hurricane Bolters (each side); Multi-melta; Assault Vehicle; Power of the Machine Spirit												
2nd Deathwing Terminator Squad	4		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 Lucas	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												
3rd Deathwing Terminator Squad	4		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 Shandra	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												




Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
4th Deathwing Terminator Squad	4		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 Gieyus	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											
5th Deathwing Terminator Squad	4		4	4	4/8	4	1	4/1	2	9	2+5(i)	245
	(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x2); Storm Bolter (x3); Chainfist (x2); Plasma Cannon (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike											
Deathwing Terminator Sergeant Abdiel	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											
6th Deathwing Terminator Squad	4		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 Eremiel	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											
Venerable Dreadnought Mikhai	1	Grp:	WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 12 SA: 12 RA: 10									125
		HP: 3 Save: -										
	(IA2 - 2E, pg. 171); Vehicle (Walker); Searchlight; Smoke Launchers; Twin-Linked Autocannon (x2); Hammer of Wrath; Helical Targeting Array											
Dreadnought Kosmiel	1	Grp:	WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10									110
		HP: 3 Save: -										
	(C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Power Fist; Storm Bolter; Plasma Cannon; Hammer of Wrath											
Ironclad Dreadnought Nero [SM]	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 13 SA: 13 RA: 10										155
		HP: 3 Save: -										
	(C:SM, pg. 91 & 171); Vehicle (Walker); Extra Armour; Searchlight; Smoke Launchers; Hunter-Killer Missile(s) (x2); Heavy Flamer; Chainfist; Hurricane Bolter; Hammer of Wrath; Move Through Cover											
Combined Arms Detachment	1	Grp: Detachment										0
Dark Angels 2nd Company "The Ravenwing" (30 , 1633 pts)												
Sammael on Corvex	1		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; Warlord ; Rapid Manoeuvre											
Ravenwing Command Squad	3		4	4	4/5	5	1	4	2/3	9	3+	250
	(C:DA, pgs. 47 & 96); Bikes ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x3); Corvus Hammer (x3); Ravenwing Apothecary; Ravenwing Champion; Plasma Talon (x3); 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 Azazel	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 Titurius	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											
Ravenwing Company Banner	1	Ravenwing Company Banner (see C:DA, pg. 66).										[15]

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Ravenwing Librarian Zophiel	1		5	4	4	5	2	4	2/3	10	3+	120	
	(C:DA, pp. 31 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Psychic Hood; Bolt Pistol; Force Sword; Increase Mastery Level (x1); Space Marine Bike; Twin-Linked Boltgun (x1); Fearless; Hammer of Wrath; Independent Character; Inner Circle; Jink; Preferred Enemy (CSM); Psyker (Mastery Level 2); Relentless; Very Bulky												
1st Ravenwing Black Knights	2		4	4	4/5	5	1	4	2/3	9	3+	126	
	(C:DA, pgs. 35 & 103); Bikes ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x2); Corvus Hammer (x2); Plasma Talon (x2); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky												
Ravenwing Huntmaster Quinctius	1		4	4	4/5	5	1	4	2/3	9	3+	[42]	
	Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol; Corvus Hammer; Plasma Talon; Hammer of Wrath; Jink; Relentless; Very Bulky												
2nd Ravenwing Attack Squadron	1											316	
	(C:DA, pp. 47 & 101); Ravenwing Attack Bike; Land Speeder; And They Shall Know No Fear; Grim Resolve; Hit & Run; Ravenwing Combat Squads; Scout; Stubborn												
Ravenwing Biker	5		4	4	4	5	1	4	1/2	8	3+	[191]	
	Bikes ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x4); Chainsword (x1); Plasma gun (x2); Twin-Linked Boltgun (x5); Hammer of Wrath; Jink; Relentless; Very Bulky												
Ravenwing Sergeant Hortensius	1		4	4	4	5	1	4	1	8	3+	[0]	
	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												
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												
Land Speeder Justus Mors	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -											[80]
	Vehicle (Skimmer, Fast); Heavy Bolter; Assault Cannon; Deep Strike; Jink												
3rd Ravenwing Attack Squadron	1											326	
	(C:DA, pp. 47 & 101); Ravenwing Attack Bike; Land Speeder; And They Shall Know No Fear; Grim Resolve; Hit & Run; Ravenwing Combat Squads; Scout; Stubborn												
Ravenwing Biker	5		4	4	4	5	1	4	1/2	8	3+	[191]	
	Bikes ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x4); Chainsword (x1); Plasma gun (x2); Twin-Linked Boltgun (x5); Hammer of Wrath; Jink; Relentless; Very Bulky												
Ravenwing Sergeant Minius	1		4	4	4	5	1	4	1	8	3+	[0]	
	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												
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												
Land Speeder Extremis	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -											[80]
	Vehicle (Skimmer, Fast); Heavy Bolter; Assault Cannon; Deep Strike; Jink												
4th Ravenwing Support Squadron	2	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -											155
	(C:DA, pp. 48 & 101); Vehicle (Skimmer, Fast); Heavy Bolter (x2); Typhoon Missile Launcher (x1); Assault Cannon (x1); Deep Strike; Jink												
5th Ravenwing Land Speeder Vengeance	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -											140
	(C:DA, pg. 48 & 104); Vehicle (Skimmer, Fast); Plasma Storm Battery; Heavy Bolter; Deep Strike; Jink												
Combined Arms Detachment	1	Grp: Detachment											0
Dark Angels 3rd Battle Company (110 , 3015 pts)													
3rd Company Master Baradiel	1		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)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost		
3rd Company Command Squad	3		4	4	4	4	1	4	2/3	9	3+	210		
	(C:DA, pp. 33 & 95); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x1); Power Sword (x1); Boltgun (x1); Plasma gun (x1); Apothecary; Company Champion; And They Shall Know No Fear; Grim Resolve; Stubborn; Company Standard; Drop Pod													
Apothecary Ithuriel	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 Orifiel	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]		
DropPod "Barakiel"	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[35]		
	(C:DA, pp. 42 & 100); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System													
3rd Company Damocles Command Rhino "Iunius"	1	Grp: 	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 Veterans Squad	10		4	4	4	4	1	4	2/3	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 "Aeshma"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[35]	
	(C:DA, pp. 38 & 100); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair													
3rd Company 2nd Tactical Squad	9		4	4	4	4	1	4	1	8	3+	240		
	(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													
Veteran Sergeant Hilaria	1		4	4	4	4	1	4	2/3	9	3+	[39]		
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Chainsword; Plasma Pistol; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant													
Rhino "Thrones"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[45]	
	(C:DA, pp. 38 & 100); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Hunter-killer Missile; Repair													
3rd Company 3rd Tactical Squad	9		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); Plasma gun; Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino													
Veteran Sergeant Ovidius	1		4	4	4	4	1	4	2/3	9	3+	[39]		
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Chainsword; Plasma Pistol; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant													
Rhino "Pompilius"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[35]	
	(C:DA, pp. 38 & 100); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair													
3rd Company 4th Tactical Squad	9		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); Plasma gun; Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino													
Veteran Sergeant Zedekiah	1		4	4	4	4	1	4	2/3	9	3+	[39]		
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Chainsword; Plasma Pistol; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant													
Rhino "Seraphiel"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[35]	
	(C:DA, pp. 38 & 100); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost		
3rd Company 5th Tactical Squad	9		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); Plasma gun; Plasma Cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino													
Veteran Sergeant Nuriel	1		4	4	4	4	1	4	2/3	9	3+	[39]		
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Chainsword; Plasma Pistol; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant													
Rhino "Ridwan"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[35]	
	(C:DA, pp. 38 & 100); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair													
3rd Company 6th Tactical Squad	9		4	4	4	4	1	4	1	8	3+	225		
	(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													
Veteran Sergeant Appius	1		4	4	4	4	1	4	2/3	9	3+	[39]		
	(C:DA, pp. 35 & 103); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Chainsword; Plasma Pistol; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant													
Rhino "Ulpus"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[35]	
	(C:DA, pp. 38 & 100); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair													
3rd Company 7th Assault Squad	9		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													
Veteran Sergeant Yearchmiel	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		4	4	4	4	1	4	1/2	8	3+	200		
	(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													
Veteran Sergeant Leliel	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 9th Devastator Squad	4		4	4	4	4	1	4	1	8	3+	220		
	(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													
Veteran Sergeant Numerius	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 "Agnos"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[80]	
	(C:DA, pp. 39 & 100); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Lascannon; Storm Bolter													
3rd Company 10th Devastator Squad	4		4	4	4	4	1	4	1	8	3+	245		
	(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													
Veteran Sergeant Harut	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 "Illium"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[80]	
	(C:DA, pp. 39 & 100); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Lascannon; Storm Bolter													
Dreadnought Sidriel	1	Grp:  WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10 HP: 3 Save: -											100	
	(C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Multi-melta; Power Fist; Storm Bolter; Hammer of Wrath													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Dreadnought Varhmiel	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										100	
		(C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Multi-melta; Power Fist; Storm Bolter; Hammer of Wrath											
Dreadnought Tyreal	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										120	
		(C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Power Fist; Storm Bolter; Assault Cannon; Hammer of Wrath											
Combined Arms Detachment	1	Grp: Detachment										0	
Dark Angels 10th Scout Company (27 , 478 pts)													
10th Company Master Flamma	1		6	5	4	4	3	5	3	10	3+4(i)	90	
		(C:DA, pp. 31 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Bolt Pistol; Boltgun (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+	108	
		(C:SM, pp. 85 & 167); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Boltgun (x3); Heavy Bolter; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scout; Land Speeder Storm											
Scout Sergeant Glund [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 "Invigilus" [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		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 Cornelius	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		3	3	4	4	1	4	1/2	8	4+	104	
		(C:DA, pp. 37 & 97); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; 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 Popillius	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 4th Scout Bike Squad [SM]	2		3	3	4	5	1	4	1	8	4+	54	
		(C:SM, pg. 85 & 174); Bikes ; Frag Grenades; Krak Grenades; Scout Armour; Space Marine Bike; Bolt Pistol; Shotgun; Twin-Linked Boltgun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Infiltrate; Jink; Relentless; Scout; Very Bulky											
Sergeant Jejun [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											
10th Company 5th Scout Bike Squad [SM]	2		3	3	4	5	1	4	1	8	4+	54	
		(C:SM, pg. 85 & 174); Bikes ; Frag Grenades; Krak Grenades; Scout Armour; Space Marine Bike; Bolt Pistol; Shotgun; Twin-Linked Boltgun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Infiltrate; Jink; Relentless; Scout; Very Bulky											
Sergeant Perelandra [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
Combined Arms Detachment	1	Grp: Detachment										0
Dark Angels Armorium (6 $\frac{1}{2}$, 735 pts)												
Techmarine Cloelius	1		4	4	4/8	4	1	4/1	1	8	2+	50
(C:DA, pp. 34 & 94); Infantry (Character); Assault Grenades; Krak Grenades; Artificer Armour; Servo-Arm; Bolt Pistol; Boltgun; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Grim Resolve; Independent Character; Stubborn												
Land Raider Achilles "Bene Elhoim"	1	Grp: 	BS: 4	FA: 14	SA: 14	RA: 14	HP: 4	Save: -			330	
(IA2 - 2E, pgs. 56-57); Vehicle (Tank, Transport); 6 model capacity; Armoured Ceramite; Extra Armour; Searchlight; Smoke Launchers; Thunderfire Cannon; Twin-linked Multi-melta (x2); Pintle-mounted Storm Bolter; Ferromantic Invulnerablity; Power of the Machine Spirit												
Land Raider "Michael"	1	Grp: 	BS: 4	FA: 14	SA: 14	RA: 14	HP: 4	Save: -			255	
(C:DA, pp. 41 & 104); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter; Twin-linked Lascannons (each side); Storm Bolter; Assault Vehicle; Power of the Machine Spirit												
Aegis Defence Line	1										100	
(Stronghold Assault, pg. 20); Battlefield Debris (Defence Lines)												
Gun Emplacement	1	-	-	-	-	7	2	-	-	-	3+	[50]
Quad-gun												
Combined Arms Detachment [SM]	1	Grp: Detachment										0
Adeptus Mechanicus Detachment (2 $\frac{1}{2}$, 375 pts)												
Knight Paladin "Headtaker" [KNI]	1	Grp: {}	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3	375	
HP: 6 (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												
Allied Detachment [SM]	1	Grp: Detachment										0
Total Cost:												10642

Option Footnotes	
Add Units	
Land Speeder	
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).
Rapid Manoeuvre	Rapid Manoeuvre (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 - Scurrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Mind Worm	Mind Worm (see C:DA, pg. 54).
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 Omnissiah	Blessing of the Omnissiah (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).
Drop Pod Assault	Drop Pod Assault; see (C:SM, pg. 69).
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).
Helical Targeting Array	If the Mark V Mortis remains stationary in the Movement phase, it gains the Skyfire and Interceptor rules for that game turn (see IA2 - 2E, pg. 171).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Immobile	Immobile; see (C:SM, pg. 69).
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	Inertial Guidance System; see (C:SM, pg. 69).
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 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	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 Shouting 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.
Jump Units (Character)	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 (Tank, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	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.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Book of Salvation	Book of Salvation (see C:DA, pg. 54).
Cerberus Launcher	See C:SM, pg. 75.
Chainfist	S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy.
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.
Gun Emplacement with Quad-Gun	
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.
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).
Narthecium	Narthecium (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).
Pintle-mounted Storm Bolter	24" Range; S4; AP5; Assault 2. Treated as an additional defensive weapon.
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).
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 Autocannon (x2)	48" Range; S7; AP4; Heavy 2 Linked
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).
Blades of Reason	S User; AP -; Melee, Instant Death, Specialist Weapon (see C:DA, pg. 55).
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).
Master-crafted Bolt Pistol	12" Range; S 4; AP 5; Pistol, Master-crafted.
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.
Monster Slayer of Caliban	S User; AP 3; Melee. S +1; AP 3; Melee. S +2; AP 3; Melee, instant Death (see C:DA, pg. 67).
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 Storm Battery	Burst: Range: 24"; S 7; AP 2; Heavy 3, Gets Hot. Charged: Range: 24"; S 7; AP 2; Heavy 1, Large Blast, Gets Hot! (see C:DA, pg. 60).
Plasma Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-Linked (see C:DA, pg. 60 & 7E DA FAQ).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Power Sword	S User; AP 3; Melee.
Quad-gun	Range 48"; S 7; AP 4; Heavy 4, Interceptor, Twin-linked, Skyfire.
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).
Traitor's Bane	S User; AP 3; Melee, Force, Master-crafted, Two-handed (see C:DA, pg. 54).
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 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: 1.11 For Bug Reports/www.ab40k.org; b-1. Roster Options: Imperial Armour, Named or Special Characters; a-1. Scenario: Normal Mission

You must have one Warlord in the army list

Squad 'Adeptus Mechanicus Detachment': Add more HQ units

Squad 'Dark Angels Chapter HQ': Add more Troop units

Squad 'Dark Angels Reclusiam': Remove HQ units

Squad 'Dark Angels Librarium': Remove HQ units

Squad 'Dark Angels 1st Company "The Deathwing"': Remove Elite units

Squad 'Dark Angels 2nd Company "The Ravenwing"': Remove HQ units

Squad 'Dark Angels 3rd Battle Company': Remove Elite units

Squad 'Dark Angels Armorum': Add more HQ units

Roster Statistics

% HQ: 21.4

% Knight: 3.5

% Elite: 12.6

% Troops: 29.9

% Fast: 6.6








% Heavy: 11.2

% Fortification: 0.9

% Wargear: 1.1

Model Count: 225

Files version: 1.11

Group	Min	Max	Used
	-	-	17
	-	-	7
	-	-	14
	-	-	4
	-	-	5
	0	1	0
	0	1	1