Unlimited Pts - Dark Angels

									-				
Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
Azrael	1	HQ	6	5	4/6	4	4	5	4/5	10	2+/4(i)		
											des; Lion		
											Pain (6-	-); Indep	endent
	Chara	acter; I	nner Ci	rcle; Pr	eferred l	Enemy ((CSM);	Rites o	f Battle;	Warlo	rd		
Command Squad	4		4	4	4/8	4	1	4/1	2	9	3+	191	
	(C:D	A, pp.	33 & 95); Infa	ntry; Fr	ag Gren	ades; K	rak Gre	nades; I	Power A	rmour;	Boltgun	(x1);
	Powe	er Fist ((x1); Bo	ltgun (:	x1); Sto	rm Bolte	er (x2);	Compa	ny Chan	npion;	And The	y Shall k	Know No
								ter Banı			•	,	
Company Champion	1		5	4	4/5	4	1	4/1	2/3	9	3+/6(i)	[20]	
	(C:D	A, pp.	33 & 95); Infa	ntry; Fr	ag Gren	ades; K	rak Gre	nades; (Combat	Shield;	Power A	rmour;
	Blade	e of Ca	liban; B	olt Pist	ol; And	They S	hall Kn	ow No I	Fear; Co	mbat S	quads; G	rim Res	olve;
	Stubb	orn				-					_		
Dark Angels Chapter Banner	1 I	Dark A	ngels C	hapter l	Banner (see C:D	A, pg.	66).				[45]	
Interrogator-Chaplain Seraphicus	1	HQ	5	5	4/6	4	3	5	3/4	10	3+/4(i)	125	
	(Dark		eance):	Infanti		racter):	Frag Gr		_		; Power		•
													; Litanies
					red Enei			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	pondon	CITAL	, , , , , , , , , , , , , , , , , , , ,		, 210011100
Librarian Turmiel	4	HQ	5	1	1	1	2	1	2/3	10	3+	100	
Librarian runnier	(C·D		_	l): Info	ntwy (Cl	horostor): Erag	Granada			des; Pow		112.
											earless; I		
											2); 6E I		ICIIt
								rsykei sis; Tele		y Level	(2), U E 1	sycinc	
B.E.I.					_	1			-	40	0 : (4(2)	400	
Belial	1	HQ	6	5	4	4	3	5	3	10	2+/4(i)		
											Termina		
											depender		eter;
								nots; Pre	ererrea i	enemy	(CSM);	Tactical	
					Warlo								
Interrogator-Chaplain Quinctilius	1	HQ	5	5	4/6	4	3	5	3	10	2+/4(i)		
											ır; Storm		
							rless; In	depend	ent Char	acter; I	nner Cir	cle; Pref	erred
	Enem	ıy (CSI	M); Ven	geful S	trike; Z	ealot							
Librarian Antonius	1	HQ	5	4	4/6	4	2	4	2	10	2+/5(i)	130	
											rmour;		
	Force	Stave	; Increa	se Masi	tery Lev	el (x1);	Bulky;	Deathw	ing Ass	ault; Fe	arless; I	ndepend	ent
	Chara	acter; I	nner Ci	rcle; Pr	eferred l	Enemy ((CSM);	Psyker	(Master	y Level	2); Ven	geful Str	rike
Deathwing Command Squad	3		4	4	4/8	4	1	4/1	2/3	9	2+/5(i)	325	
		A pp	45 & 95) Infa		rminato	r Armo				orm Bolt		
											Apothec		athwing
													plit Fire;
					g Comp				,			001.1), 0	p,
Deathwing Apothecary	1	erur se	4	4	4	4	1	4	2	9	2+/5(i)	[44]	
_ = = = = = = = = = = = = = = = = = = =	Infan	itry (C	-	r). Nart	hecium:	Termin	ator Ar	mour. S	_	_			Assault;
									e; Venge				- 2004411,
Deathwing Champion	1	, 1111	5	4	4/6	4	1	4	2	9	2+/5(i)	[44]	
_ = ===================================	Infan	itry (C					Halber	rd of Ca		_	eathwin		t:
									e; Venge			D 1 1000001	٠,
Deathwing Company Banner					Banner				, , , , , , , , ,			[45]	
				TJ		(C.L	-, P.D.	/ •				[]	

Name	#	Grp	WS	BS	S	T	Wo	I	Α	Ld	Save	Cost	
Deathwing 1st Knights	4	Elite	5	4	4/6	4	1	4	2	9	2+/3(i)		
												orgiven;	
												lt; Fear;	
							ner Circ	le; Prec	ision St	rikes; P	referred	Enemy (CSM);
	Veng	geful St			der Crus	ader							
Knight Master	1		5	4	4/6	4	1	4	3	9	2+/3(i)		
											forgiven		
									er of Wr	ath; Inr	ner Circle	e; Precisi	on
	Strik	es; Pre	ferred E	nemy (CSM); V	Vengefu	ıl Strike						
Land Raider Crusader					SA: 14							[280]	
												ult Laun	
		•				•	_	-			It Canno	n; Hurrio	eane
				Assaul		e; Powe	er of the	Machi	ne Spirit	t			
Deathwing 2nd Terminator Squad		Troops		4	4/8	4	1	4/1	2	9	2+/5(i)		
	(C:D	A, pp.	44 & 99); Infa	ntry; Te	rminato	or Armo	ur; Pov	ver Fist	(x3); St	torm Bol	ter (x3);	Chainfi
						Deathw	ing Ass	ault; Fe	earless; l	Inner C	ircle; Pre	eferred E	nemy
	(CSI	M); Spl	it Fire; \	Vengefu	l Strike			_					
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+/5(i)		
	Infa	ntry (C	haracte	r); Tern	ninator A	Armour;	Power	Sword	Storm !	Bolter;	Bulky; I	Deathwin	g
	Assa	ult; Fea	arless; Iı	nner Cii	cle; Pre	ferred I	Enemy (CSM);	Split Fi	re; Veng	geful Str	ike	
Deathwing 3rd Terminator Squad	4	Troops	4	4	4/8	4	1	4/1	2	9	2+/5(i)	245	
3); Infa	ntry; Te	rminato	or Armo	ur; Pov	ver Fist	(x3); St		ter (x3);	Chainfi
												eferred E	
			it Fire; \				8		,		,		
Deathwing Terminator Sergeant	1), <u>F</u>	4	4	4	4	1	4	2	9	2+/5(i)	[0]	
3	Infa	ntry (C	haracte	r); Tern	ninator A	\rmour:	Power	Sword	Storm	Bolter;		Deathwin	g
											geful Str		Č
Deathwing 4th Terminator Squad		Troops		4	4/8	4	1	4/1	2	9	2+/5(i)		
Dodanning it rominator equal							or Armo		ver Fist	_		ter (x3);	Chainfi
												eferred E	
			it Fire; \				8		,		,		
Deathwing Terminator Sergeant	1	·-/, ~ P ·-	4	4	4	4	1	4	2	9	2+/5(i)	[0]	
9	Infa	ntry (C	haracte	r); Tern	ninator A	\rmour:	Power	Sword	Storm	Bolter;		Deathwin	g
											geful Str		C
Deathwing 5th Terminator Squad		Troops		4	4/8	4	1	4/1	2	9	2+/5(i)		
Dodniming our forminator equal				-		-	or Armo			_	\ \ \	ter (x3);	Chainfi
												eferred E	
	1 / / /				l Strike	- Cutti (1	1118 1 100	, 1			,		
Deathwing Terminator Sergeant	1	·1), 5pi	4	4	4	4	1	4	2	9	2+/5(i)	[0]	
	Infa	ntry (C	haracte	r): Tern			Power	Sword				Deathwin	g
											geful Str		5
Deathwing 6th Terminator Squad		Troops		4	4/8	4	1	4/1	2	9	2+/5(i)		
Deathwing our reminator Squad						-	r Armo			_		ter (x3);	Chainfi
												erred En	
			it Fire; \			eatnwn	ng Assa	uit, rea	ness, m	nei Cii	cie, Field	eneu En	anny
Deathwing Terminator Sergeant	1	vi), Spi	4	vengeru 1	4	4	1	4	2	9	2+/5(i)	[0]	
Deathwing Terminator Sergeant	_	ntwy (C		r): Torn			Dower			_		Deathwin	σ.
											geful Str		g
Dreadnought Mikhai		Grp: E 3 Sav		5: 5 BS	5: 5 St:	6 In: 4	At: 2	FA: 12	! SA: 12	2 RA:	10 HP:	145	
)· Vehi	cle (Wa	lker): S	Searchlig	ht: Sm	oke Lau	nchers:	Twin-Li	inked	
												Upgrade	to
			readno		- 14.0041	, L	20011 77 11	-5 ,5111	,		,	- P51 uuc	
Droodnoveht Koomist					. 1 01-	6/10	n: 1 1	. O [^.	12.04	. 12 🗅	λ. 10	105	
Dreadnought Kosmiel			Save: -		o. 4 St.	U/IU I	11. 4 AU	. ∠ FA:	12 SA	ı. ı∠ K	KA. 10	105	
					cle (Wa	lker). C	learchlia	tht: Sm	oke I an	nchere:	POWAr I	ist; Stor	
					y Flamei				oke Lau	11011013,	, i owei i	131, 31011	.11
	ווטען	o1, 1 W II	LILING	u iicav	, 1 1411101	, 1141111	LICE OF V	, 1 a a a					

#			BS	S	Т	Wo	ı	Α	Ld		Cost	
1			BS: 4	St: 6 Ir	1: 4 At:	2 FA:	13 SA:	13 RA	A: 10 F	IP: 3	155	
(C·S			71). Vol	siala (V	lallrar).	Extro A	rm our	Caarabl	iaht: Cn	nolro I au	ın ah ara:	Caiamia
				155110(5)	(AZ), 11	icavy 1 16	anner, m	uiiicaiic	Donci	, manini	ci oi wi	aui,
		-		1	5	3	5	3//	10	3+//(i)	200	
_		_			_			_				Mantle:
Twi	n-Linke	ed Storm	Bolter	s; Etern	al Warr	ior; Fear	rless; H	ammer	of Wrat	h; Hit &	Run;	
			cter; Ini	ner Circl	e; Jink	; Preferr	ed Enen	ny (CSN	Л); Rele	entless; S	Scout; Sl	killed
Ride	er; Very	Bulky										
1		4	4	4/5	5	1	4	2/3	9	3+	170	. 5.1
		,		-,	,	,		,		,	8	F J
1		4	4	4/5	5	1	4	2	9	3+	[40]	
	-	ammer (or wrau	1, HII &	Kun, J	mk, Kei	entiess,	Scout, i	Skilled	Rider, S	tubborn,	, very
1 1	l I	5	4	4/5	5	1	4/1	2/3	9	3+	[40]	
Bike	es (Cha	racter);	Frag Gi	1	Krak (renades	; Power	1	r; Spac	e Marine		Teleport
		ammer o	of Wratl	n; Hit &	Run; J	ink; Rel	entless;	Scout;	Skilled	Rider; S	tubborn	Very
		win a Ca		Donnon	(aaa Cı	DA ===	(6)				[4.5]	
1		-						0/0	40	2.		
<u>(С</u> .г					_				_	_		Devehie
(Ma	stery L	evel 1);	Relentl	ess; Ver	y Bulky	/						
											231	
1.3				_				y Shall	Know 1	No Fear;	Grim R	esolve;
	& Run;	Ravenv	ving Co	mbat Sc	`	Scout; St	ubborn			0.	[400]	
_	a: Erac	Cronoc	4 	lr Crono		1 1	4	1 1	_	_		nor: Dolt
			Sun (A	,, 1 1111	Linke	a Bonga	n (no),		1 01 111	um, omn	, 11010111	1000,
1		4	4	4	5	1	4	2	9	3+	[10]	
					Boltgu	ın (x1); l	Hamme	r of Wra	ath; Jinl	k; Relent	less; Ve	ry Bulky;
∪pg	rade to				5	2	1	2	0	2+	[45]	
Bike	es. Ass		1						_			lomer:
Bolt	Pistol:	Heavy	Bolter:	Twin-Li	nked B	oltgun (x1); Ha	mmer o	f Wrath	; Jink; R	elentles	s; Verv
			,			2 (,, 			, , ,		, ,
	1 (C:S Ham Move 1 (C:E Cham Hit & Ban 1 Bike Resc Bulk 1 Bike Honn (Ma 1 (C:I Hoo Ham (Ma 1 (C:I Hoo Ham (Ma 1 (C:I Hit & 5 Bike Very 1 Bike Hong Upg 1 Bike Bolt Bike Bike Bike Bike Bike Bike Bike Bike	1 Grp: Save: (C:SM, pg. Hammer; F. Move Thro 1 HQ (C:DA, pp. Corvex; Ni Twin-Linke Independer Rider; Very 1 (C:DA, pgs. Teleport Ho Champion; Hit & Run; Banner 1 Bikes (Cha Bike; Telep Resolve; H Bulky 1 Raven: 1 Raven: 1 HQ (C:DA, pp. Hood; Bolt Hammer of (Mastery L Hammer of (Mastery L Hammer of (Mastery L Hammer of (Mastery L Hammer) 1 Troops (C:DA, pp. Hit & Run; Bikes; Frag Pistol (x5); Very Bulky 1 Bikes (Cha Homer; Champion; Champion; Champion; Champion; Champion; C:DA, pp. Hit & Run; Hit & R	1 Grp: WS: 4 Save: - (C:SM, pg. 91 & 1' Hammer; Hunter-K Move Through Cov 1 HQ 6 (C:DA, pp. 58 & 9') Corvex; Night Halo Twin-Linked Storm Independent Charac Rider; Very Bulky 1 4 (C:DA, pgs. 47 & 9') Teleport Homer; Be Champion; Plasma Hit & Run; Jink; Re Banner 1 4 Bikes (Character); Bike; Teleport Hon Resolve; Hammer of Bulky 1 5 Bikes (Character); Homer; Blade of Control Resolve; Hammer of Bulky 1 Ravenwing Control HQ 5 (C:DA, pp. 31 & 9') Hood; Bolt Pistol; Hammer of Wrath; (Mastery Level 1); 1 Troops (C:DA, pp. 47 & 10) Hit & Run; Ravenv Topgrade to Veteran Upgrade to Veteran	1 Grp: WS: 4 BS: 4 Save: - (C:SM, pg. 91 & 171); Vel Hammer; Hunter-Killer Mi Move Through Cover 1 HQ 6 5 (C:DA, pp. 58 & 93); JetB Corvex; Night Halo; Powe Twin-Linked Storm Bolter Independent Character; Inr Rider; Very Bulky 1 4 4 (C:DA, pgs. 47 & 96); Bik Teleport Homer; Bolt Pisto Champion; Plasma Talon (Hit & Run; Jink; Relentles Banner 1 4 4 Bikes (Character); Frag Gr Bike; Teleport Homer; Cor Resolve; Hammer of Wrath Bulky 1 5 4 Bikes (Character); Frag Gr Homer; Blade of Caliban; Resolve; Hammer of Wrath Bulky 1 Ravenwing Company 1 HQ 5 4 (C:DA, pp. 31 & 94); Bike Hood; Bolt Pistol; Force S' Hammer of Wrath; Indepent (Mastery Level 1); Relentl 1 Troops (C:DA, pp. 47 & 101); Raventing Co 5 4 4 Bikes; Frag Grenades; Krav Pistol (x5); Plasma gun (x1) Very Bulky 1 4 4 Bikes; Character); Frag Gr Homer; Chainsword; Twin Upgrade to Veteran Sergea 1 4 4 Bikes; Assault Grenades; H Bolt Pistol; Heavy Bolter;	1 Grp: WS: 4 BS: 4 St: 6 Ir Save: - (C:SM, pg. 91 & 171); Vehicle (W Hammer; Hunter-Killer Missile(s) Move Through Cover 1 HQ 6 5 4 (C:DA, pp. 58 & 93); JetBikes (Cleorex; Night Halo; Power Armout Twin-Linked Storm Bolters; Etern Independent Character; Inner Circle Rider; Very Bulky 1 4 4 4/5 (C:DA, pgs. 47 & 96); Bikes; Frage Teleport Homer; Bolt Pistol (x1); Champion; Plasma Talon (x1); An Hit & Run; Jink; Relentless; Scout Banner 1 4 4 4/5 Bikes (Character); Frage Grenades; Bike; Teleport Homer; Corvus Harkesolve; Hammer of Wrath; Hit & Bulky 1 5 4 4/5 Bikes (Character); Frage Grenades; Homer; Blade of Caliban; Bolt Pistols; Homer; Blade of Caliban; Bolt Pistols; Hammer of Wrath; Hit & Bulky 1 Ravenwing Company Banner 1 HQ 5 4 4 (C:DA, pp. 31 & 94); Bikes (Charathood; Bolt Pistol; Force Sword; Shammer of Wrath; Independent Clematery Level 1); Relentless; Verenamer of Wrath; Ravenwing Combat Scott	1 Grp: WS: 4 BS: 4 St: 6 In: 4 At: Save: - (C:SM, pg. 91 & 171); Vehicle (Walker); Hammer; Hunter-Killer Missile(s) (x2); Hove Through Cover 1 HQ 6 5 4 5 (C:DA, pp. 58 & 93); JetBikes (Characte: Corvex; Night Halo; Power Armour; Tele Twin-Linked Storm Bolters; Eternal Warr Independent Character; Inner Circle; Jink Rider; Very Bulky 1 4 4 4/5 5 (C:DA, pgs. 47 & 96); Bikes; Frag Grena: Teleport Homer; Bolt Pistol (x1); Corvus Champion; Plasma Talon (x1); And They Hit & Run; Jink; Relentless; Scout; Skille Banner 1 4 4 4/5 5 Bikes (Character); Frag Grenades; Krak Glike; Teleport Homer; Corvus Hammer; I Resolve; Hammer of Wrath; Hit & Run; J Bulky 1 5 4 4/5 5 Bikes (Character); Frag Grenades; Krak Ghomer; Blade of Caliban; Bolt Pistol; Pla Resolve; Hammer of Wrath; Hit & Run; J Bulky 1 Ravenwing Company Banner (see C: 1 HQ 5 4 5 (C:DA, pp. 31 & 94); Bikes (Character); Hood; Bolt Pistol; Force Sword; Space M Hammer of Wrath; Independent Character (Mastery Level 1); Relentless; Very Bulky 1 Troops (C:DA, pp. 47 & 101); Ravenwing Attack Hit & Run; Ravenwing Combat Squads; S 5 4 4 4 5 Bikes; Frag Grenades; Krak Grenades; Popistol (x5); Plasma gun (x1); Twin-Linked Boltgu Upgrade to Veteran Sergeant 1 4 4 5 5 Bikes; Assault Grenades; Krak Grenades; Bolt Pistol; Heavy Bolter; Twin-Linked Boltgu Upgrade to Veteran Sergeant 1 4 5 6 Bikes; Assault Grenades; Krak Grenades; Bolt Pistol; Heavy Bolter; Twin-Linked Boltgu Upgrade to Veteran Sergeant	1 Grp: WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: Save: - (C:SM, pg. 91 & 171); Vehicle (Walker); Extra A Hammer; Hunter-Killer Missile(s) (x2); Heavy Fla Move Through Cover 1 HQ 6 5 4 5 3 (C:DA, pp. 58 & 93); JetBikes (Character); Frag Corvex; Night Halo; Power Armour; Teleport Hor Twin-Linked Storm Bolters; Eternal Warrior; Fea Independent Character; Inner Circle; Jink; Preferr Rider; Very Bulky 1 4 4 4/5 5 1 (C:DA, pgs. 47 & 96); Bikes; Frag Grenades; Krar Gleport Homer; Bolt Pistol (x1); Corvus Hammer Champion; Plasma Talon (x1); And They Shall K. Hit & Run; Jink; Relentless; Scout; Skilled Rider; Banner 1 4 4 4/5 5 1 Bikes (Character); Frag Grenades; Krak Grenades Bike; Teleport Homer; Corvus Hammer; Plasma Talon (x1); Hit & Run; Jink; Rel Bulky 1 5 4 4/5 5 1 Bikes (Character); Frag Grenades; Krak Grenades Homer; Blade of Caliban; Bolt Pistol; Plasma Talon (x1); Rel Bulky 1 Ravenwing Company Banner (see C:DA, pg. 1 Ravenwing Hammer of Wrath; Independent Character; Inner (Mastery Level 1); Relentless; Very Bulky 1 Troops	1 Grp: WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 13 SA Save: - (C:SM, pg. 91 & 171); Vehicle (Walker); Extra Armour; Hammer; Hunter-Killer Missile(s) (x2); Heavy Flamer; H Move Through Cover 1 HQ 6 5 4 5 3 5 C(C:DA, pp. 58 & 93); JetBikes (Character); Frag Grenade Corvex; Night Halo; Power Armour; Teleport Homer; Bo Twin-Linked Storm Bolters; Eternal Warrior; Fearless; H Independent Character; Inner Circle; Jink; Preferred Enen Rider; Very Bulky 1 A 4 A 4/5 5 1 4 (C:DA, pgs. 47 & 96); Bikes; Frag Grenades; Krak Grena Teleport Homer; Bolt Pistol (x1); Corvus Hammer (x1); Fchampion; Plasma Talon (x1); And They Shall Know No Hit & Run; Jink; Relentless; Scout; Skilled Rider; Stubbo Banner 1 A 4 A 4/5 5 1 4 Bikes (Character); Frag Grenades; Krak Grenades; Narthe Bike; Teleport Homer; Corvus Hammer; Plasma Talon; And Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Bulky 1 5 A 4/5 5 1 4/1 Bikes (Character); Frag Grenades; Krak Grenades; Power Homer; Blade of Caliban; Bolt Pistol; Plasma Talon; And Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Bulky 1 Ravenwing Company Banner (see C:DA, pg. 66). 1 HQ 5 4 4 5 2 4 (C:DA, pp. 31 & 94); Bikes (Character); Frag Grenades; Hood; Bolt Pistol; Force Sword; Space Marine Bike; Twin Hammer of Wrath; Independent Character; Inner Circle; J (Mastery Level 1); Relentless; Very Bulky 1 Troops (C:DA, pp. 47 & 101); Ravenwing Attack Bike; And The Hit & Run; Ravenwing Combat Squads; Scout; Stubborn 5 4 4 4 5 1 4 Bikes (Character); Frag Grenades; Power Armour; Sq Pistol (x5); Plasma gun (x1); Twin-Linked Boltgun (x5); Very Bulky 1 Troops (C:DA, pp. 47 & 101); Ravenwing Attack Bike; And The Hit & Run; Ravenwing Combat Squads; Scout; Stubborn 5 4 4 4 5 5 1 4 Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Sq Pistol (x5); Plasma gun (x1); Twin-Linked Boltgun (x5); Very Bulky 1 Troops (C:DA, pp. 47 & 101); Ravenwing Attack Bike; And The Hit & Run; Ravenwing Combat Squads; Scout; Stubborn 5 4 4 5 1 4 Bikes; Assault Grenades; Krak Grenades; Power Ar	1 Grp: WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 13 SA: 13 R/Save: - (C:SM, pg. 91 & 171); Vehicle (Walker); Extra Armour; Searchl Hammer; Hunter-Killer Missile(s) (x2); Heavy Flamer; Hurricand Move Through Cover 1 HQ 6 5 4 5 3 5 3/4 (C:DA, pp. 58 & 93); JetBikes (Character); Frag Grenades; Krak Corvex; Night Halo; Power Armour; Teleport Homer; Bolt Pistol Twin-Linked Storm Bolters; Eternal Warrior; Fearless; Hammer Independent Character; Inner Circle; Jink; Preferred Enemy (CSN Rider; Very Bulky 1 4 4 4 4/5 5 1 4 2/3 (C:DA, pgs. 47 & 96); Bikes; Frag Grenades; Krak Grenades; Po Teleport Homer; Bolt Pistol (x1); Corvus Hammer (x1); Ravenwi Champion; Plasma Talon (x1); And They Shall Know No Fear; C Hit & Run; Jink; Relentless; Scout; Skilled Rider; Stubborn; Very Banner 1 4 4 4 4/5 5 1 4 2 Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; I Bike; Teleport Homer; Corvus Hammer; Plasma Talon; And They Shall Know; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Bulky 1 5 4 4/5 5 1 4/1 2/3 Bikes (Character); Frag Grenades; Krak Grenades; Power Armou Homer; Blade of Caliban; Bolt Pistol; Plasma Talon; And They SR Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Bulky 1 8 7 4 4 5 2 4 2/3 (C:DA, pp. 31 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Fower Armou Hood; Bolt Pistol; Plasma Talon; And They SR Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Bulky 1 Ravenwing Company Banner (see C:DA, pg. 66). 1 HQ 5 4 4 5 2 4 2/3 (C:DA, pp. 47 & 101); Ravenwing Attack Bike; And They Shall Hit & Run; Ravenwing Combat Squads; Scout; Stubborn 5 4 4 4 5 1 4 1 Bikes; Frag Grenades; Krak Grenades; Power Armour, Space Ma Pistol (x5); Plasma gun (x1); Twin-Linked Boltgun (x5); Hammer of Wrath; Independent Character; Inner Circle; Jink; Pro (Mastery Level 1); Relentless; Very Bulky 1 Troops 4 4 5 1 4 2 Bikes (Character); Frag Grenades; Krak Grenades; Power Armour, Space Ma Pistol; Hammer of Wrath; Linked Boltgun (x1); Hammer of Wrath; Hammer of Wrath; Linked Boltgun (x1)	1 Grp: WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 13 SA: 13 RA: 10 F Save: - (C:SM, pg. 91 & 171); Vehicle (Walker); Extra Armour; Searchlight; Sn Hammer; Hunter-Killer Missile(s) (x2); Heavy Flamer; Hurricane Bolter Move Through Cover 1 HQ 6 5 4 5 3 5 3/4 10 (C:DA, pp. 58 & 93); JetBikes (Character); Frag Grenades; Krak Grenade Corvex; Night Halo; Power Armour; Teleport Homer; Bolt Pistol; Raver Twin-Linked Storm Bolters; Eternal Warrior; Fearless; Hammer of Wrath Independent Character; Inner Circle; Jink; Preferred Enemy (CSM); Rele Rider; Very Bulky 1 4 4 4 4/5 5 1 4 2/3 9 (C:DA, pg. 47 & 96); Bikes; Frag Grenades; Krak Grenades; Power Armeleport Homer; Bolt Pistol (x1); Corvus Hammer (x1); Ravenwing Apo (Champion; Plasma Talon (x1); And They Shall Know No Fear; Grim Re Hit & Run; Jink; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky Banner 1 4 4 4/5 5 1 4 2 9 Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; Power A Bike; Teleport Homer; Corvus Hammer; Plasma Talon; And They Shall Know; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Skilled Bulky 1 5 4 4/5 5 1 4/1 2/3 9 Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Spac Homer; Blade of Caliban; Bolt Pistol; Plasma Talon; And They Shall Knesolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Skilled Bulky 1 5 4 4/5 5 1 4/1 2/3 9 Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Spac Homer; Blade of Caliban; Bolt Pistol; Plasma Talon; And They Shall Knesolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Skilled Bulky 1 Ravenwing Company Banner (see C:DA, pg. 66). 1 HQ 5 4 4 5 5 2 4 2/3 10 (C:DA, pp. 31 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Hood; Bolt Pistol; Force Sword; Space Marine Bike; Twin-Linked Boltg Hammer of Wrath; Independent Character; Inner Circle; Jink; Preferred (Mastery Level 1); Relentless; Very Bulky 1 Troops 1 Troops 1 Troops 1 Troops 2 4 4 9 5 1 4 9 9 Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bi Pistol; Heavy Bolter;	1 Grp: WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 13 SA: 13 RA: 10 HP: 3 Save: - (C:SM, pg. 91 & 171); Vehicle (Walker); Extra Armour; Searchlight; Smoke Lat Hammer; Hunter-Killer Missile(s) (x2); Heavy Flamer; Hurricane Bolter; Hamm Move Through Cover 1 HQ 6 5 4 5 3 5 3/4 10 3+/4(i) (C:DA, pp. 58 & 93); JetBikes (Character); Frag Grenades; Krak Grenades; Ada Corvex; Night Halo; Power Armour; Teleport Homer; Bolt Pistol; Raven Sword; Twin-Linked Storm Bolters; Eternal Warrior; Fearless; Hammer of Wrath; Hit & Independent Character; Inner Circle; Jink; Preferred Enemy (CSM); Relentless; Rider; Very Bulky 1 4 4 4 4/5 5 1 4 2/3 9 3+ (C:DA, pgs. 47 & 96); Bikes; Frag Grenades; Krak Grenades; Power Armour; Teleport Homer; Bolt Pistol (x1); Corvus Hammer (x1); Ravenwing Apothecary; Champion; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hit & Run; Jink; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky; Ravenw Banner 1 4 4 4 4/5 5 1 4 2 9 3+ Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; Power Armour; 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; S Bulky 1 4 4 4 4/5 5 1 4 2 9 3+ Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; Power Armour; Bike; Teleport Homer; Gorvus Hammer; Plasma Talon; And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Relentless; Scout; Skilled Rider; S Bulky 1 5 4 4/5 5 1 4/1 2/3 9 3+ Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Homer; Blade of Caliban; Bolt Pistol; Plasma Talon; And They Shall Know No Fear; Hit & Run; Jink; Relentless; Scout; Skilled Rider; S Bulky 1 Revenwing Company Banner (see C:DA, pg. 66). 1 HQ 5 4 4 5 2 4 2/3 10 3+ (C:DA, pp. 31 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Telepostor, Space	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; Hammer; Hunter-Killer Missile(s) (x2); Heavy Flamer; Hurricane Bolter; Hammer of Wr Move Through Cover

Name		Grp WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
Ravenwing 3rd Attack Squadron		roops			<u> </u>	<u> </u>	L				241	
		k, pp. 47 & 1 Run; Raven						y Shall	Know N	lo Fear;	Grim Re	esolve;
Ravenwing Biker	5	Kuii, Kaveii	Villg Co.	4	[uaus, 5	1	1	1	8	3+	[186]	
Naveriwing biker	_	Frag Grena	des Kra		des: Por	wer Arn	10ur: Sr	nace Ma	_	_		ner: Bolt
		(x5); Plasma										
	Very E		, Barr (,, 1,,111	2111110	201184	(,		1 01 111	, 011111	, 11010110	,
Ravenwing Sergeant	1	4	4	4	5	1	4	2	9	3+	[10]	
		(Character);										
	1	r; Chainswoi			Boltgu	n (x1); l	Hamme	r of Wra	ath; Jink	x; Relent	less; Ver	y Bulky;
	Upgra	de to Veterai	Sergea									
Ravenwing Attack Bike	1	4	4	4	5	2	4	2	8	3+	[55]	r
		Assault Gre										
	Bulky	istol; Multi-	mena, i	win-Lin	keu Boi	ıgun (x	i), Haiii	imer or	wram,	Jink, Re	ientiess,	very
Devenuing 4th Connect Considers		way Fact DC	N. 4 EA.	10.00	. 10 D	A. 10 I	ID: O	201101	•		225	
Ravenwing 4th Support Squadron		rp: Fast BS							2). Mul	ti malta	335 (v2): Tv	nhaan
		e Launcher (.∠), IVIU	iti-iiicita	(XZ), Ty	phoon
3rd Company Master Baradiel	1	HQ 6	5	1	Inion (A.	3	5 5trike,	2	10	3+/4(i)	115	
ord Company Master Baradier		, pp. 31 & 9	_	4 ntry (C)	haracter	_	5 Grenade	c Krak				ower
		ır; Power Sv										
		red Enemy (11101 1 10	.simagan	(11), 1	carress,	macpe	ii uc iii e	naractor	, miler c	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
3rd Company Command Squad	3	4	4	4	4	1	4	2/3	9	3+/3(i)	190	
ora company commana equad	_	, pp. 33 & 9	5): Infa		ag Gren	ades: K	rak Gre		_			hield
		Bolt Pistol (x										
		pion; And Tl										1 5
Apothecary	1	4	4	4	4	1	4	2	9	3+	[20]	
		, pp. 33 & 9										our;
O a manage of the manage of	Chains	sword; And			1	ar; Con	_	1				
Company Champion	(C.D.A	5 22 % 0	5). Info	4/5	4	l l	4/1	2/3	9 Cambat	3+/6(i)		
		, pp. 33 & 9 of Caliban; 1										
	Stubbo		DOIL 1 131	oi, And	They 5	nan Kii	JW 110 1	car, cc	illoat 5	quaus, C	JIIII IXCS	orve,
Company Standard		ompany Star	ndard (se	e C:DA	, pg. 66).					[15]	
Damocles Command Rhino (IA)		rp: HQ BS:				•	P: 3 S	ave: -	-		75	
Tames a commence rumne (m.y		2E, pg. 186							ort Bea	con; Sto		er;
		l Bombardm					•	, 1		,		,
3rd Company 1st Veteran Squad	10 E	Elite 4	4	4	4	1	4	2	9	3+/3(i)	255	
		, pp. 36 & 9										hield
		Bolt Pistol (x									Cannon;	And
		Shall Know 1							orn; Rł	nino		
Rhino		rp: BS: 4									[35]	
		, pp. 38 & 1			ransport	, Tank);	10 mo	del capa	acity; Se	earchligh	nt; Smok	e
		hers; Storm	Boiter, F	cepair							0.1=	
3rd Company 2nd Tactical Squad		roops 4	<u> 4</u>	<u> 4</u>	4	1 1	1.0	1 1	8	3+	245	1 (0)
		x, pp. 37 & 9 in (x7); Plasi										
		in (x /); Plasi Resolve; Stu			Callion	, And I	ney Sile	a11 N 110\	w ind re	ai, com	wai syua	aus,
Sergeant	1	4	4	4	4	1	4	2	9	3+	[44]	
Congount	(C:DA	, pp. 35 & 1			-	r); Frag	Grenac		_	_		our;
		Bombs; Bol										
Rhino	1 G	rp: BS:4	FA: 11	SA: 11	RA: 10) HP: (3 Save	: -			[45]	
		, pp. 38 & 1						del capa	acity; Se	earchligh	nt; Smok	e
	Launc	hers; Storm	Bolter; I	Iunter-k	iller Mi	ssile; R	epair					

Name	# Grp	WS	BS	S	Т	Wo	I	Α	Ld		Cost	
3rd Company 3rd Tactical Squad	9 Troops		4	4	4	11	4	1	8	3+	235	
	(C:DA, pp.											
	Boltgun (x7				Cannon	; And T	hey Sha	all Knov	v No Fe	ar; Com	ıbat Squa	ıds;
	Grim Resolv	 	born; R	hino							F 4 47	
Sergeant	1	25 0 10	4	4	4	1 1	4	2	9	3+	[44]	
	(C:DA, pp.											
Dhina	Melta Bomb								pgrade	to vete		eant
Rhino	1 Grp: I								-:4 C	1. 1: - 1	[35]	
	(C:DA, pp. Launchers;				ansport	, rank);	10 mo	uei capa	icity; Se	earchilgr	nt; Smoke	e
3rd Company 4th Tactical Squad	9 Troops	4	4	4	4	1	4	1	8	3+	235	
	(C:DA, pp.	37 & 95); Infai	ntry; Fr	ag Gren	ades; K	rak Gre	nades; I	ower A	rmour;	Bolt Pist	ol (x
	Boltgun (x7); Plasn	na gun;	Plasma	Cannon	; And T	hey Sha	all Knov	v No Fe	ar; Com	ıbat Squa	ds;
	Grim Resolv	ve; Stub	born; R	hino								
Sergeant	1	4	4	4	4	1	4	2	9	3+	[44]	
	(C:DA, pp.	35 & 10)3); Infa	antry (C	haracte	er); Frag	Grenac	les; Kra	k Grena	ides; Po	wer Armo	our;
	Melta Bomb								Jpgrade	to Vete	ran Serge	eant
Rhino	1 Grp: I										[35]	
	(C:DA, pp.				ansport	, Tank);	10 mo	del capa	city; Se	earchligh	nt; Smoke	e
	Launchers;	Storm E	Bolter; R	Repair								
3rd Company 5th Tactical Squad	9 Troops	4	4	4	4	1	4	1	8	3+	235	
	(C:DA, pp.	37 & 95); Infai	ntry; Fr	ag Gren	ades; K	rak Gre	nades; I	ower A	rmour;	Bolt Pist	ol (x
	Boltgun (x7											
	Grim Resolv						-				•	
Sergeant	1	4	4	4	4	1	4	2	9	3+	[44]	
	(C:DA, pp.	35 & 10)3); Infa	antry (C	haracte	er); Frag	Grenac	les; Kra	k Grena	ides; Po	wer Armo	our;
	Melta Bomb								Jpgrade	to Vete	ran Serge	eant
Rhino	1 Grp: I										[35]	
	(C:DA, pp.				ansport	, Tank);	10 mo	del capa	city; Se	earchligh	nt; Smoke	e
	Launchers;	Storm E	Bolter; R	Repair								
3rd Company 6th Tactical Squad	9 Troops	4	4	4	4	1	4	1	8	3+	230	
	(C:DA, pp.	37 & 95); Infai	ntry; Fr	ag Gren	ades; K	rak Gre	nades; I	ower A	rmour;	Bolt Pist	ol (x
	Boltgun (x7); Melta	agun; Pl	asma Ca	annon;	And The	ey Shall	Know 1	No Fear	; Comba	at Squads	s; Gri
	Resolve; Stu	ubborn;	Rhino									
Sergeant	1	4	4	4	4	1	4	2	9	3+	[44]	
	(C:DA, pp.											
	Melta Bomb								Jpgrade	to Vete		eant
Rhino	1 Grp: [[35]	
	(C:DA, pp.				ansport	, Tank);	10 mo	del capa	city; Se	earchligh	nt; Smoke	e
	Launchers;	Storm E	Bolter; R	Lepair								
3rd Company 7th Assault Squad	9 Fast	4	4	4	4	1	4	1/2	8	3+	220	
	(C:DA, pp.	35 & 10)2); Jun	np Unit	s; Frag	Grenad	es; Krak	Grenac	les; Jun	p Pack;	Power A	rmo
	Bolt Pistol ((x7); Ch	ainswoi	rd (x9);	Flamer	(x1); P1	asma Pi	stol (x1); And '	They Sh	all Know	No.
	Fear; Bulky	; Comb	at Squa	ds; Deep	Strike	Grim I	Resolve	Stubbo	rn			
Sergeant	1	4	4	4	4	1	4	2/3	9	3+	[47]	
	Infantry (C							np Pack	; Power	Armou	r; Melta l	Boml
	ID II D' I	Power	Sword;	Upgrade	to Vete	eran Ser	geant					
	Bolt Pistol;			1 4	1	1	1	1/2	8	3+	190	
3rd Company 8th Assault Squad		4	4	4	4			1/4	0	J 31	130	
3rd Company 8th Assault Squad	9 Fast		4)2); Jun		s; Frag	Grenad	es; Krak					rmo
3rd Company 8th Assault Squad	9 Fast (C:DA, pp.	35 & 10		np Unit				Grenac	les; Jun	np Pack;	Power A	
3rd Company 8th Assault Squad	9 Fast (C:DA, pp. Bolt Pistol (35 & 10 (x9); Ch	ainswoi	np Unit (d (x9);				Grenac	les; Jun	np Pack;	Power A	
	9 Fast (C:DA, pp.	35 & 10 (x9); Ch	ainswoi	np Unit (d (x9);				Grenac	les; Jun	np Pack;	Power A	
3rd Company 8th Assault Squad Sergeant	9 Fast (C:DA, pp. Bolt Pistol (35 & 10 (x9); Ch n Resolv	ve; Stub	np Unit rd (x9); born 4	And Th	ey Shal	l Know	Grenac No Fea	les; Jun r; Bulky	np Pack; y; Comb	Power A at Squad	s; De

Name		Grp	WS	BS	S	Т	Wo	ı	Α	Ld		Cost	
3rd Company 9th Devastator Squad		leavy	4	4	4	4	1	4	1	8	3+	215	• . •
												r; Bolt P	
				(x2), La Razorba		n (x2); 1	And In	ey Snan	Know I	No Feai	r, Comba	at Squads	s; Grim
Sergeant	1	vc, 5tu	4	4	4	4	1	4	2	9	3+	[24]	
Solgoune	Infan	try (C		r); Frag	•		k Grena	des; Po			gnum; B		
						ergeant		,		,	<i>3</i> ,	, ,	
Razorback						RA: 10						[75]	
							, Tank);	6 mod	el capac	ity; Sea	archlight	; Smoke	
	·			nked La	ascanno	n							
3rd Company 10th Devastator Squad		leavy	4	4	4	4	1	4	1	8	3+	230	• . •
												r; Bolt P	
											e Launci zorback	her) (x3)	, Allu
Sergeant	1	Silaii I	4	4	4	4	1	4	1	8	3+	[14]	
30.g0at	Infan	try (C	haracte	r); Frag	Grenad	es; Kral	k Grena	des; Po	wer Arm	nour; Si	gnum; B		
		sword		,, &		,		,		,	,	ζ,	
Razorback						RA: 10						[75]	
							, Tank);	6 mod	el capac	ity; Sea	archlight	; Smoke	
				nked La									
10th Company Master Flamma		HQ	6	5	4	4	3	5	3	10	3+/4(i)	95	
												Halo, Po	
		ur, Bol y (CSN		; Storm	Boiter	(X1); Fe	ariess;	ındepen	ident Cn	aracter,	inner C	ircle; Pre	eierrea
40th Common Act Court Court ICMI		y (CSI			4	4	4	1	1	0	4.	440	
10th Company 1st Scout Squad [SM]	(C:SN	A nn S	3	3 7): Infa	4	rog Gra	nodos:	4 Vrok G	ranadas:	Scout	4+	113 Bolt Pis	tol (v4):
												Cnow No	
												peeder S	
Sergeant [SM]	1		4	4	4	4	1	4	1/2	8	4+	[11]	
												Chainsv	
				ll Knov	v No Fe	ar; Cha _l	pter Tac	tics; Co	ombat So	quads; I	nfiltrate:	; Move T	hrough
Land Canadan Chama [CM]		r; Scou		- 10	<u> </u>	DA. 44) LID. ([45]	
Land Speeder Storm [SM]						RA: 10				ronanos	rt): 5 ms	[45] odel capa	oitre
									p Strike			ouer capa	icity,
10th Company 2nd Scout Squad		roops		3	4	Δ	1	1 4	1/2	8	4+	68	
Total Company 2nd Coodt Oquad						ag Gren	ades: K	rak Gre		_	-	Bolt Pisto	ol (x4):
												Combat	
				rough C					-		·		•
Sergeant	1		4	4	4	4	1	4	1/2	8	4+	[12]	
												tol; Chai	nsword;
	Andl	They Si	nall Kn	ow No l	Fear (a	mhat N			e. Move	Throug	gh Cover	; Scout	
					cur, c	Jillout 5	quaus,	immuat					
10th Company 3rd Scout Squad	7 T	roops	3	3	4	4	1	4	1/2	8	4+	120	1
10th Company 3rd Scout Squad	7 T (C:DA	roops A, pp. 3	37 & 97	3 '); Infa i	4 n try ; Fr	4 ag Gren	1 ades; K	4 rak Gre	1/2 enades; S	8 Scout A	rmour; (Camo Clo	
10th Company 3rd Scout Squad	7 T (C:DA Bolt P	roops A, pp. 3 Pistol (2	37 & 97 x7); Co	3 '); Infar mbat K	4 ntry; Fr nife (x2	4 ag Gren); Shotg	1 ades; K gun (x1)	rak Gre ; Snipe	1/2 enades; S r Rifle (x	8 Scout A x3); He	rmour; C avy Bolt	- 1	
	7 T (C:DA Bolt P	roops A, pp. 3 Pistol (2	37 & 97 x7); Co	3 '); Infar mbat K	4 ntry; Fr nife (x2	4 ag Gren); Shotg	1 ades; K gun (x1)	rak Gre ; Snipe	1/2 enades; S r Rifle (x nrough C	8 Scout A x3); He	rmour; C avy Bolt	Camo Clo er; And	
10th Company 3rd Scout Squad Sergeant	7 T (C:DA Bolt P Shall	roops A, pp. 3 Pistol (x Know	37 & 97 x7); Co No Fea 4	3 7); Infar mbat K r; Comb	4 ntry; Fr nife (x2 pat Squa	4 ag Gren); Shotg ads; Infi 4	ades; K gun (x1) ltrate; M	4 rak Gree; Sniper Move Tl	1/2 enades; S r Rifle (x nrough 0	8 Scout A x3); He Cover; S	rmour; Cavy Bolt Scout	Camo Clo er; And	Гћеу
	7 T (C:DA Bolt P Shall I Infan	roops A, pp. 3 Pistol (2 Know	87 & 97 x7); Co No Fea 4 haracter	3 T); Infarmbat K r; Comb 4 r); Assa	4 ntry; Fr nife (x2 pat Squa 4 ult Grer	4 ag Gren); Shotg ads; Infi 4 nades; K	1 lades; K gun (x1) ltrate; M 1	4 rak Gre ; Sniper Move Tl 4 enades;	nades; Ser Rifle (2) nrough (2) 1/2 Scout A	8 Scout A x3); He Cover; S 8 rmour;	rmour; Cavy Bolt Scout 4+ Camo C	Camo Clo er; And	Γhey
	7 T (C:DA Bolt P Shall 1 Infan Pistol	roops A, pp. 3 Pistol (2 Know	37 & 97 x7); Co No Fea 4 haracter sword;	3 T); Infarmbat K r; Comb 4 r); Assa	4 ntry; Fr nife (x2 pat Squa 4 ult Grer	4 ag Gren); Shotg ads; Infi 4 nades; K	1 lades; K gun (x1) ltrate; M 1	4 rak Gre ; Sniper Move Tl 4 enades;	nades; Ser Rifle (2) nrough (2) 1/2 Scout A	8 Scout A x3); He Cover; S 8 rmour;	rmour; Cavy Bolt Scout 4+ Camo C	Camo Cloer; And [14] loaks; Bo	Γhey
Sergeant 10th Company 4th Scout Bike Squad	7 T (C:DA Bolt P Shall 1 Infan Pistol Cover	roops A, pp. 3 Pistol (x Know try (Cl ; Chair r; Scou	37 & 97 x7); Co No Fea 4 haracter asword; t	3 '); Infairmbat K. r; Coml 4 r); Assa And Tl	4 ntry; Fr nife (x2 pat Squa 4 ult Green hey Sha	4 ag Gren); Shotg ads; Infi 4 nades; K ll Know	1 nades; K gun (x1) ltrate; N 1 Trak Gre No Fe	4 rak Gre ; Snipe; Move TI 4 enades; ar; Com	1/2 enades; S r Rifle (x nrough (1/2 Scout A abat Squa	8 Scout A x3); He Cover; S 8 rmour; ads; Inf	rmour; Cavy Bolt Scout 4+ Camo Ciltrate; N	Camo Clo er; And ' [14] loaks; Bo Move The	olt ough
Sergeant 10th Company 4th Scout Bike Squad	7 T (C:DA Bolt P Shall I Infan Pistol Cover	roops A, pp. 2 Pistol (x Know try (Cl ; Chair r; Scou	37 & 97 x7); Co No Fea 4 haracter asword; t 3 35 & 17	3 '); Infarmbat K r; Coml 4 r); Assa And Tl 3 '4); Bik	4 ntry; Fr nife (x2 pat Squa 4 ult Gren ney Sha 4 es; Frag	4 ag Gren); Shotg ads; Infi 4 nades; K Il Know	ades; Kgun (x1) ltrate; M 1 crak Grey No Fee	4 rak Gre ; Sniper Move TI 4 enades; ar; Com	nades; Scar Rifle (xarough Carough Carough Carough Carough Carough Scar Anbat Square 1	8 Scout A x3); He Cover; S 8 rmour; ads; Inf	rmour; Cavy Bolt Scout 4+ Camo Ciltrate; N	Camo Cloer; And [14] loaks; Bodove The 59 ace Mari	olt rough
Sergeant 10th Company 4th Scout Bike Squad	7 T (C:DA Bolt P Shall 1 Infan Pistol: Cover 2 (C:SM Bolt P	roops A, pp. 3 Pistol (x Know ttry (Cl ; Chair r; Scou M, pg. 8 Pistol; S	37 & 97 x7); Co No Fea 4 haracter asword; t 3 35 & 17 Shotgur	3 T); Infarmbat K r; Coml 4 r); Assa And Tl 3 T4); Bik	htry; Fr nife (x2 pat Squa 4 ult Gree hey Sha 4 es; Frag tes Grer	ag Gren); Shotg ads; Infi 4 nades; K Il Know 5 Grenac nade La	1 ades; Kgun (x1) ltrate; M 1 Crak Grey No Fe:	4 rak Gree ; Sniper Move TI 4 enades; ar; Com 4 k Grena (x1); Tv	1/2 cnades; S r Rifle (nough () 1/2 Scout A abat Squa 1 ades; Scovin-Link	8 Scout A x3); He Cover; S 8 rmour; ads; Inf 8 out Arn ed Bolt	rmour; Cavy Bolt Scout 4+ Camo Ciltrate; Number 14+ Camo Ciltrate; Span (x1)	Camo Cloer; And Tolers, And To	olt rough
Sergeant 10th Company 4th Scout Bike Squad	7 T (C:DA Bolt P Shall 1 Infan Pistol: Cover 2 (C:SM Bolt P Shall 1	roops A, pp. 3 A, pp. 3 Pistol (; Know ttry (Cl ; Chair r; Scou A, pg. 8 Pistol; S Know	37 & 97 x7); Co No Fea 4 haractensword; t 3 35 & 17 Shotgur No Fea	3 (7); Infarmbat K (7); Coml (4 (7); Assa (And Tl (3 (4); Bik (1); Astar (7); Chap	4 ntry; Fr nife (x2 pat Squa 4 ult Gree ney Sha 4 es; Frag tes Gree ter Tact	ag Gren); Shotg ads; Infi 4 nades; K Il Know 5 Grenac nade Lan	1 ades; Kgun (x1) ltrate; M 1 Crak Grey No Fe:	4 rak Gree ; Sniper Move TI 4 enades; ar; Com 4 k Grena (x1); Tv	1/2 cnades; S r Rifle (nough () 1/2 Scout A abat Squa 1 ades; Scovin-Link	8 Scout A x3); He Cover; S 8 rmour; ads; Inf 8 out Arn ed Bolt	rmour; Cavy Bolt Scout 4+ Camo Ciltrate; Number 14+ Camo Ciltrate; Span (x1)	Camo Cloer; And [14] loaks; Bodove The 59 ace Mari	olt rough
Sergeant 10th Company 4th Scout Bike Squad [SM]	7 T (C:DA Bolt P Shall 1 Infan Pistol: Cover 2 (C:SM Bolt P Shall 1	roops A, pp. 3 A, pp. 3 Pistol (; Know ttry (Cl ; Chair r; Scou A, pg. 8 Pistol; S Know	37 & 97 x7); Co No Fea 4 haracter asword; t 3 35 & 17 Shotgur No Fea Scout; V	3 (7); Infarmbat K (7); Coml (4) (7); Assa And Tl (3) (4); Bik (4); Bik (5) (7); Chap (7)/ery Bul	4 ntry; Fr nife (x2 pat Squa 4 ult Gren ney Sha 4 es; Frag tes Grer ter Tact ky	4 ag Gren); Shotg ads; Infi 4 nades; K Il Know 5 Grenac nade Lar ics; Cor	1 ades; Kgun (x1) ltrate; M 1 Crak Grey No Fe:	4 rak Gree ; Sniper Move TI 4 enades; ar; Com 4 k Grena (x1); Tv	1/2 cnades; S r Rifle (nough () 1/2 Scout A abat Squa 1 ades; Scovin-Link	8 Scout A x3); He Cover; S 8 rmour; ads; Inf 8 out Arn ed Bolt of Wrat	rmour; Cavy Bolt Scout 4+ Camo C iltrate; M 4+ cour; Spanour; Span	[14] [loaks; Bodove The Sec Mario; And The Sec Jink	olt rough
Sergeant 10th Company 4th Scout Bike Squad	7 T (C:DA Bolt P Shall 1 Infan Pistol Cover 2 (C:SM Bolt P Shall Relen 1	roops A, pp. 3 Pistol (3 Know ttry (Clair; Chair; Scou A, pg. 8 Pistol; S Know ttless; S	37 & 97 x7); Co No Fea 4 haracter asword; t 3 35 & 17 Shotgur No Fea Scout; V	3 (7); Infarmbat K (7); Coml (4) (7); Assa (And Tl (3) (4); Bik (4); Bik (7); Chap (7)/ery Bul (4)	4 ntry; Fr nife (x2 pat Squa 4 ult Gren ney Sha 4 es; Frag tes Grer ter Tact ky 4	4 ag Gren); Shotg ads; Infi 4 nades; K Il Know 5 Grenac nade Lar ics; Cor	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 rak Gre ; Snipe: Move TI 4 enades; ar; Com 4 k Grena (x1); Tv uads; H	1/2 enades; S r Rifle (x nrough () 1/2 Scout A abat Squa ades; Scovin-Link fammer ()	8 Scout A x3); He Cover; S 8 rmour; ads; Inf 8 out Arn ed Bolt of Wrat	rmour; Cavy Bolt Scout 4+ Camo C iltrate; M 4+ camour; Spanour; Sp	[14] [loaks; Bodove The sace Mario; And The sate; Jink	olt rough ne Bike; ney;
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						ics; Coi	mbat Sq	uads; H	ammer	of Wra	th; Infilt	rate; Jink	ς,
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	Bul												
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							er of W	rath; In	vincible	Behen	noth; Mo	ve Thro	ugh
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1 - Rapid Manoeuvre Rapid Man	2011740	(sea C.1	ΠΛ		d Traits								
2 - The Hunt The Hunt (. 40).									
3 - Courage of the Lion Courage of				og. 28).									
4 - For the Lion For the Lio													
5 - Brilliant Planning Brilliant Pl													
6 - Hold At All Costs Hold At Al				28).									
The Hunt (28).										
Warlord See WH40	t, pg. 1	24.											

	Psychic Powers
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - MIsfortune, 6 - Scrier's
Bivination	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 -
1 yromancy	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
retermesis	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 -
receptions	Hallucination (see Warhammer 40,000: The Rules, pg. 198).
	Special Rules
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
And They Shall Know No	And They Shall Know No Fear (see WH40k, pg. 157).
Fear	And They Shall Know No Feat (see W1140k, 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).
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 Invulnerablity	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	Power of the Machine Spirit (see WH40k, pg. 169).
Spirit	
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 (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
Ditag of D-441-	instead of the vehicle shooting. Roll a D6 in the Shotting phase, and on a 6 the vehicle is no longer immobilized.
Rites of Battle	Rites of Battle (see C:DA, pg. 52).
Scout Strilled Didon	Scout (see WH40k, pg. 171).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
Smash Split Fire	Smash (see WH40k, pg. 171).
Split Fire	Split Fire (see WH40k, pg. 172).
Strikedown	Strikedown (see WH40k, pg. 172).
Stubborn Tactical Precision	Stubborn (see WH40k, pg. 172).
	Tactical Precision (see C:DA, pg. 56). If deployed on the table, the teleporting troops may re-roll the deep strike scatter dice.
Teleport Beacon	in acproyed on the table, the teleporting troops may re-ton the deep stake scatter dice.

Von a a ful Ctuil	Venesial Stailes (see C.DA no. 56)
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	Opprinted
merease mastery Lever	
	Terrain Type
Battlefield Debris	Battlefield Debris (Defence Lines) (See WH40K, pg. 109)
(Defence Lines)	
	Unit Type
D:1	
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,	See WH40K rulebook, pgs. 44-49.
Open-Topped, Transport)	See Willow Interest, pgs. 11 17.
	See WILLIAUV milabook, non 44 40
Vehicle (Superheavy	See WH40K rulebook, pgs. 44-49.
Walker)	
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	Dark Angels Chapter Banner (see C:DA, pg. 66).
Banner	Sum ingen chapter Sumer (over c.z., pg. cc).
Deathwing Company	Deathwing Company Banner (see C:DA, pg. 66).
	Deathwing Company Danner (See C.DA, pg. 00).
Banner Valiate	Death-sing Valida (see C.D.A. see 40)
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	24" Range; S 1; AP -; Heavy1, Blast, Poisoned (2+) (see C:SM, pg. 124).
Bolter)	21 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
	Unlimited range CO: AD2: Heavy 1: One was only (see WIIII); no 00)
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.
11011 11010	Conters a T i invulnerable save.

	Jamming Beacon; see C:SM, pg. 75.
Jamming Beacon 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	Perfidious Relic of the Unforgiven (see C:DA, pg. 64).
Unforgiven	
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	Ravenwing Company Banner (see C:DA, pg. 66).
	Ravenwing Company Banner (see C.DA, pg. 66).
Banner	
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).
	See Bike as described in the WH40K rulebook.
Space Marine Bike	
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.
Tarin Links 4 Daltann	
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Twin-linked Multi-melta	17/1" Panga: XV: ADI: Haayay I I inkad Malta
	24" Range; S8; AP1; Heavy 1 Linked Melta
(x2)	24 Range, 36, Ar 1, Heavy 1 Ellikeu Weita
(x2)	Weapons
(x2) Assault Cannon	Weapons [24" Range; S 6; AP 4; Heavy4, Rending.
Assault Cannon Blade of Caliban	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62).
Assault Cannon Blade of Caliban Bolt Pistol	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle).
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62).
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62).
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S+1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S+1; AP -; Melee, Rending (see C:DA, pg. 62). S+2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2. S+2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62).
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher Flail of the Unforgiven Flakk Missiles (for Missile	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher Flail of the Unforgiven Flakk Missiles (for Missile Launcher)	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2. S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62). 48" Range; S 7; AP 4; Heavy1, Skyfire.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher Flail of the Unforgiven Flakk Missiles (for Missile Launcher) Flamer	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2. S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62). 48" Range; S 7; AP 4; Heavy1, Skyfire. Template; S 4; AP 5; Assault 1.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher Flail of the Unforgiven Flakk Missiles (for Missile Launcher) Flamer Force Stave	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2. S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62). 48" Range; S 7; AP 4; Heavy 1, Skyfire. Template; S 4; AP 5; Assault 1. S +2; AP 4; Melee, Concussive, Force.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher Flail of the Unforgiven Flakk Missiles (for Missile Launcher) Flamer Force Stave Force Sword	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2. S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62). 48" Range; S 7; AP 4; Heavy1, Skyfire. Template; S 4; AP 5; Assault 1. S +2; AP 4; Melee, Concussive, Force. S User; AP 3; Melee, Force.
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher Flail of the Unforgiven Flakk Missiles (for Missile Launcher) Flamer Force Stave Force Sword Halberd of Caliban	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2. S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62). 48" Range; S 7; AP 4; Heavy1, Skyfire. Template; S 4; AP 5; Assault 1. S +2; AP 4; Melee, Concussive, Force. S User; AP 3; Melee, Bane of the Traitor, Two-handed (see C:DA, pg. 55).
Assault Cannon Blade of Caliban Bolt Pistol Boltgun Chainfist Chainsword Combat Knife Combi-Plasmagun Corvus Hammer Crozius Arcanum Cyclone Missile Launcher Flail of the Unforgiven Flakk Missiles (for Missile Launcher) Flamer Force Stave Force Sword	Weapons 24" Range; S 6; AP 4; Heavy4, Rending. S +1; AP 3; Melee, Unwieldy (see C:DA, pg. 62). 12" Range; S 4; AP 5; Pistol. Range 24"; S 4; AP 5; Rapid Fire. S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. S User; AP -; Melee. S User; AP -; Melee. Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle). S +1; AP -; Melee, Rending (see C:DA, pg. 62). S +2; AP 4; Melee, Concussive. Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2. S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62). 48" Range; S 7; AP 4; Heavy1, Skyfire. Template; S 4; AP 5; Assault 1. S +2; AP 4; Melee, Concussive, Force. S User; AP 3; Melee, Force.

Hunter-killer Missile	Unlimited range, S8; AP3; Heavy 1; One use only; (see WH40k, pg. 98).
Hurricane Bolters (each	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
side)	
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.
	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	24" Range; S6; AP4; Heavy 4 Rending Linked
Cannon	
	48" Range; S7; AP4; Heavy 2 Linked
	36" Range; S5; AP4; Heavy 3 Linked
Twin-Linked Heavy	Template; S5; AP4; Assault 1, Twin-linked.
Flamer	
	48" Range; S9; AP2; Heavy 1 Linked
	48" Range; S9; AP2; Heavy 1 Linked
(each side)	
	24" Range; S 4; AP 5; Assault 2, Linked
	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 'HO: 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

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

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

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

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

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

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

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

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

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

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

Roster Statistics

% HO: 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