

Dark Angels Mixed Company Task Force • 2000pts

Primaris Librarian [1] - 160pts

Dark Prime Master

Joined to Primaris Intercessors

Quality 3+

Defense 2+

Tough 3

Hero, Tough(3), Grim

Weapon	RNG	ATK	AP	SPE
Energy Sword	-	A2	1	Rending
Master Plasma Pistol	12"	A2	4	-
Upgrade		SPE		
1x Master Archivist		Caster(3)		

Primaris Librarian

Primaris Intercessors [5] - 180pts

Dark Prime Brothers

Quality 3+

Defense 2+

Grim

Weapon	RNG	ATK	AP	SPE
4x CCWs	-	A1	-	-
4x Heavy Rifles	24"	A1	1	-
Sgt. Hand Weapon	-	A2	-	-
Plasma Pistol	12"	A1	4	-

Hellblasters [5] - 225pts

Dark Blaster Squad

Quality 3+

Defense 2+

Grim

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
5x Plasma Rifles	24"	A1	4	-

Terminator Chaplain [1] - 245pts

Dark Master Destroyer

Joined to Deathwing Knights

Quality 3+

Defense 3+

Tough 6

Hero, Tough(6), Grim, Dark Assault

Weapon	RNG	ATK	AP	SPE
Rapid Storm Rifle	24"	A6	1	-
Energy Sword	-	A4	1	Rending
Upgrade		SPE		
1x Preacher		War Chant		

Astoran, Grand Master of the 3rd Company, Master of the Armory

Deathwing Knights [3] - 305pts

Dark Destroyers

Quality 3+

Defense 3+

Tough 3

Tough(3), Grim, Dark Assault

Weapon	RNG	ATK	AP	SPE
2x Heavy Maces	-	A3	2	Rending
Heavy Flail	-	A2	2	Blast(3)
Upgrade		SPE		
3x Combat Shield		Shield Wall		

Deathwing Knights

Dark Brothers 3.3.0, Dark Prime Brothers 3.3.0

Interogator Chaplain on Bike [1] - 210pts

Dark Master Brother

Joined to Ravenwing Black Knights

Quality 3+

Defense 3+

Tough 6

Hero, Tough(3), Grim

Weapon	RNG	ATK	AP	SPE
Master Plasma Pistol	12"	A2	4	-
Energy Hammer	-	A1	-	Blast(3)
Twin Heavy Rifle	24"	A2	1	-
Upgrade		SPE		
1x Interrogator		Fear(3)		
1x Combat Bike		Fast, Tough(+3)		

Interrogator Chaplain

Ravenwing Black Knights [3] - 400pts

Dark Brother Bikers

Quality 3+

Defense 3+

Tough 3

Fast, Tough(3), Grim

Weapon	RNG	ATK	AP	SPE
3x Heavy Pistols	12"	A1	1	-
3x Twin Plasma Rifles	24"	A2	4	-
3x Energy Hammers	-	A1	-	Blast(3)
Upgrade		SPE		
3x Black Bikers		Scout		

Ravenwing Black Knights

Dark Shroud Speeder [1] - 275pts

Quality 3+

Defense 2+

Tough 6

Ambush, Dark Shroud, Fast, Grim, Impact(3), Strider, Tough(6)

Weapon	RNG	ATK	AP	SPE
Minigun	24"	A4	1	-

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9” away from enemy units. If both players have Ambush, roll-off to see who goes first, and then alternate deploying units. Units that deploy via Ambush can’t seize or contest objectives on the round they deploy.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is max. as many hits as models in the target unit.

Caster: Gets X spell tokens at the start of each round, but can’t hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell’s value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. This model and other casters within 18” in line of sight may spend any number of tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Dark Assault: This unit counts as having Ambush and may be deployed on any round.

Dark Shroud: Once per this unit's activation, pick 2 friendly units within 6”, which get Stealth next time they are shot at.

Defense: Gets +X to Defense rolls.

Fast: Moves +2” when using Advance, and +4” when using Rush/Charge.

Fear: Counts as having dealt +X wounds when checking who won melee.

Furious: When charging, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Grim: Whenever this unit fails a morale test, it takes one wound, and the morale test counts as passed instead.

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit’s Defense until all other models have been killed.

Impact: Roll X dice when attacking after charging (may not be fatigued), for each 2+ the target takes one hit (3+ when assaulting).

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Rending: Ignores Regeneration, and unmodified results of 6 to hit get AP(4).

Scout: May be set aside before deployment. After all other units finish, must be deployed and may move by up to 12”, ignoring terrain. If both players have Scout, roll-off to see who goes first, and then alternate deploying units.

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider: May ignore the effects of difficult terrain when moving.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

War Chant: This model and its unit get Furious. If they already had Furious, they get extra hits from Furious on unmodified rolls of 5-6 instead.

Dark Brothers Army Spells

- Blurred Sight (1):** Target enemy unit within 18" gets -1 to hit rolls next time it shoots.
- Psychic Terror (1):** Target enemy unit within 12" takes 2 hits with AP(2).
- Cursed Ground (2):** Target 2 enemy units within 18" get -2" next time they Advance, or -4" next time they Charge/Rush.
- Cerebral Trauma (2):** Target enemy model within 12" takes 2 hits with AP(4).
- Time Passage (3):** Target 2 friendly units within 18" get AP(+2) next time they charge.
- Lightning Fog (3):** Target 2 enemy units within 9" take 6 hits each.

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