

Dark Angels (655pts)

Dark Angels: Codex (2013) (Combined Arms Detachment) (655pts)

HQ (215pts)

Company Master (115pts)

Independent Character, Inner Circle (Fearless, Preferred Enemy (CSM))

Power Armour (25pts)

Combi-Plasma (10pts), Frag and Krak Grenades, Infantry, Power Sword (15pts)

Gets Hot

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Company Master	Infantry (Character)	6	5	4	4	3	5	3	10	3+ / 4++	Codex: Dark Angels 6th p29

Name	Description	Ref
Iron Halo	Convers 4++	Codex: Dark Angels 6th p63
Power Armour	Standard Space Marine Power Armour. Confers a 3+ Armour Save	Codex: Dark Angels 6th p62

Name	Range	Strength	AP	Type	Ref
Combi-Plasma	24"	4 (Bolter)/ 7 (Plasma)	5 (Bolter)/ 2 (Plasma)	Rapid Fire (Both) / Gets Hot, One Shot (Plasma)	BRB 2014 p176
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
Krak Grenades	8" (thrown)/- 6 (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
Power Sword	-	User	3	Melee	BRB 2014 p179

Librarian (100pts)

Psychic Hood

Independent Character, Inner Circle (Fearless, Preferred Enemy (CSM))

Power Armour

Bolt Pistol, Force Sword, Frag and Krak Grenades, Infantry

Psyker (35pts)

Level 2 (35pts)

Mastery Level 2

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Librarian	Infantry (Character)	5	4	4	4	2	4	2	10	3+	Codex: Dark Angels 6th p31

Name	Description	Ref
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Name	Description	Ref
Psychic Hood	Each Time a unit (or model) is targeted by an enemy psychic power and is within 12" of a friendly model with a Psychic Hood, the wearer may attempt to Deny the Witch as if he were in the unit. Does not extend beyond an embarked vehicle or building.	BRB 2014 p26

Name	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol	BRB 2014 p176
Force Sword	-	User	3	Melee, Force	BRB 2014 p60
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181

Elites (245pts)

Deathwing Terminator Squad (245pts)

Assault Cannon (20pts), Chainfist (5pts), 4x Deathwing Terminators (176pts), Power Fist, Storm Bolter

Armourbane, Deathwing Assault, Inner Circle (Fearless, Preferred Enemy (CSM)), Specialist Weapon, Split Fire, Unwieldy, Vengeful Strike

Deathwing Terminator Sgt (44pts)

Storm Bolter and Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Deathwing Terminator	Infantry	4	4	4	4	1	4	2	9	2+ / 5++

Name	Range	Strength	AP	Type	Ref
Assault Cannon	24"	6	4	Heavy 4, Rending	BRB 2014 p176
Power Fist	-	x2	2	Melee, Specialist Weapon, Unwieldy	BRB 2014 p179
Power Sword	-	User	3	Melee	BRB 2014 p179
Storm Bolter	24"	4	5	Assault 2	BRB 2014 p176

Troops (195pts)

Tactical Squad (195pts)

Bolt Pistol, Boltgun, Frag and Krak Grenades, Plasma Cannon (15pts), Plasmagun (15pts), Power Armor, 9x Tactical Marine (126pts)

And They Shall Know No Fear, Combat Squads, Gets Hot, Grim Resolve, Rapid Fire

Sergeant (39pts)

Chainsword, Plasma pistol (15pts), Veteran Sgt (10pts)

Chainsword, Plasma pistol (10pts), Veteran Sgt (10pts)

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Space Marine	Infantry	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	Infantry (Character)	4	4	4	4	1	4	2	9	3+

Name	Description	Ref
Power Armor	Confers a 3+ armour save	Dark Angels Codex 6th p65

Name	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol	BRB 2014 p176
Boltgun	24"	4	5	Rapid Fire	BRB 2014 p176
Chainsword	-	User	-	Melee	BRB 2014 p178
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot	BRB 2014 p177
Plasma Pistol	12	7	2	Pistol, Gets Hot	BRB 2014 p177
Plasmagun	24"	7	2	Rapid Fire, Gets Hot	BRB 2014 p177

Selection Rules

And They Shall Know No Fear: Automatically regroups, can act normally on the turn it regroups. Not killed by Sweeping Advances. Immune to effects of Fear. (BRB 2014 p157)

Armourbane: Roll an additional D6 for armor penetration against vehicles only. (BRB 2014 p157)

Combat Squads: A 10-man unit with this rule can break down into two 5-man units.

You must decide which units are splitting into combat squads, and which models go into which combat squad BEFORE deployment, for all purposes they are considered to be two separate units. Note: two combat squads split from the same unit may share transport space in the same transport vehicle. (Codex: Dark Angels 6th p28)

Deathwing Assault: Units composed entirely composed of models with this rule and wearing Terminator Armour can choose to make a Deathwing Assault.

Immediately after determining Warlord Traits, tell your opponent which units are making a Deathwing Assault, and make a secret note on whether it happens during turn 1 or turn 2. All units chosen arrive then with no need to roll for deep strike reserves. (Codex: Dark Angels 6th p44)

Gets Hot: Each roll of 1 To Hit causes a Wound to the firing model (armor and invulnerable saves may be taken but the Wound cannot be allocated to any other model.) Vehicles instead have a 50% chance to take a glancing hit. Blast weapons instead roll a D6 before firing; upon rolling a 1 they take the hit described above instead of firing. (BRB 2014 p164)

Grim Resolve: A model with this rule has Stubborn. In addition they may never choose to fail a morale check. (Codex: Dark Angels 6th p28)

Independent Character: Independent Characters can join and leave other units that do not contain vehicles or Monstrous Creatures. Independent Characters may join with other Independent Characters to form a powerful multi-character unit.

An Independent Character counts as having joined a unit if he ends his move within 2" of them, if he is within 2" of more than one unit you must declare which unit he is joining.

An Independent Character may leave his unit and join another one in the same movement phase, but he may not join a unit in any other phase.

An Independent Character cannot join or leave a unit that is locked in combat or falling back, he also may not leave a unit that has gone to ground.

Look out Sir is taken on a 2+.

If a unit with an Independent Character in it has fallen to below 25% strength they test as if they had 25% remaining.

When an Independent Character joins a unit he loses all special rules that the unit does not have unless the rule says it applies to the unit (e.g. Stubborn) and vice versa.

If the unit is suffering from ongoing effects (eg blind, soul blaze) and the Independent Character leaves the unit, he is still suffering from those effects as well, but they do not transfer to a new unit he joins. (BRB 2014 p166)

Inner Circle (Fearless, Preferred Enemy (CSM)): Fearless: never fail Pinning, Fear, Regroup, or Morale checks, and cannot Go To Ground (BRB p163) and Preferred Enemy (Chaos Space Marines): Re-roll failed results of 1 for To Hit and To Wound rolls, in both close combat and shooting (BRB 2014 p169) (Codex: Dark Angels 6th p28)

Mastery Level 2: Generate 2 Warp Charges per turn, choose 2 powers from: Divination, Pyromancy, Telepathy, Telekinesis or and/or Demonology

Rapid Fire: Has one extra attack while in/below half range. (BRB 2014 p42)

Specialist Weapon: A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless it is armed with two or more Melee weapons with the Specialist Weapon USR. (BRB 2014 p172)

Split Fire: A single model may fire at a different target than the rest of the unit. (BRB 2014 p172)

Unwieldy: A model attacking with this weapon Piles In and fights at Initiative step 1, unless it is a Monstrous Creature or a Walker. (BRB 2014 p174)

Vengeful Strike: When a model with this rule arrives from Deep Strike, it treats all ranged weapons as having Twin Linked until end of turn. (Codex: Dark Angels 6th p44)

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