CSM (663pts)

ХCM с Сорком (663pts)

HQ (210pts)

Chaos Lord (125pts)

Aura of dark glory (15pts), Blade of the Relentless (30pts), Plasma Pistol (15pts), Power Armour

Champion of Chaos, Fearless, Harbingers of the Tormented, Independent Character, Soul Siphon

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Lord	Infantry	6	5	4	4	3	5	3	10	3+/5++

Name	Description
Aura of Dark Glory	5+ Invunerable save

Name	Range	Strength	AP	Type
Blade of the Relentless	-	User	3	Melee, Soul Siphon
Plasma Pistol	12"	7	2	Pistol, Gets Hot

Sorcerer (85pts)

Additional Mastery Level (25pts), Power Armour

Champion of Chaos, Independent Character, Psyker (Mastery Level 2), Х3 какие дисциплины может изучать, надо в кодекс глянуть.

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Sorcerer	Infantry (Character)	5	4	4	4	2	4	2	10	3+

Elites (100pts)

Helbrute (100pts)

Multi-melta, Power fist

Crazed, Hammer of Wrath (я не уверен, что он есть)

Name	WS	BS	S	Front	Side	Rear	I	A	HP	Type
Helbrute	4	4	6	12	12	10	4	2	3	

Troops (353pts)

Chaos Cultists (64pts)

9x Autogun (9pts), Champion's upgrade (10pts), Flamer (5pts), 10x Squad models (champion included) (40pts)

Champion of Chaos

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+
Cultist Champion	Infantry (Character)	3	3	3	3	1	3	1	8	6+

Name	Range	Strength	AP	Type
Autogun	24"	3	-	Rapid Fire
Flamer	Template	4	5	Assault 1

Chaos Cultists (64pts)

9x Autogun (9pts), Champion's upgrade (10pts), Heavy stubber (5pts), 10x Squad models (champion included) (40pts)

Champion of Chaos

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+
Cultist Champion	Infantry (Character)	3	3	3	3	1	3	1	8	6+

Name	Range	Strength	AP	Type
Autogun	24"	3	-	Rapid Fire
Heavy Stubber	36"	4	-	Heavy 3

Chosen (Troops) (225pts)

4x Chosen (72pts), Draznicht's Ravagers (10pts), Flamer (5pts), Replace all weapons w/ Twin Lightning Claws (30pts), 3x Replace CCW w/ Power Fist (75pts)

Draznicht's Ravagers

Chosen Champion (33pts)

Bolt Pistol, Bolter, Power Weapon (15pts)

Champion of Chaos

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chosen	Infantry	4	4	4	4	1	4	2	9	3+
Chosen Champion	Infantry (Character)	4	4	4	4	1	4	2	10	3+

Selection Rules

Champion of Chaos: A Model with this rule must issue and accept challenges. Where there are multiple models with this rule, the controlling player may decide.
Whenever a model with this rule kills a character, roll a D66 and consult the Chaos Boon chart. This boon remains for the rest of the game.

Crazed: Если я правильно понял (если тут эта фраза, значит я так и забыл посмотреть в книге), то это значит, что Хелбрут **должен** каждый ход стрелять в **ближайшего** противника.

Rage: When charging, gains +2A rather than +1. Does not work if the model is making a disordered Charge.

Furious Charge: This gives you a bonus on the turn which you charged. It gives +1 to your initiative and strength stats for that turn.

Hammer of Wrath: If the model Charges into base contact, it makes a single attack at base S at I10. This attack does not benefit from other special rules.

Draznicht's Ravagers: The Chosen unit has Preferred Enemy (as long as Draznicht, the Chosen Champion remains alive). When Draznicht is slain, then the rule is lost.

Fearless: Unit automatically passes Fear, Pinning, Regroup and Morale checks. Unit cannot Go to Ground and cannot use Our Weapons Are Useless.

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Harbingers of the Tormented: All models in a Crimson Slaughter force have Fear.

Independent Character

Psyker (Mastery Level 2)

Soul Siphon: At the end of the assault phase, note the number of kills made by the Blade of the Relentless add it to the total killed by the blade and compare to the chart (in the Crimson Slaughter supplement). These effects are cumulative and last for the rest of the game.

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CSM (656pts)

Укачанные ХСМ. Мало, но в тельняшках (656pts)

HQ (155pts)

Chaos Lord (155pts)

Aura of dark glory (15pts), Blade of the Relentless (30pts), Mark of Tzeentch (15pts), Plasma Pistol (15pts), Power Armour, The Slaughterer's Horns (15pts)

Champion of Chaos, Fearless, Harbingers of the Tormented, Independent Character, Mark of Tzeentch, Soul Siphon, Furious Charge, Hammer of Wrath and Rage

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Lord	Infantry	6	5	4	4	3	5	3	10	3+/4++

Name	Description
Aura of Dark Glory	5+ Invunerable save
The Slaughterer's Horns	The bearer of the Slaughterer's Horns has the Furious Charge, Hammer of Wrath and Rage special rules.

Name	Range	Strength	AP	Type
Blade of the Relentless	-	User	3	Melee, Soul Siphon
Plasma Pistol	12"	7	2	Pistol, Gets Hot

Elites (100pts)

Helbrute (100pts)

Multi-melta, Power fist

Crazed, Hammer of Wrath (я не уверен, что он есть)

Name	WS	BS	S	Front	Side	Rear	I	A	HP	Type
Helbrute	4	4	6	12	12	10	4	2	3	

Name	Range	Strength	AP	Type
Multi-melta	24"	8	1	Heavy 1, Melta

Troops (401pts)

Chaos Cultists (65pts)

8x Autogun (8pts), Flamer (5pts), 10x Squad models (champion included) (40pts)

Champion of Chaos

Champion's upgrade (12pts)

Cultist Champion's Shotgun (2pts)

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+
Cultist Champion	Infantry (Character)	3	3	3	3	1	3	1	8	6+

Name	Range	Strength	AP	Type
Autogun	24"	3	-	Rapid Fire
Flamer	Template	4	5	Assault 1
Shotgun	12"	3	-	Assault 2

Chaos Cultists (66pts)

9x Autogun (9pts), Heavy stubber (5pts), 10x Squad models (champion included) (40pts)

Champion of Chaos

Champion's upgrade (12pts)

Cultist Champion's Shotgun (2pts)

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+
Cultist Champion	Infantry (Character)	3	3	3	3	1	3	1	8	6+

Name	Range	Strength	AP	Type
Autogun	24"	3	-	Rapid Fire
Heavy Stubber	36"	4	-	Heavy 3
Shotgun	12"	3	-	Assault 2

Chosen (Troops) (270pts)

4x Chosen (72pts), Draznicht's Ravagers (10pts), Flamer (5pts), Icon of excess (35pts), Mark of Slaanesh (10pts), Replace all weapons w/ Twin Lightning Claws (30pts), 3x Replace CCW w/ Power Fist (75pts)

Draznicht's Ravagers, Feel no pain

Chosen Champion (33pts)

Bolt Pistol, Bolter, Power Weapon (15pts)

Champion of Chaos

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chosen	Infantry	4	4	4	4	1	5	2	9	3+
Chosen Champion	Infantry (Character)	4	4	4	4	1	5	2	10	3+

Selection Rules

Champion of Chaos: A Model with this rule must issue and accept challenges. Where there are multiple models with this rule, the controlling player may decide.
Whenever a model with this rule kills a character, roll a D66 and consult the Chaos Boon chart. This boon remains for the rest of the game.

Crazed: Если я правильно понял (если тут эта фраза, значит я так и забыл посмотреть в книге), то это значит, что Хелбрут **должен** каждый ход стрелять в **ближайшего** противника.

Rage: When charging, gains +2A rather than +1. Does not work if the model is making a disordered Charge.

Furious Charge: This gives you a bonus on the turn which you charged. It gives +1 to your initiative and strength stats for that turn.

Hammer of Wrath: If the model Charges into base contact, it makes a single attack at base S at

Hammer of Wrath: If the model charges into base contact, it makes a single attack at base S at I10. This attack does not benefit from other special rules.

Draznicht's Ravagers: The Chosen unit has Preferred Enemy (as long as Draznicht, the Chosen Champion remains alive). When Draznicht is slain, then the rule is lost.

Mark of Slaanesh: +1 к Инициативе

Icon of excess: С маркой Слаанеша дает **Feel no pain**

Feel no pain: It means if your unit takes a wound (after armor saves) you roll a d6. On a 5+ you ignore the wound, -4 take wound as normal. Doesn't work against wound suffered from attacks that normally ignore armor saves, example: AP 1 and 2, power weapons, rending wounds, monstrous creatures, etc.

Fearless: Unit automatically passes Fear, Pinning, Regroup and Morale checks. Unit cannot Go to Ground and cannot use Our Weapons Are Useless.

Harbingers of the Tormented: All models in a Crimson Slaughter force have Fear.

Fear: At the start of the Fight phase, a unit in contact with a model that causes Fear must take a Ld test. If failed, it is WS1 that phase. Models causing Fear are not immune to Fear. Both units check.

Independent Character

Mark of Tzeentch: Improves invunerable saves by +1 (to 3++). Confers a 6+ Invunerable if no existing save is present.

Soul Siphon: At the end of the assault phase, note the number of kills made by the Blade of the Relentless add it to the total killed by the blade and compare to the chart (in the Crimson Slaughter supplement). These effects are cumulative and last for the rest of the game.

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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)/- (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

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 (15pts), 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.
Immediatly after determining Warlord Traits, tell your opponent which units are making a Deathwing Assault, and make a secret note on weather 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 looses 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 to 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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Dark Angels (650pts)

Dark Angels: Codex (2013) (Combined Arms Detachment) (650pts)

HQ (115pts)

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)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
Power Sword	-	User	3	Melee	BRB 2014 p179

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

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)

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

Fast Attack (95pts)

Ravenwing Attack Squadron (95pts)

Bolt Pistol, Frag and Krak Grenades, Plasmagun (15pts), Power Armor, 2x Ravenwing Biker (54pts), Teleport Homer, Twin-linked Boltgun

And They Shall Know No Fear, Grim Resolve, Hit & Run, Ravenwing Combat Squads, Scouts

Ravenwing Sergeant (26pts)

Boltgun, Chainsword

Rapid Fire

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Ravenwing Biker	Bike	4	4	4	5	1	4	1	8	3+
Ravenwing Sergeant	Bike (Character)	4	4	4	5	1	4	1	8	3+

Name	Description	Ref
Power Armor	Confers a 3+ armour save	Dark Angels Codex 6th p65
Teleport Homer	Friendly Terminators do not scatter when placed within 6", model must have started the turn on the board	Codex: Dark Angels 6th p64

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
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.
Immediatly after determining Warlord Traits, tell your opponent which units are making a Deathwing

immediatly after determining Warlord Traits, tell your opponent which units are making a Deathwing Assault, and make a secret note on weather 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)

Hit & Run: Take an Initiative test at the end of the assault phase, if successful choose a direction and roll 3D6, move that far ignoring all models in base contact. If this would take you within 1" of another unit, stop 1" away. Ignore Difficult Terrain, but make Dangerous Terrain tests normally. Enemy units left makes an immediate D6" consolidation. (BRB 2014 p165)

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 looses 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 to 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)

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

Ravenwing Combat Squads: The Attack Bike and Land speeder are purchased as part of the Squadron but will always operate as an individual. Iif there are 6 bikers left after the Attack Bike and Land Speeder have split, then they operate as two squadrons of 3 bikers each. (Codex: Dark Angels 6th p47)

Scouts: After all deployment but before first turn a unit with this rule may redeplo. If it is Infantry, Artillery, Walker or a Monstrous Creature it may redeploy anywhere within 6", all other unit types may redeploy anywhere within 12", and all must remain 12" away from enemy units.
Any unit that redeploys with this rule may not charge on the first turn.
If held in reserve, the unit gains Outflank. (BRB 2014 p171)

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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Eldars (660pts)

Eldar: Codex (2013) (Combined Arms Detachment) (660pts)

HQ (205pts)

Eldrad Ulthran (205pts)

Runes of warding, Runes of witnessing, Staff of Ulthamar, Witchblade

An Eye on Distant Events, Ancient Doom, Armour of the Last Runes, Battle Focus, Fleet, Ghosthelm, Independent Character, Psychic Disciplines: Divination, Runes of Fate, Telepathy, Psyker (Mastery Level 4), Runes of Warding, Runes of Witnessing

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Eldrad Ulthran	Infantry (Character)	5	5	3	4	3	5	1	10	-/3++

Name	Range	Strength	AP	Type	Ref
Shuriken Pistol	12"	4	5	Pistol, Bladestorm	Codex: Eldar (2013) p63
Staff of Ulthamar	Melee	User	3	Melee, Spiritlink, Fleshbane, Force Weapon	
Witchblade	Melee	User	-	Melee, Armourbane, Fleshbane	Warhammer 40K Rulebook p61

Elites (135pts)

Fire Dragons (135pts)

Ancient Doom, Battle Focus, Fleet

4x Fire Dragon (88pts)

4x Fusion Gun, 4x Melta Bombs

Fire Dragon Exarch (47pts)

Firepike (15pts), Melta Bombs

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Fire Dragon	Infantry	4	4	3	3	1	5	1	9	3+
Fire Dragon Exarch	Infantry (Character)	5	5	3	3	1	6	2	9	3+

Name	Range	Strength	AP	Type	Ref
Firepike	18"	8	1	Assault 1, Melta	Codex: Eldar (2013) p62
Fusion Gun	12"	8	1	Assault 1, Melta	Codex: Eldar (2013) p62
Melta Bombs	Melee	8	1	Armorbane, Unwieldy	Warhammer 40K Rulebook

Troops (320pts)

Wraithblades (160pts)

5x Wraithblade (160pts)

5x Ghostswords

Ancient Doom, Bulky, Fearless

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Wraithblade	Infantry	4	4	5	6	1	4	1	10	3+

Name	Range	Strength	AP	Type
Ghostswords	Melee	+1	3	Melee

Wraithguard (160pts)

5x Wraithguard (160pts)

5x Wraithcannon
Ancient Doom, Bulky, Fearless

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Wraithguard	Infantry	4	4	5	6	1	4	1	10	3+

Name	Range	Strength	AP	Type
Wraithcannon	12"	10	2	Assault 1, Distort

Selection Rules

An Eye on Distant Events: Одноразовая абилка, декларируешь перед шутинг-фазой противника и все твои юниты получают на нее **Stealth** (Codex: Eldar (2013) p25)

Stealth: +1 к ковру или 6+, если его и не было.

Ancient Doom: A model with this special rule has the Hatred special rule against Deamons of Slaanesh or models with he Mark of Slaanesh. Furthemore, when making Fear test, a unit containing at least one model with this special rule suffers a -1 penalty to its Leadership if it is engaged in combat with a unit that contains at least one model with the Mark of Slaahesh or the Deamon of Slaanesh special rule. (Codex: Eldar (2013) p25)

Armour of the Last Runes: Дает 3++ (Codex: Eldar (2013) p53)

Battle Focus: A unit that contains only models with the Battle Focus special rule can either shoot and then Run, or Run and then shoot in the same Shooting phase. The unit must complete both actions before you move onto the next unit - otherwise the chance to make the second is forfeith. A model can not Run if it fired a Heavy wearpon during the same Shooting phas unless it has Relentless special rule. Similary, a model that has Run cannot then fire a Havy wearpon in the same Shootinh phase unless it has Relentless special rule. Models that cannot Run gain no benefit from the Battle Focus special rule. (Codex: Eldar (2013) p25)

Bulky: Bulky models count as two models for the purposes of Transport Capacity. (Warhammer 40K Rulebook)

Fearless: Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear, Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule. If a unit has Gone to Ground and then gains the Fearless special rule, all the effects of Go to Ground are immediately cancelled. (Warhammer 40K Rulebook)

Fleet: A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges. (Warhammer 40K Rulebook)

Ghosthelm: Может отменить перила, потратив варпчардж (Codex: Eldar (2013) p66)

Independent Character: (Warhammer 40K Rulebook)

Psychic Disciplines: Divination, Runes of Fate, Telepathy

Psyker (Mastery Level 4)

Runes of Warding: Одноразово +2 к отмене (Codex: Eldar (2013) p28)

Runes of Witnessing: Одноразовый рерол каста (Codex: Eldar (2013) p28)

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Necrons (660pts)

Necrons: Codex (2015) (Combined Arms Detachment) (660pts)

HQ (65pts)

Cryptek (65pts)
Staff of Light
Independent Character, Reanimation Protocols, Technomancer

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Cryptek	Infantry (Character)	4	4	4	4	2	2	1	10	4+

Name	Range	Strength	AP	Type
Staff of Light	12"	5	3	Assault 3

Troops (130pts)

Warriors (130pts)

10x Necron Warrior (130pts)
10x Gauss Flayer
Gauss, Reanimation Protocols

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Necron Warrior	Infantry	4	4	4	4	1	2	1	10	4+	Codex: Necron

Name	Range	Strength	AP	Type
Gauss Flayer	24"	4	5	Rapid Fire, Gauss

Fast Attack (405pts)

Canoptek Scarabs (60pts)
3x Canoptek Scarab (60pts)
Entropic Strike, Fearless, Swarms

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Canoptek Scarab	Beasts	2	2	3	3	3	2	4	10	6+	Codex: Necron

Canoptek Wraiths (129pts)

Canoptek Wraith (43pts)
Whip Coils (3pts)
Fearless, Rending, Swiftstrike, Very Bulky, Wraith Flight, Wraith Form

Canoptek Wraith (43pts)
Whip Coils (3pts)
Fearless, Rending, Swiftstrike, Very Bulky, Wraith Flight, Wraith Form

Canoptek Wraith (43pts)

Whip Coils (3pts)

Fearless, Rending, Swiftstrike, Very Bulky, Wraith Flight, Wraith Form

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Canoptek Wraith	Beasts	4	4	6	5	2	2	3	10	3+/3++	Codex: Necron

Name	Range	Strength	AP	Type
Whip Coils	-	User	-	Melee, Swiftstrike

Canoptek Wraiths (150pts)

Canoptek Wraith (50pts)

Transdimensional Beamer (10pts)

Exile Ray, Fearless, Rending, Very Bulky, Wraith Flight, Wraith Form

Canoptek Wraith (50pts)

Transdimensional Beamer (10pts)

Exile Ray, Fearless, Rending, Very Bulky, Wraith Flight, Wraith Form

Canoptek Wraith (50pts)

Transdimensional Beamer (10pts)

Exile Ray, Fearless, Rending, Very Bulky, Wraith Flight, Wraith Form

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Canoptek Wraith	Beasts	4	4	6	5	2	2	3	10	3+/3++	Codex: Necron

Name	Range	Strength	AP	Type	Ref
Transdimensional Beamer	12"	4	2	Heavy 1, Exile Ray	Codex: Necron

Tomb Blades (66pts)

Tomb Blade (22pts)

Nebuloscope (2pts), Shield Vanes (2pts), Twin-linked Gauss Blaster

Gauss, Reanimation Protocols

Tomb Blade (22pts)

Nebuloscope (2pts), Shield Vanes (2pts), Twin-linked Gauss Blaster

Gauss, Reanimation Protocols

Tomb Blade (22pts)

Nebuloscope (2pts), Shield Vanes (2pts), Twin-linked Gauss Blaster

Gauss, Reanimation Protocols

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Tomb Blade (Shield Vanes)	Jetbike	4	4	4	5	1	2	1	10	3+	Codex: Necron

Name	Description
Nebuloscope	If a model is equipped with a nebuloscope, all of its ranged weapons have the Ignores Cover special rule.
Shield Vanes	Shield vanes confer a 3+ Armour Save.

Name	Range	Strength	AP	Type	Ref
Twin-linked Gauss Blasters	24"	5	4	Rapid Fire, Gauss	Codex: Necron

Heavy Support (60pts)

Canoptek Spyders (60pts)

Canoptek Spyder (60pts)

Twin-Linked Particle Beamer (10pts)

Fearless, Scarab Hive

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Canoptek Spyder	Monstrous Creature	3	3	6	6	3	2	2	10	3+	Codex: Necron

Name	Range	Strength	AP	Type	Ref
Twin-Linked Particle Beamer	24"	6	5	Heavy 1, Blast	Codex: Necron

Selection Rules

Entropic Strike: If a model has this special rule, or is attacking with a Melee weapon that has this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target's Toughness. Against vehicles and buildings, an Armour Penetration roll of 6 that does not cause a penetrating hit automatically causes a glancing hit.

Exile Ray: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target's Toughness, and the Wound has the Instant Death special rule. Against vehicles and buildings, an Armour Penetration roll of a 6 causes a penetrating hit, regardless of the target's Armour Value.

Fearless: The unit automatically passes Pinning, Fear, Regroup and Morale-checks but cannot Go to Ground or choose to fail a Moral Check.

Gauss: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target's Toughness. Against vehicles and buildings, an Armour Penetration roll of a 6 that does not cause a penetrating hit automatically causes a glancing hit.

Independent Character

Reanimation Protocols: When a model with this special rule suffers an unsaved Wound, it can make a special Reanimation Protocols roll to avoid being wounded. This is not a saving throw and so can be used against attacks that state 'no saves of any kind are allowed'. Reanimation Protocols rolls may even be taken against hits with the Instant Death special rule, but cannot be used against hits from Destroyer weapons or any special rule or attack that states that the model is 'removed from play'.

Roll a D6 each time the model suffers an unsaved Wound, subtracting 1 from the result if the hit that inflicted the Wound had the Instant Death special rule. On a 5+, discount the unsaved Wound – treat it as having been saved. Certain special rules and wargear items can provide modifiers to this dice roll; these are cumulative, but the required dice roll can never be improved to be better than 4+.

If a unit has both the Reanimation Protocols and Feel No Pain special rules, you can choose to use one special rule or the other to attempt to avoid the Wound, but not both. Choose which of the two special rules you will use each time a model suffers an unsaved Wound.

Rending

Scarab Hive: Once per friendly Movement phase, each Canoptek Spyder can use this special rule to create Canoptek Scarabs. To do so, nominate a friendly unit of Canoptek Scarabs that is within 6" of the Canoptek Spyder. Add a single Canoptek Scarab base to the unit – this can take the unit beyond its starting size, but must be placed within 6" of the Canoptek Spyder. If a model cannot be placed for any reason, it is destroyed. Canoptek Scarabs created in this manner can move and act normally this turn. Roll a D6 each time a Canoptek Spyder uses its Scarab Hive special rule, immediately after placing any Canoptek Scarabs that were created – on a roll of a 1 the Canoptek Spyder suffers a single Wound with no saves of any kind allowed.

Swarms: When two models are tied for the closest model, always allocate to the model with the least amount of Wounds left.

For Blasts and Templates each unsaved Wound is doubled unless it would cause Instant Death.
A unit with only Swarms-models is not slowed by Difficult Terrain.

Swiftstrike: A model attacking with this weapon adds 3 to its Initiative during the Fight sub-phase.

Technomancer: This model and all models with the Reanimation Protocols special rule in his unit receive a +1 bonus to Reanimation Protocols rolls.

Very Bulky

Wraith Flight: When moving, Canoptek Wraiths can move over all other models and terrain as if they were open ground. However, they cannot end their move on top of other models and can only end their move on top of impassable terrain if it is possible to actually place the models on top of it.

Wraith Form: Canoptek Wraiths have a 3+ invulnerable save.

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