Tactical (250pts)

Dark Angels: Codex (2013) (Combined Arms Detachment) (250pts)

HQ (110pts)

Company Master (110pts)
Independent Character, Inner Circle (Fearless, Preferred Enemy (CSM))

Artificer Armour (20pts)
Boltgun, Chain Sword, Frag and Krak Grenades, Infantry
Rapid Fire

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	2+ / 4++	Codex: Dark Angels 6th p29

Name	Description	Ref
Artificer Armour	Confers a 2+ Armour Save	Codex: Dark Angels 6th p98
Iron Halo	Convers 4++	Codex: Dark Angels 6th p63

Name	Range	Strength	AP	Type	Ref
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

Troops (140pts)

Tactical Squad (140pts)
Bolt Pistol, Boltgun, Frag and Krak Grenades, Power Armor, 9x Tactical Marine (126pts)
And They Shall Know No Fear, Combat Squads, Grim Resolve, Rapid Fire

Sergeant (14pts)
Bolt Pistol, Boltgun
Rapid Fire

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

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)

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)

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)

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

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