

## 2000 Pts - Codex: Dark Angels - Tale of X Gamer 40k 2014 - William VM

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>HQ: Belial (1<sup>+</sup>, 190 pts)</b>													
Belial	1		6	5	4	4	3	5	3	10	2+/4(i)	190	
(C:DA, pp. 56 & 92); <b>Infantry</b> (Character); Iron Halo; Teleport Homer; Terminator Armour; Storm Bolter; Sword of Silence; Bulky; Deathwing Assault; Fearless; Independent Character; Inner Circle; Marked for Retribution; Preferred Enemy (CSM); Tactical Precision; Vengeful Strike; <b>Warlord</b> ; The Hunt													
<b>HQ: Librarian in Terminator Armour (1<sup>+</sup>, 130 pts)</b>													
Librarian in Terminator Armour	1		5	4	4/6	4	2	4	2	10	2+/5(i)	130	
(C:DA, pp. 31 & 94); <b>Infantry</b> (Character); Psychic Hood; Terminator Armour; Storm Bolter; Force Stave; Increase Mastery Level (x1); Bulky; Deathwing Assault; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Psyker (Mastery Level 2); Vengeful Strike; <b>6E Psychic Disciplines</b> ; ; <b>Divination</b> ; <b>Pyromancy</b> ; <b>Telekinesis</b> ; <b>Telepathy</b>													
<b>Elite: Deathwing Knights (10<sup>+</sup>, 475 pts)</b>													
Deathwing Knights	9		5	4	4/6	4	1	4	2	9	2+/3(i)	475	
(C:DA, pp. 45 & 99); <b>Infantry</b> ; Terminator Armour; Perfidious Relic of the Unforgiven; Mace of Absolution (x9); Storm Shield (x9); Adamantium Will; Bulky; Deathwing Assault; Fear; Fearless; Fortress of Shields; Hammer of Wrath; Inner Circle; Preferred Enemy (CSM); Vengeful Strike; You Cannot Hide													
Knight Master	1		5	4	4/6	4	1	4	3	9	2+/3(i)	[0]	
<b>Infantry</b> (Character); Storm Shield; Terminator Armour; Flail of the Unforgiven; Bulky; Deathwing Assault; Fearless; Fortress of Shields; Hammer of Wrath; Inner Circle; Preferred Enemy (CSM); Vengeful Strike; You Cannot Hide													
<b>Troops: Deathwing Terminator Squad Constantine (5<sup>+</sup>, 245 pts)</b>													
Deathwing Terminator Squad	4		4	4	4/8	4	1	4/1	2	9	2+/5(i)	245	
(C:DA, pp. 44 & 99); <b>Infantry</b> ; Terminator Armour; Power Fist (x3); Storm Bolter (x3); Chainfist (x1) Assault Cannon (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
Deathwing Terminator Sergeant Constantine	1		4	4	4	4	1	4	2	9	2+/5(i)	[0]	
<b>Infantry</b> (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
<b>Troops: Scout Squad (5<sup>+</sup>, 100 pts)</b>													
Scout Squad	4		3	3	4	4	1	4	1	8	4+	100	
(C:DA, pp. 37 & 97); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x4); Sniper Rifle (x3); Missile Launcher; Flakk Missiles (for Missile Launcher); And They Shall Know No Fear; Combat Squads; Infiltrate Move Through Cover; Scouts													
Sergeant	1		4	4	4	4	1	4	1	8	4+	[19]	
<b>Infantry</b> (Character); Assault Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Melta Bombs; Bolt Pistol; Sniper Rifle; And They Shall Know No Fear; Combat Squads; Infiltrate Move Through Cover; Scouts													
<b>Troops: Tactical Squad Acuzio (6<sup>+</sup>, 160 pts)</b>													
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	160	
(C:DA, pp. 37 & 95); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x3); Plasma gun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod													
Veteran Sergeant Acuzio	1		4	4	4	4	1	4	2	9	3+	[39]	
(C:DA, pp. 35 & 103); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Boltgun; Plasma Pistol; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant													
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3						[50]
(C:DA, pp. 42 & 100); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity; Deathwind Missile Launcher; Drop Pod Assault; Immobile; Inertial Guidance System													
<b>Troops: Tactical Squad Balint (5<sup>+</sup>, 95 pts)</b>													
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	95	
(C:DA, pp. 37 & 95); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x3); Plasma gun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn													
Veteran Sergeant Balint	1		4	4	4	4	1	4	2	9	3+	[24]	
(C:DA, pp. 35 & 103); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Boltgun; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Fast Attack: Nephilim Jetfighter (1<math>\times</math>, 180 pts)</b>												
Nephilim Jetfighter	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 11	HP: 3					180
(C:DA, pp. 50 & 102); <b>Vehicle</b> (Flyer); 6x Blacksword Missiles; Twin-Linked Heavy Bolter; Twin-Linked Lascannon; Skyfire Strafing Run Unrelenting Hunter												
<b>Fast Attack: Ravenwing Attack Squadron (5<math>\times</math>, 164 pts)</b>												
Ravenwing Attack Squadron	1											164
(C:DA, pp. 47 & 101); And They Shall Know No Fear; Grim Resolve; Hit & Run; Ravenwing Combat Squads; Scouts; Stubborn												
Ravenwing Biker	4		4	4	4	5	1	4	1	8	3+	[164]
<b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x2); Chainsword (x2); Flamer (x1); Meltagun (x1); Twin-Linked Boltgun (x4)												
Ravenwing Veteran Sergeant	1		4	4	4	5	1	4	2	9	3+	[15]
<b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Melta Bombs; Chainsword; Twin-Linked Boltgun (x1); Upgrade to Veteran Sergeant												
<b>Heavy Support: Devastator Squad (5<math>\times</math>, 160 pts)</b>												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	160
(C:DA, pgs. 35 & 103); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Missile Launcher (x2); Flakk Missiles (for Missile Launcher) (x2); Lascannon (x2); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Signum; Bolt Pistol; Boltgun												
<b>: Aegis Defence Lines (2<math>\times</math>, 100 pts)</b>												
Aegis Defence Lines	1											100
<b>Battlefield Debris</b> (Defence Lines)												
Gun Emplacement	1		-	-	-	7	2	-	-	-	3+	[50]
Quad-gun												
<b>Total Cost:</b>											<b>1999</b>	

#### Option Footnotes

Warlord Traits	
The Hunt	The Hunt (see C:DA, pg. 28).
<b>Warlord</b>	See WH40k, pg. 111.
Psychic Powers	
<b>Divination</b>	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Misfortune, 4 - Perfect Timing, 5 - Precognition, 6 - Scrier's Gaze (see WH40K, pg. 420).
<b>Pyromancy</b>	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Inferno, 4 - Spontaneous Combustion, 5 - Sunburst, 6 - Molten Beam (see WH40K, pg. 421).
<b>Telekinesis</b>	0 - Assail, 1 - Crush, 2 - Gate of Infinity, 3 - Objuration Mechanicum, 4 - Shockwave, 5 - Telekine Dome, 6 - Vortex of Doom (see WH40K, pg. 422).
<b>Telepathy</b>	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Puppet Master, 4 - Terrify, 5 - Invisibility, 6 - Hallucination (see WH40K, pg. 423).
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 33).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 33).
Bulky	Bulky (see WH40k, pg. 35).
Combat Squads	Combat Squads (see C:DA, pg. 28).
Deathwing Assault	Deathwing Assault (see C:DA, pg. 56).
Drop Pod Assault	Drop Pod Assault; see (C:SM, pg. 69).
Fear	Fear (see WH40k, pg. 35).
Fearless	Fearless (see WH40k, pg. 35).
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, pg. 37).
Hit & Run	Hit & Run (see WH40k, pg. 38).
Immobile	Immobile; see (C:SM, pg. 69).
Independent Character	Independent Character (see WH40k, pg. 39).
Inertial Guidance System	Inertial Guidance System; see (C:SM, pg. 69).
Infiltrate	Infiltrate (see WH40k, pg. 38).
Inner Circle	Inner Circle (see C:DA, pg. 28).
Marked for Retribution	Marked for Retribution (see C:DA, pg. 56).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).

Preferred Enemy (CSM)	Preferred Enemy (Chaos Space Marines)
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 41).
Ravenwing Combat Squads	Ravenwing Combat Squads (see C:DA, pg. 47).
Scouts	Scouts (see WH40k, pg. 41).
Skyfir	Skyfire (see WH40k, pg. 42)
Split Fire	Split Fire (see WH40k, pg. 42).
Strafing Ru	Strafing Run (see WH40k, pg. 42)
Stubborn	Stubborn (see WH40k, pg. 43).
Tactical Precision	Tactical Precision (see C:DA, pg. 56).
Unrelenting Hunter	Unrelenting Hunter (see C:DA, pg. 50).
Vengeful Strike	Vengeful Strike (see C:DA, pg. 56).
You Cannot Hide	You Cannot Hide (see C:DA, pg. 56).
Upgrades	
Increase Mastery Level	
Terrain Type	
<b>Battlefield Debris</b> (Defence Lines)	Battlefield Debris (Defence Lines) (See WH40K, pg. 104-105)
Unit Type	
<b>Bikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Bikes</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Flyer)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Camo Cloaks	Camo Cloaks (see C:DA, pg. 63).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Gun Emplacement with Quad-Gun	
Iron Halo	Confers a 4+ Invulnerable save.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 62).
Perfidious Relic of the Unforgiven	Perfidious Relic of the Unforgiven (see C:DA, pg. 64).
Power Armour	Confers a 3+ Armour Save.
Psychic Hood	Psychic Hood (see WH40k, pg. 68).
Scout Armour	Scout Armour (see C:DA, pg. 53).
Signum	Signum; see (C:DA, pg. 64).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
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 Homer	Teleport Homer (see C:DA, pg. 64).
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Weapons	
6x Blacksword Missiles	36" Range; S 6; AP 4; Heavy 1, One Use Only (see C:DA, pg. 60).
Assault Cannon	24" Range; S 6; AP 4; Heavy4, Rending.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Chainfis	S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy.
Chainsword	S User; AP -; Melee.
Deathwind Missile Launcher	Range: 12"; S5; AP-; Heavy 1, Large Blast
Flail of the Unforgiven	S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62).
Flakk Missiles (for Missile Launcher)	48" Range; S 7; AP 4; Heavy1, Skyfire.
Flamer	Template; S 4; AP 5; Assault 1.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Lascannon	Range: 48"; S 9; AP 2; Heavy 1.
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.
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Power Sword	S User; AP 3; Melee (see WH40k, pg. 61).
Quad-gun	Range 48"; S 7; AP 4; Heavy 4, Interceptor, Twin-linked, Skyfire.
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
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked







### Validation Report

c-1. File Version: 1.41 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers

Roster satisfies all enforced validation rule

### Roster Statistics

% HQ: 16  
 % Knight: 0  
 % Elite: 23.8  
 % Troops: 30  
 % Fast: 17.2  
 % Heavy: 8  
 % Fortification: 5  
 % Wargear: 0  
 Model Count: 45  
 Files version: 1.41

Group	Min	Max	Used
	1	2	2
	0	3	1
	2	6	4
	0	3	2
	0	3	1
	0	1	1