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

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Name	#	Grp	WS	BS	S	T	「	Wo			Α	Ld	Save	Cost
HQ: Belial (1호, 190 pts)				•	'	•			•					
Belial	1	82	6	5	4	4		3	5		3	10	2+/4(i)	190
	(C:D/	1. pp.	56 & 92): Infa	ntry (C	harac	ter):	Iron F	Halo: T	elen	ort H	omer:		or Armour;
													lependen	
														l Precision;
							Tiout	.1011, 1	ICICIIC	u En	CIIIy	(CSIVI)), Tactica	i i iccision,
			rike; W	arioru,	The H	ını								
HQ: Librarian in Terminator Armou	· (1 ੈ,		ts)											
Librarian in Terminator Armour	1	W	5	4	4/6	4		2	4		2	10	2+/5(i)	130
	(C:DA	A, pp.	31 & 94); Infa	ntry (C	harac	ter);	Psych	ic Hoo	d; T	ermii	nator A	rmour; S	torm
													ault; Fea	
													lastery L	
														Telepathy
		Jul 50	iike, or	1 Sycii	ic Disci	ринс	S. , I	JIVIIIA	tion, i	yro	шаш	cy, ici	CKIIICSIS,	reicpathy
Elite: Deathwing Knights (10‡, 475		_												
Deathwing Knights	9	::	5	4	4/6	4		1	4		2	9	2+/3(i)	
	(C:DA	A, pp.	45 & 99); Infa	ntry; To	ermin	ator.	Armo	ur; Per	fidio	us R	elic of	the Unfo	rgiven;
	Mace	of Ab	solution	(x9); S	Storm S	hield	(x9)	Adar	nantiur	n W	ill; B	ulky; I	Deathwin	g Assault;
													erred Ene	
			ngeful S						,			,		J
Knight Master	1	,, , , , , , ,	5	4	4/6	4		1	4		3	9	2+/3(i)	[0]
Tangit waster	_	trv ((_	r): Stor				ator A	rmour.	Flai			forgiven;	
										C1 0I	wia	uı, ınn	ci Circle;	Preferred
			M); Ver			ou Ca	anno	t Hiae						
Troops: Deathwing Terminator Squ	ad Co	nstaı	ntine (5	t, 245	pts)									
Deathwing Terminator Squad	4	D	4	4	4/8	4	ļ	1	4/1		2	9	2+/5(i)	245
	(C:DA	A. pp.	44 & 99): Infa	ntry: To	ermin	ator	Armo	ur: Pov	ver F	ist (x3): Sto	orm Bolte	er (x3):
													; Inner C	
			nemy (C							10000	, -	•	,	,
Deathwing Terminator Sergeant	1	ircu L	1 1	Δ Δ	4	<u>υ, νυι</u> Δ		1	4		2	9	2+/5(i)	[0]
Constantine	_	+ max = (((Thoroata	r): Torn	inotor			l Darrian		· Sto				
Constantine													geful Stril	
	Assau	III, Fe	arress, r	inei Ci	icie, Pi	eieiie	u en	emy (CSM),	Spii	t FII	e, veng	gerui Surii	ke
Troops: Scout Squad (5‡, 100 pts)														
Scout Squad	4	D	3	3	4	4		1	4		1	8	4+	100
	(C:DA	A, pp.	37 & 97); Infa	ntry; Fi	rag G	renac	des; K	rak Gr	enad	es; S	cout A	rmour; C	amo
	Cloak	s; Bo	t Pistol	(x4); S1	niper Ri	ifle (x	(3); N	Aissile	Launc	cher:	Flak	k Miss	iles (for	Missile
													Iove Thro	
	Cove			-) ~			,			,				
Sergeant	1	, 500	4	1	1			1	1		1	8	4+	[19]
Ocigcant	Infan	twy (C	•	r): A ccc	ult Gro	nodos	· Vr	ole Gro	nodos:	Soo	1 11t A t	_	Camo Cl	
	1	• \		, ,			,		,			,		,
								тпеў	Snall	×1101	w inc	геаг,	Combat	oquaus,
			Iove Th	ough C	over; S	couts								
Troops: Tactical Squad Acuzio (6‡,	160 p	ts)												
Tactical Squad	4	Ď	4	4	4	4	ļ	1	4		1	8	3+	160
	(C:D/	A, pn	37 & 95); Infa	ntrv: Fi	rag G	renac	des: K	rak Gr	enad	es: P			Bolt Pistol
													Squads;	
			ubborn;			11	, .				, (- Jiiout	. ~quuus,	J
Veteran Sergeant Acuzio	1	٠٠, ٥١	4	2.0p I	4	4	L	1	4	\neg	2	9	3+	[39]
veteran Gergeant Acuzio	- 1	۸ ,,,,,		 2 T⊶£	1 -			. E		daar			ides; Pov	
										n; Uj	ograc	ie to Ve	eteran Se	
Drop Pod			BS: 4 F							15				[50]
													acity, or;	
				city; De	athwin	d Mis	sile	Launc	her; Di	rop F	od A	ssault;	Immobi	le; Inertial
	Guida	ince S	ystem											
Troops: Tactical Squad Balint (5‡, 9														
	4	D	4	Λ	Λ		1	1	1		1	ρ	3+	95
Tactical Squad	$\overline{}$). T £	<u> </u>	<u> 4</u>	h	1 1 2 2 17	4	om - 1	1 20: P	0		
														Bolt Pistol
				Piasma	gun; A	na Th	ney S	naii K	.now N	io Fe	ear; (combat	: Squads;	Grim
		ve; St	ubborn	Г										
Veteran Sergeant Balint			4	4	4	4		1	4		2	9	3+	[24]
	(C:DA)	A, pp.	35 & 10	(3); Inf	antry (Chara	cter)	; Frag	Grena	des;	Kral	c Grena	ades; Pov	/er
	Armo	ur; Bo	olt Pisto	; Boltg	un, Gri	m Res	solve	; Stub	born; U	Jpgr	ade t	o Veter	an Serge	ant

	Name		3rp	WS	BS	S	T	Wo	ı	Α	Ld	Save	Cost
Fast Attack: Nephilim		, 180 p	ots)_										
Neph	hilim Jetfighter				FA: 11							1 177	180
												nked He	avy Bolter
						kyfire	Strafing	Run U	nrelentii	ng Hunt	er		
Fast Attack: Ravenwin				164 pt	S)	1		1	1		T		404
Ravenwing Att	tack Squadron		8	47.9-10	11). A 4	 Th (11 11. 17.	NT -	F C	D		. P. D	164
					t Squads				rear; G	rım Keso	oive; Hi	it & Run	,
Ra	venwing Biker	4	wilig	4	4	4	5, Stubi	1	4	1	8	3+	[164]
1.0	.von.vinig Billor	Bikes;	Frag	Grenad	les; Kral	Grena	_	wer Arn	nour; Sr	ace Mai			ort Homer:
													gun (x4)
Ravenwing Veto	eran Sergeant	1		4	4	4	5	1	4	2	9	3+	[15]
												Marine	
				mer; M	elta Bon	nbs; Ch	ainswo	rd; Twin	-Linked	l Boltgu	n (x1);	Upgrade	to Veteran
		Sergea											
Heavy Support: Devas				1									
Dev	astator Squad		23	25.0.1	02) T (4	<u> 4</u>	1 1	<u> 4</u>	1	8	3+	160
												Armour	; Bolt scannon
										im Reso			scailloll
	Sergeant		iiu 1	4	4	4	4	1	4	1	8	3+	[14]
	20.900		ry (C	haracte	r); Frag	Grenad	es; Kra	k Grena	des; Pov	ver Arm			olt Pistol;
		Boltgu											
: Aegis Defence Lines	(2‡, 100 pts)												
	Defence Lines	1											100
			field	Debri	(Defenc	e Lines)						
Gun	Emplacement	1	-	-	-	-	7	2	-	-	-	3+	[50]
		Quad-g	gun										
Option Footnotes													
	TI II (C D A	20		/arlord T	raits							
Гhe Hunt Warlord	The Hunt (see See WH40k, ps		og. 28	5).									
vvarioru	Sec WII+ok, pg	5. 111.		D-	1-:- D								
	0 - Prescience,	1 Fora	hodi		ychic Po		Micfo	rtuna 1	Dorfoo	t Timine	, 5 Dr.	ooognitii	on 6
Divination				112. 2 - 1	orcwari		- IVIISIO	tune, +	- 1 01100	ع ۱۱۱۱۱۱۱۱۱	5, 5 - 1 1	ccogmin	JII, U -
Divination			40K		0							-	
Divination Pvromancy	Scrier's Gaze (s	see WH		pg. 420			- Inferi	no. 4 - S	pontane	ous Con	nbustio	n. 5 - Su	nburst, 6 -
	Scrier's Gaze (s 0 - Flame Brea Molten Beam (see WH4 th, 1 - F see WH	iery 1 [40K,	pg. 420 Form, 2 , pg. 421	- Fire S	hield, 3			_				
Divination Pyromancy Telekinesis	Scrier's Gaze (s 0 - Flame Brea	see WH4 th, 1 - F see WH	iery 1 [40K,	pg. 420 Form, 2 , pg. 421	- Fire S	hield, 3			_				
Pyromancy Telekinesis	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doo	see WH4 th, 1 - F see WH Crush, 2 om (see	iery l 40K, - Gar WH4	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg.	- Fire S 1). inity, 3 - 422).	hield, 3	ation M	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr	th, 1 - F see WH Crush, 2 om (see riek, 1 -	iery l 40K, - Gar WH4 Dom	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. iinate, 2	- Fire S 1). inity, 3 - . 422). - Menta	hield, 3	ation M	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doo	th, 1 - F see WH Crush, 2 om (see riek, 1 -	iery l 40K, - Gar WH4 Dom	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. tinate, 2 , pg. 423	- Fire S 1). inity, 3 - . 422). - Menta 3).	hield, 3 - Objural Fortit	ation M	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (th, 1 - F see WH Crush, 2 om (see iek, 1 - see WH	iery l [40K, - Gar WH4 Dom [40K,	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. ninate, 2 , pg. 423	- Fire S 1). inity, 3 - . 422). - Menta 3). pecial R	hield, 3 - Objura	ation M	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (th, 1 - F see WH Crush, 2 om (see riek, 1 - see WH	iery land 140K, - Gar WH4 Doma 140K, -	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. inate, 2 , pg. 423 S 40k, pg.	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33).	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis Telepathy Adamantium Will And They Shall Know No	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (th, 1 - F see WH Crush, 2 om (see riek, 1 - see WH	iery land 140K, - Gar WH4 Doma 140K, -	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. inate, 2 , pg. 423 S 40k, pg.	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33).	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will And They Shall Know No	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal	see WH4 th, 1 - F see WH Crush, 2 om (see nick, 1 - see WH Vill (see I Know	iery l 40K, - Gar WH4 Dom 40K, WH4 No F	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. inate, 2 , pg. 423 S 40k, pg.	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33).	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will And They Shall Know No Fear Bulky	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH	see WH4 th, 1 - F see WH Crush, 2 om (see riek, 1 - see WH Vill (see I Know	iery 1 [40K, - Gar WH4 Dom [40K, WH4 No F	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. inate, 2 , pg. 423 S 40k, pg. Fear (see	- Fire S 1). inity, 3 - 422). - Menta 3). pecial R 33).	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis Telepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squade	see WH4 th, 1 - F see WH Crush, 2 om (see riek, 1 - see WH Vill (see 1 Know I40k, pg s (see C	iery 1 [40K, - Gar WH4 Dom (40K, WH4 No F	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. iinate, 2 , pg. 423 S 40k, pg. Fear (see	- Fire S 1). inity, 3 - 422). - Menta 3). pecial R 33).	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis Telepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad- Deathwing Ass	see WH4 th, 1 - F see WH Crush, 2 om (see riek, 1 - see WH Vill (see 1 Know I40k, pg s (see C ault (see	iery l [40K] - Gat WH4 Dom (40K) WH4 No F (5. 35) :DA, e C:E	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. iinate, 2 , pg. 423 S 40k, pg. Fear (see	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33). e WH40	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad: Deathwing Assa Drop Pod Assa	see WH4 th, 1 - F see WH Crush, 2 om (see riek, 1 - see WH Vill (see 1 Know I40k, pg s (see C ault (see ult; see	iery liery l	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. iinate, 2 , pg. 423 S 40k, pg. Fear (see	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33). e WH40	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad- Deathwing Ass	see WH4 th, 1 - F see WH Crush, 2 om (see riek, 1 - see WH Vill (see I Know I40k, pg s (see C ault (see ult; see 0k, pg. 2	WH4 No F (C:S) (C:S)	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. iinate, 2 , pg. 423 S 40k, pg. Fear (see pg. 28) DA, pg. 6	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33). e WH40	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Fear Fearless Fortress of Shields	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squads Deathwing Assa Drop Pod Assa Fear (see WH4 Fearless (see W Fortress of Shie	see WH4 th, 1 - F see WH Crush, 2 pm (see rick, 1 - see WH Vill (see I Know I40k, pg s (see C sault (see ult; see ook, pg.: /H40k, j elds (see	iery l 40K, - Gai WH4 Dom 40K, WH4 No F ::DA, ::DA, ::DA, ::DA, ::DA, ::DA, ::DA, ::DA, ::DA, ::DA, ::DA, ::Da, ::D	pg. 420 Form, 2 , pg. 421 , pg. 421 , pg. 425 , pg. 425 S 40k, pg. Fear (see DA, pg. 28) DA, pg. 6	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33). WH40	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear Fearless Fortress of Shields Grim Resolve	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad Deathwing Ass Drop Pod Assa Fear (see WH4 Fearless (see W Fortress of Shic Grim Resolve (see WH4 th, 1 - F see WH Crush, 2 om (see rick, 1 - see WH Vill (see I Know I40k, pg s (see C rault (see ult; see Ok, pg. 7 H40k, 1 elds (see (see C:E	iery 140K, - Gat WH4 Dom 440K, WH4 No F 510A, 610 C 510 C	pg. 420 Form, 2 , pg. 421 , pg. 421 , pg. 423 S 40k, pg. Fear (see DA, pg. 6 5). DA, pg. 6	- Fire S 1). Yinity, 3 - 422) Menta 3). pecial R 33). e WH40	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear Fearless Fortress of Shields Grim Resolve Hammer of Wrath	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad: Deathwing Ass Drop Pod Assa Fear (see WH4 Fearless (see W Fortress of Shie Grim Resolve (Hammer of Wr	see WH4th, 1 - F see WH4Crush, 2 om (see riek, 1 - see WH4W111 (see I Know I40k, pg s (see C ok, pg. 7/H40k, pg lds (see C:E oth (see	iery 140K, - Gat WH4 Dom 440K, - WH4 No F :. 35) ::DA, - e C:E ((C:S) 35). pg. 3 WH4	pg. 420 Form, 2 , pg. 421 , pg. 421 , pg. 425 , pg. 423 S 40k, pg. Fear (see	- Fire S 1). Yinity, 3 - 422) Menta 3). pecial R 33). e WH40	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis Telepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear Fearless Fortress of Shields Grim Resolve Hammer of Wrath Hit & Run	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad: Deathwing Ass Drop Pod Assa Fear (see WH4 Fearless (see W Fortress of Shie Grim Resolve (Hammer of Wr Hit & Run (see	see WH4th, 1 - F see WH4Crush, 2 om (see riek, 1 - see WH4Vill (see I Know I40k, pg s (see C ok, pg. 7/H40k, pg ldds (see C	iery I (40K, - Gat WH4 Dom 40K, - Sat WH4 No F Sat	pg. 420 Form, 2 , pg. 421 , pg. 421 10K, pg. inate, 2 , pg. 423 S 40k, pg. Fear (see DA, pg. 5 DA, pg. 6 5). OA, pg. 5 (g. 28). 40k, pg.	- Fire S 1). Yinity, 3 - 422) Menta 3). pecial R 33). e WH40	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Felekinesis Felepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear Fearless Fortress of Shields Grim Resolve Hammer of Wrath Hit & Run Immobile	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad: Deathwing Ass Drop Pod Assa Fear (see WH4 Fearless (see W Fortress of Shie Grim Resolve (Hammer of Wr Hit & Run (see Immobile; see	see WH4th, 1 - F see WH4Crush, 2 om (see riek, 1 - see WH4Ull (see I Know I40k, pg s (see C ault; see Ok, pg. 7/H40k, jelds (see C:E ath (see WH40I (C:SM,	iery I (40K, - Gat WH4 Dom 40K, - Gat WH4 No F S. 35). :DA, pg. 335). pg. 335). pg. 34 C:DA, pg. 44 C:DA, pg. 65 C:DA, pg. 65 C:DA, pg. 65 C:DA, pg. 66 C:DA, pg. pg. 66 C:DA,	pg. 420 Form, 2 , pg. 421 40K, pg. inate, 2 , pg. 423 S 40k, pg. Fear (see DA, pg. 5 DA, pg. 5 DA, pg. 5 (see) 5). DA, pg. 5 (see) 40k, pg. 6	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33). e WH400	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis Telepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear Fearless Fortress of Shields Grim Resolve Hammer of Wrath Hit & Run Immobile Independent Character	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad: Deathwing Ass Drop Pod Assa Fear (see WH Fearless (see W Fortress of Shie Grim Resolve (Hammer of Wr Hit & Run (see Immobile; see Independent Cl	see WH4th, 1 - F see WH2crush, 2 com (see ciek, 1 - see WH2vill (see l Know l40k, pg s (see C lault (see l40k, pg s (see C:D ath (see l40k), haracter	iery l (40K, - Gait WH4 Dom 40K, - Gait WH4 No F S. 35). :DA, pg. 335). pg. 3 c C:D OA, p WH4 K, pg. 6 (see	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. inate, 2 , pg. 423 S 40k, pg. Fear (see pg. 28) DA, pg. 5 DA, pg. 5 g. 28). 40k, pg. 90	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33). e WH400	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis Telepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear Fearless Fortress of Shields Grim Resolve Hammer of Wrath Hit & Run Immobile Independent Character Inertial Guidance System	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad: Deathwing Ass Drop Pod Assa Fear (see WH4 Fearless (see W Fortress of Shic Grim Resolve (Hammer of Wr Hit & Run (see Immobile; see Independent Cl Inertial Guidan	see WH4th, 1 - F see WH4crush, 2 com (see ciek, 1 - see WH4vill (see l Know l40k, pg s (see C cault (see cult; see C/H40k, pelds (see C:D ath (see ciek) WH40l (C:SM, haracter ice Syste	iery l (40K, - Gait WH4 Dom 40K, - WH4 No F :DA, e C:E (C:S) WH4 No F WH4 No F (C:S)	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. inate, 2 , pg. 423 S 40k, pg. Fear (see . pg. 28) DA, pg. 6 5) DA, pg. 6 5) . who will be a see of the see o	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33). e WH400	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis Telepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear Fearless Fortress of Shields Grim Resolve Hammer of Wrath Hit & Run Immobile Independent Character Inertial Guidance System Infiltrat	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad: Deathwing Ass Drop Pod Assa Fear (see WH4 Fearless (see W Fortress of Shic Grim Resolve (Hammer of Wr Hit & Run (see Immobile; see Independent Cl Inertial Guidan Infiltrate (see W	see WH4th, 1 - F see WH2crush, 2 com (see iiek, 1 - see WH2crush, 2 com (see iiek, 1 - see WH2crush, 2 com (see C lault (see iiek, 1 com (see C) com (iery l (40K, - Gait WH4 Dom (40K, - WH4 No F :DA, e C:E ((C:Si 335). pg. 335). pg. 335). WH4 k, pg. 66 (see	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. inate, 2 , pg. 423 S 40k, pg. Fear (see pg. 28) DA, pg. 6 5). DA, pg. 5 ig. 28). 40k, pg. 6 90, 28). WH40k ee (C:S)	- Fire S 1). inity, 3 - 422) Menta 3). pecial R 33). e WH400	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6
Pyromancy Telekinesis Telepathy Adamantium Will And They Shall Know No Fear Bulky Combat Squads Deathwing Assault Drop Pod Assault Fear Fearless Fortress of Shields Grim Resolve Hammer of Wrath Hit & Run Immobile	Scrier's Gaze (s 0 - Flame Brea Molten Beam (0 - Assail, 1 - C - Vortex of Doc 0 - Psychic Shr Hallucination (Adamantium W And They Shal Bulky (see WH Combat Squad: Deathwing Ass Drop Pod Assa Fear (see WH4 Fearless (see W Fortress of Shic Grim Resolve (Hammer of Wr Hit & Run (see Immobile; see Independent Cl Inertial Guidan	see WH4th, 1 - F see WH Crush, 2 om (see riek, 1 - see WH Will (see I Know I40k, pg s (see C ault (see ult; see UH40k, pg dise C:D ath (see WH40l (C:SM, haracter ce Syste WH40k, ee C:DA	iery l (40K, - Gai WH4 Dom 40K, - Gai WH4 No F S S S S S S S S S S S S S S S S S S	pg. 420 Form, 2 , pg. 421 te of Inf 40K, pg. inate, 2 , pg. 423 S 40k, pg. Fear (see pg. 28) DA, pg. 5) DA, pg. 6 5) DA, pg. 6 5) WH40k ee (C:S) 88) 28)	- Fire S 1) Fire S 1) Fire S 1) Menta 33) Menta 33) WH401 - S 56) S 99 S 99 S 99 S 99.	hield, 3 - Objural Fortit	ation M ude, 3 -	echanic	um, 4 - S	Shockwa	ave, 5 -	Telekine	Dome, 6

Due formed Engage (CCM)	Durfamed Francy (Charge Space Marines)
Preferred Enemy (CSM)	Preferred Enemy (Chaos Space Marines)
	Psyker (see WH40k, pg. 41).
Ravenwing Combat	Ravenwing Combat Squads (see C:DA, pg. 47).
Squads	C
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
Battlefield Debri	Battlefield Debris (Defence Lines) (See WH40K, pg. 104-105)
(Defence Lines)	
	Unit Type
Bikes	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49. See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49. See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer)	See WH40K rulebook, pgs. 44-49. See WH40K rulebook, pgs. 44-49.
	See WH40K rulebook, pgs. 44-49.
Topped)	
	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	Perfidious Relic of the Unforgiven (see C:DA, pg. 64).
Unforgiven	
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	Range: 12"; S5; AP-; Heavy 1, Large Blast
Launcher	Kungo. 12, 55, A1-, Heavy 1, Large Diast
Flail of the Unforgiven	S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62).
Flakk Missiles (for	48" Range; S 7; AP 4; Heavy1, Skyfire.
Missile Launcher)	range, 5 /, AF 4, Heavy 1, Skyllic.
	Tompleto, C. A. A.D. 5. Accoult 1
Flamer Force Stave	Template; S 4; AP 5; Assault 1.
	S +2; AP 4; Melee, Concussive, Force.
Lascannon Maga of Absolution	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	36" Range; S5; AP4; Heavy 3 Linked
Bolter	
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
D	2	6	4
8	0	3	2
29	0	3	1
	0	1	1