

William VM TaleofX juni (883pts)

900pt Dark Angels: Codex (2013) v33 Roster (Primary Detachment)

Dark Angels: Codex (2013) v33 (Primary Detachment) Selections:

HQ (190pts)

Belial (190pts) (Codex: Dark Angels 6th p56)

Deathwing Assault, Grand Master of the Deathwing, Independant Character, Inner Circle, Marked for Retribution, Tactical Precision, Vengeful Strike, Warlord Trait: The Hunt

Iron Halo, Storm Bolter and Sword of Silence, Teleport Homer, Terminator Armour

Troops (693pts)

Deathwing Terminator Squad (Troops) (245pts)

Deathwing Assault, Split Fire, Vengeful Strike

Assault Cannon (20pts), Chainfist (5pts), 4x Deathwing Terminators (176pts), Inner Circle (*Fearless, Preferred Enemy (Chaos Space Marines)*), No Transport

Deathwing Terminator Sgt (44pts)

Storm Bolter and Power Sword

Scout Squad (78pts)

Scouts

5x Camo Cloaks (10pts), Heavy Bolter (8pts), 4x Scouts (48pts), 3x Sniper Rifle, Squad has Camo Cloaks

Sergeant (12pts)

Bolt Pistol, Sniper Rifle

Tactical Squad (185pts)

And They Shall Know No Fear

Bolt Pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*, *Stubborn*), No Transport, Plasma Cannon (15pts), Plasmagun (15pts), Power Armour, 9x Tactical Marine (126pts)

Sergeant (29pts)

Chain Sword, Plasma Pistol (15pts)

Tactical Squad (185pts)

And They Shall Know No Fear

Bolt Pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*, *Stubborn*), No Transport, Plasma Cannon (15pts), Plasmagun (15pts), Power Armour, 9x Tactical Marine (126pts)

Sergeant (29pts)

Chain Sword, Plasma Pistol (15pts)

Profile Summary:

Name	Unit Type	WS	BS	S	T	W	I	A	LD	Save	Pg	Ref
Belial	Unique, INfantry (Character)	6	5	4	4	3	5	3	10	2+/4++	56	Codex: Dark Angels 6th p56

Deathwing Terminator	Infantry	4	4	4	4	1	4	2	9	2+ / 5++
Deathwing Terminator Sgt	Infantry (Character)	4	4	4	4	1	4	2	9	2+ / 5++
Scout Sergeant	Infantry (Character)	4	4	4	4	1	4	1	8	4+
Scouts	Infantry	3	3	4	4	1	4	1	8	4+
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	Pg	Ref
Iron Halo	4++	63	Codex: Dark Angels 6th p63
Power Armour	Standard Space Marine Power Armour. Confers a 3+ Sv		
Teleport Homer	Friendly Terminators do not scatter when placed within 6", model must have started the turn on the board	64	Codex: Dark Angels 6th p64
Terminator Armour	2+/5++, have the Bulky, Deep Strike, Relentless, Deathwing Assault and Vengeful Strike special rules, and may not make sweeping advances.	65	Codex: Dark Angels 6th p65

Name	Range	Strength	AP	Type	Pg	Ref
Assault Cannon	24"	6	4	Heavy 4, Rending		
Bolt Pistol	12"	4	5	Pistol		BRB p56
Boltgun	24"	4	5	Rapid Fire	56	BRB p56
Chainfist	-	x2	2	Melee, Specialist Weapon, Unwieldly, Armourbane	60	BRB p60
Chainsword	-	User	-	Melee		
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	61	BRB p61
Heavy Bolter	36"	5	4	Heavy 3	56	BRB p56
				Assault		

Krak Grenades	8" (thrown)/-(Melee)	6	4	1(Thrown)/Only on Vehicles and MCs (Melee)	62	BRB p62
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot	57	BRB p57
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot	57	BRB p57
Plasma Pistol	12"	7	2	Pistol	57	BRB p57
Power Sword	-	User	3	Melee	61	BRB p61
Sniper Rifle	36"	X	6	Heavy 1, Sniper		
Storm Bolter	24"	4	5	Assault 2	56	BRB p56
Sword of Silence	-	User	3	Melee, Fleshbane, Master Crafted	56	Codex: Dark Angels 6th p56

Selection Rule Summary:

And They Shall Know No Fear: Automatically regroups, can act normally on the turn it regroups, not killed by sweeping advances and is immune to fear. (BRB p33)

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 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)

Fearless: Automatically pass all LD tests but cannot go to ground or use the "Our Weapons Are Usless" rule. (BRB p35)

Grand Master of the Deathwing: In a primary Detachment that contains Belial, Deathwing Terminator Squads are troops choices instead of elites. (Codex: Dark Angels 6th p92)

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)

Independant Character: Independent Characters can join and leave other non-vehicle non-'loner' units. Although 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% 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 (eg 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)

Inner Circle: Fearless and Preferred Enemy (Chaos Space Marines) (Codex: Dark Angels 6th p28)

Marked for Retribution: Belial's shooting attacks are precision Shots on a to hit roll of 5+ (Codex: Dark Angels 6th p56)

Preferred Enemy (Chaos Space Marines): Reroll all failed to hit and to wound rolls of 1 against the chosen enemy in both shooting and assault. (BRB p40)

Scouts: After all deployment but before first turn a unit with this rule may redeploy, 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".

Any unit that redeploy with this rule may not charge on the first turn.

If held in reserve, the unit gains outflank. (BRB p41)

Split Fire: Take A leadership test, if passed each model may fire at a different target than the rest of the unit, if failed all models fire at the same target (BRB p42)

Stubborn: Ignore all negative Ld modifiers, if the unit has Fearless as well ignore this rule. (BRB p43)

Tactical Precision: Belial and any unit he has joined with Inner Circle rule do not scatter when Deep Striking. (Codex: Dark Angels 6th p56)

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)

Warlord Trait: The Hunt: +1 Victory point if your Warlord or his unit kill enemy Warlord in the Assault phase. (Codex: Dark Angels 6th p56)