William VM @ ToXG 2014 (2000pts)

2000pt Dark Angels: Codex (2013) Roster (Combined Arms Detachment)

Dark Angels: Codex (2013) (Combined Arms Detachment) Selections:

HQ (190pts)

I (190pts) (Codex: Dark Angels 6th p56) Deathwing Assault, Grand Master of the Deathwing, Independant Character, Marked for Retribution, Precision Shots, Tactical Precision, Vengeful Strike, Warlord Trait: The Hunt	N									
riccicion, rengela canto, ranera materia materia		Jnit Type Jnique,	WS	BS S	БΤ	w	IA	Ld	Save	Ref Codex: Dark
Inner Circle (<i>Fearless, Preferred Enemy (Chaos Space Marines)</i>), Iron Halo, Storm Bolter and Sword of Silence, Teleport Homer, Terminator Armour	Belial In		6	5 4	4	3	53	10	2+/5++	
	Name	Descr	iption							Ref
	Iron Halo	o 4++								Codex: Dark Angels 6th p63
	Teleport Homer	placed	ly Term I within 1 the bo	6", m						Codex: Dark Angels 6th p64
	Terminate Armour	tor Relent Strike	⊦, have less, D special ing ad\	eathw rules	ing A and	Assai	ilt and	d Ven	geful	Codex: Dark Angels 6th p65
	Name	Range	Strer	ngth	AP	Туре)		Ref	
	Storm Bolter	24"	4		5	Assa	ault 2		BRB	956 p
	Sword of Silence	f _	User		3		hban	e, afted	Ange	ex: Dark els 6th
		: Automatio	ally pa						oup tests the "Our	and

עסטיק איוסב טווט)
Marked for Retribution: Belial's shooting attacks are Precision Shots on a to hit roll of 5+ (Codex: Dark Angels 6th p56)
Precision Shots: Shooting rolls of 6 become Precision Shots and may be allocated to an engaged model of your choice within range and line of sight. (No snap shots; Look Out, Sir is still allowed.) (BRB 2014 p169)
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 2014 p169)
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: If this model is chosen as your Warlord, it has the Warlord Trait "The Hunt": +1 Victory point if your Warlord or his unit kill enemy Warlord in the Assault phase. (Codex: Dark Angels 6th p28)

Elites (120pts)

eadnought (120pts) No Transport, Smoke Launchers and Searchlight, Twin Linked	Name	ws	BS	S	Front	Side	Rear	I	Α	HP	Туре	Ref	
Autocannon (15pts), Twin Linked Autocannon (5pts)	Dreadnough	4	4	6	12	12	10	4	2	3			
	Name	Descr	iptio	n								Ref	
			•		veapons							BRB	
	Searchlight				until the	end o	of the fol	llowii	ng t	turn		2014 p98	
		during night fighting.											
		Smoke	Once	oer g	ame	e, instea	ad of s	hooting	or n	nov	ing fla	at	BRB
	Launchers	out, may gain a 5+ cover save until the end of									2014		
		enemy	's sh	ooti	ing phas	se.						p98	
	Name	Rang	e S	tren	ngth A	РТу	ре	Ref]				
	Autocannon	48"	7		4	He	eavy 2						

Troops (798pts)

Deathwing Terminator Squad (Troops) (245pts) Deathwing Assault, Split Fire, Vengeful Strike	Name	Unit T	ype WS	BS	s	т	W	I	A	Ld	Save	Re		
Assault Cannon (20pts), Chainfist (5pts) (Armourbane), 4x	Deathwing Terminato		y 4	4	4	4	1	4	2	9	2+ / 5++			
Deathwing Terminators (176pts), Inner Circle (<i>Fearless, Preferred Enemy (Chaos Space Marines)</i>), No Transport, Power fist (<i>Specialist Weapon, Unwieldy</i>), Storm bolter	Deathwing Terminato			4	4	4	1	4	2	9	2+ / 5++			
Deathwing Terminator Sgt (44pts)	Sgt	(Onara	acter)								JTT			
Storm Bolter and Power Sword	Name	Descript	ion								Ref			
	Homer		Terminators ithin 6", mo ne board							ıe	Codex Dark Angels p64			
	Name	Range	Strength	AP	Тур	be					Re	əf		
	Assault Cannon						ding	9						
Cannon Chainfist		- x2			x2 2		Melee, Specialist Weapon, Unwieldly Armourbane						BF p6	RB 80
	Power Fist						, Sp on, l				20	RB)14 79		
	Power Sword	-	User	3	Me	lee					20	RB)14 79		
	Storm										BF 20	RB		

	Armourbane: Roll an additional D6 for armor penetration only against vehicles. (BRB 2014 p157)											
	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)											
	Fearless: Automatically pass all Pinning, Fear, Regroup tests and Morale checks, tests but cannot go to ground or use the "Our Weapons Are Usless" rule. (BRB 2014 p163)											
	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 2014 p169)											
	Specialist Weapon: A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless it is armed wi two or more Melee weapons with the Specialist Weapon rule. (BRB 2014 p172)											
	Split Fire: A single model may fire at a different target before 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)											
Scout Squad (78pts) And They Shall Know No Fear, Combat Squads, Infiltrate, Move	Name Unit Type WS BS S T W I A Ld Save Ref											
Through Cover, Scouts	Scout Infantry 3 3 4 4 1 4 1 8 4+ Scout Infantry											
5x Camo Cloaks (10pts), Frag and Krak Grenades, Heavy Bolter (8pts), 4x Scouts (48pts), 3x Sniper Rifle, Squad has Camo Cloaks	Scoul manuy 4 4 4 4 1 4 1 8 4+ Sergeant (Character)											
Scout Sergeant (12pts) Bolt pistol, Sniper Rifle	Name Range Strength AP Type Ref											
	Bolt 12" 4 5 Pistol 2014 pistol 12" 4 5 Pistol 2014											
	Frag Grenades8"3Assault 1, Blast, Don'tBRBSuffer Initive penalty for charging through cover2014											
	Heavy36"54Heavy 3BRBBolter54Heavy 3p56											
	Krak8"Assault 1(Thrown)/OnlyBRBGrenades(thrown)/- 64on Vehicles and MCs2014(Melee)p181											
	Sniper 36" X 6 Heavy 1, Sniper Rifle											
	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 pourposes they are two seperate units. Note: two combat squads split from the same unit may share tansport											
	space in the same transport vehicle. (Codex: Dark Angels 6th p28)											
	Infiltrate: Deployed after all other units anywhere > 12" away from enemy and outside their line of sight, or > 18" away within LoS. Cannot charge in first turn after deploying this way. Also has Outflank. (BRB 2014 p167)											
	Move Through Cover: Roll an extra dice for determining distance traveled through cover (still take highest) and automatically pass danegerous terrain tests (BRB 2014 p168)											
	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 turner may redeploy.											

anywhere within 12", and all must remain 12" away from enemy units. Any unit that redelpoys with this rule may not charge on the first turn. If held in reserve, the unit gains Outflank. (BRB 2014 p171)

And They Shall Know No Fear, Combat Squads

Bolt pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*, Stubborn), Plasma Cannon (15pts) (*Gets Hot*), Plasmagun (15pts) (*Gets Hot*), Power Armour, 9x Tactical Marine (126pts)

Drop Pod (60pts) (Codex: Dark Angels 6th p100)

Drop Pod Assault, Immobile, Inertial Guidance System

Deathwind Launcher (15pts), Locator Beacon (10pts)

Sergeant (39pts)

Boltgun, Plasma pistol (15pts), Veteran Sgt (10pts)

Name	Unit Type	WS	BS	s	т	W	L	A	Ld	Sa	ve	Ref								
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 BS	Front Sid	e Rea	rН	P	Тур	е				R	ef									
Drop 4 Pod	12 12	12	3		Trai moo	en-To nspo dels adno	ort (or	10 1		D A	ode ark nge th p	ls								
Name	Description	n						Re	əf											
Locator Beacon	Friendlies d striking with		atte	r wł	nen	dee	р		odex ngels			5								
Power Armour	Standard S Armour. Co				wer	-														
Name	Range	Streng	th	AP	Ту	pe					Re	f								
Bolt pistol	12"	4		5	Pi	Pistol					BR 20 ⁻ p17	14								
Boltgun	24"	4	ļ			Rapid Fire					BR 20 ⁻ p17	14								
Deathwind Launcher	12"	5		-		Heavy 1, Large Blast													Da An	dex: rk gels p60
Frag Grenades	8"	3		-	Do pe	Assault 1, Blast, Don't suffer Initive penalty for charging through cover						B 14 30								
Krak Grenades	8" (thrown)/- (Melee)	6	6			Assault 1(Thrown)/Only on Vehicles and MCs (Melee)					1 (Thrown)/Only on Vehicles and MCs					BR 20 ⁻ p18	14			
Plasma Cannon	36"	7		2		Heavy 1, Blast, Gets Hot					BR p57	-								
Plasma Gun	24"	7		2	Ra Ho	apid ot	Fir	e, G	iets		BR p57									
Plasma pistol	12"	7		2	Pi	stol					BR 20 ⁻ p17	14								

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

pourposes they are two seperate units. Note: two combat squads split from the same unit may share tansport space in the same transport vehicle. (Codex: Dark Angels 6th p28)

Drop Pod Assault: At the beginning of your first turn, half (rounding up) of your drop pods come in via Deep Strike. Remaining drop pods Deep Strike as normal. (Codex: Dark Angels 6th p42)

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 2+ test before firing; upon failure 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)

Immobile: After arriving, Drop Pods can never move. (Codex: Dark Angels 6th p42)

Inertial Guidance System: Reduce the ammount of scatter by the minimum required to prevent landing on terrain or another model. If the Drop Pod scatters off the table roll on the Deep Strike Mishap table. (Codex: Dark Angels 6th p42)

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

And They Shall Know No Fear, Combat Squads
Bolt pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*, Stubborn), Plasma Cannon (15pts) (Gets Hot), Plasmagun (15pts)
(<i>Gets Hot</i>), Power Armour, 9x Tactical Marine (126pts)

Rhino (35pts) (Codex: Dark Angels 6th p100)

Repair

Tactical Squad (220pts)

Smoke Launchers and Searchlight, Storm bolter

Sergeant (29pts)

Boltgun, Plasma pistol (15pts)

Name	Unit Type	ws	BS	s	т	w	I	A	Ld	Save	Ref																																																																									
Space Marine	Infantry	4	4	4	4	1	4	1	8	3+																																																																										
Space Marine Sergeant	Infantry (Characte	r) 4	4	4	4	1	4	1	8	3+																																																																										
Name BS	Front Si	ide Rea	ar H	Ρ	Тур	е			Re	f																																																																										
Rhino 4	11 11	10	3			ik, nspo dels		10		dex: E gels 6 8																																																																										
Name	Descript	tion									Ref																																																																									
Power Armour	Standaro a 3+ Sv	d Space	Marin	e F	ow	er A	rmo	our.																																																																												
Searchligh	After firir t shot at a turn duri	nd it's se	elf unt	il tl							BRB 2014 p98																																																																									
Smoke Launchers	Once pe flat out, r enemy's	nay gain	ı a 5+	со			•		BRB 2014 p98																																																																											
Name	Range	Streng	th A	Ρ	Тур	ре					Ref																																																																									
Bolt pistol	12"	4	5		Pis	tol		BRB 2014 p176																																																																												
Boltgun	24"	4	5		Ra	pid I	Fire	1	BRB 2014 p176																																																																											
Frag Grenades	8"	3	-		suffer Initive penalty for		suffer Initive penalty for		suffer Initive penalty for		suffer Initive penalty		suffer Initive penalty		suffer Initive pe		suffer Initive penalty f		nitive penalty for			Initive penalty for				fer Initive penalty fo			Assault 1, Blast, Don't suffer Initive penalty for charging through cove			Initive penalty			nitive penalty for			ffer Initive penalty f		uffer Initive penalty for		Iffer Initive penalty for		suffer Initive penalty for		Initive penalty		uffer Initive penalty		suffer Initive penalty for		ffer Initive penalty for		uffer Initive penalty for		uffer Initive penalty for		1, Blast, Don't itive penalty for						nitive penalty for			itive penalty for			nitive penalty for			itive penalty for		BRB 2014 p180									
Krak Grenades	8" (thrown)/- (Melee)	6	4		on		icle		own). nd M		BRB 2014 p181																																																																									
Plasma Cannon	36"	7	2		He Ho		1, E	Blas	t, Ge	ets	BRB p57																																																																									
Plasma Gun	24"	7	2		Ra	pid I	Fire	, G	ets H	ot	BRB p57																																																																									
Plasma	12"	7	2		Pis	tol					BRB 2014																																																																									
pistol											p177																																																																									
Storm bolter	24"	4	5		As	saul	t 2				BRB 2014 p176																																																																									

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 pourposes they are two seperate units.

Note: two combat squads split from the same unit may share tansport space in the same transport vehicle. (Codex: Dark Angels 6th p28)

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 2+ test before firing;

upon failure 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)

Repair: If a Rhino is Immobilised, then during the shooting phase you may roll a D6 instead of shooting, on a 6 the Rhino is no longer immobilised (Codex: Dark Angels 6th p0)

 $\label{eq:stubborn: lgnore all negative Ld modifiers, if the unit has Fearless as well ignore this rule. (BRB p43)$

Fast Attack (572pts)

Ravenwing Attack Squadron (286pts)		_
And They Shall Know No Fear, Hit & Run, Ravenwing Combat	Name Unit Type WS BS S T W I A Ld Save F	Ref
Squads, Scouts	Ravenwing Biker Bike 4 4 4 5 1 4 1 8 3+	
Bolt pistol, Frag and Krak Grenades, Grim Resolve (*, <i>Stubborn</i>), 2x Plasmagun (30pts), Power Armour, 5x Ravenwing Biker (135pts), Teleport Homer, Twin-linked Boltgun	Ravenwing Veteran Bike (Character) 4 4 4 5 1 4 2 9 3+	
Ravenwing Land Speeder (70pts)	Sgt	
Deep Strike	Name BS Front Side Rear HP Type Re	f
Heavy Flamer (10pts), Multi Melta (10pts)	Land Speeder 4 10 10 10 2 Fast, Skimmer	
Ravenwing Sergeant (51pts)	Name Description Ref	_
Combi-Plasma (10pts), Melta bombs (5pts) (<i>Armourbane, Unwieldy</i>), Veteran Sgt (10pts)	Power Standard Space Marine Power Armour.	
	Armour Confers a 3+ Sv	
	Teleport HomerFriendly Terminators do not scatter when placed within 6", model must have started the turn on the boardCodex: Dark Angels 6 p64	th
	Name Range Strength AP Type Re	ef
	Bolt 12" 4 5 Pistol 20	RB 014 176
	Boltgun 24" 4 5 Rapid Fire 20	RB 014 176
		RB 57
	Frag 8" 3 - Initive penalty for 20	RB 014 180
	Heavy Template 5 4 Assault 1 Flamer	
	Grepades (thrown)/- 6 4 1(Thrown)/Only 20	RB 014 181
	homb - 8 1 Unwieldly, 20	RB 014 181
		RB 57
	9A" / 9	RB 57
	 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 only again vehicles. (BRB 2014 p157) Deep Strike: Read the BRB, it's too complicated to explain in a sma 	
	space. (BRB p36)	

	 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 succesful 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) Ravenwing Combat Squads: The Attack bike and Land speeder are purchased as part of the Squadron but will always operate as an individual, if 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 redeploy, if it is Infantry, Artillery, Walker or a Monstrous Creature if may redeploy anywhere within 6", all other unit types may redeploy anywhere within 12" away from enemy units. Any unit that redelpoys with this rule may not charge on the first turn. If held in reserve, the unit gains Outflank. (BRB 2014 p171)
 Ravenwing Attack Squadron (286pts) And They Shall Know No Fear, Hit & Run, Ravenwing Combat Squads, Scouts Bolt pistol, Frag and Krak Grenades, Grim Resolve (*, Stubborn), 2x Plasmagun (30pts), Power Armour, 5x Ravenwing Biker (135pts), Teleport Homer, Twin-linked Boltgun Ravenwing Land Speeder (70pts) Deep Strike Heavy Flamer (10pts), Multi Melta (10pts) Ravenwing Sergeant (51pts) Combi-Plasma (10pts), Melta bombs (5pts) (Armourbane, Unwieldy), Veteran Sgt (10pts) 	Name Unit Type WS BS S T W I A Ld Save Ref Ravenwing Biker Bike 4 4 4 5 1 4 1 8 3+ Ravenwing Veteran Sgt Bike (Character) 4 4 4 5 1 4 2 9 3+ Name BS Front Side Rear HP Type Ref Land Speeder 4 10 10 10 2 Fast, Skimmer Ref Name Description Ref Ref Ref Ref Ref Ref Power Standard Space Marine Power Armour. Armour Confers a 3+ Sv Ref Codex: Dark Homer Friendly Terminators do not scatter when placed within 6", model must have started the Codex: Dark Dark Angels 6th
	turn on the board p64
	NameRangeStrengthAPTypeRefBolt pistol12"45Pistol2014 p176
	BRB Boltgun 24" 4 5 Rapid Fire 2014 p176
	Combi Plasma24"45 (Bolter)/ 7Rapid Fire (Both) / Gets Hot, One Shot (Plasma)BRB p57
	Frag 8" 3 - Assault 1, Blast, Don't suffer BRB Initive penalty for 2014 charging through p180 cover
	Heavy Template 5 4 Assault 1
	Krak Grenades8" (thrown)/- 6Assault 1(Thrown)/Only on Vehicles and MCs (Melee)BRB 2014 p181
	Melta - 8 1 Armourbane, BRB bomb - 8 1 Against Vehicles and MCs only p181
	Multi 24" 8 1 Heavy 1 Melta BRB

Melta -	_ ·	-	•		p57
Plasma Gun ²⁴	24"	7	2	Rapid Fire, Gets Hot	BRB p57
	the turn it re	egroups. N	lot killed by	Illy regroups, can ac Sweeping Advance	
Armourbane: vehicles. (BRB			06 for armo	r penetration only a	gainst
Deep Strike: F space. (BRB p		BRB, it's t	oo complica	ated to explain in a s	small
				ubborn. In addition t odex: Dark Angels 6	
succesful choo models in base stop 1" away. I	oose a dire se contact. Ignore Dif emy units le	ection and If this wout ficult Terra	roll 3D6, mo uld take you ain, but mak	of the assault phase ove that far ignoring u within 1" of anothe ke Dangerous Terrai ate D6" consolidation	all er unit, in tests
purchased as p individual, if the	s part of the there are 6 e split, ther	e Squadro bikers left they oper	n but will al after the at rate as two	ke and Land speede ways operate as an ttack bike and land squadrons of 3 bike	
may redeploy, may redeploy a anywhere with	y, if it is Infa y anywhere thin 12", an redelpoys	antry, Artille e within 6", nd all must with this ru	ery, Walker all other ur remain 12" ule may not	turn a unit with this or a Monstrous Cre nit types may redelp " away from enemy t charge on the first RB 2014 p171)	eature it ooy units.
Stubborn: Ign well ignore this			modifiers, il	f the unit has Fearle	ss as
				on Piles In and fights ature or a Walker. (E	

Heavy Support (320pts)

astator Squad (150pts)	Name L	Jnit Type	ws	BS	s	т	w	ī	Δ	Γd	Save	Ro
And They Shall Know No Fear, Combat Squads		Jint Type	113	03	3	•	vv	•	~	Lu	Save	ne
pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*, born), 4x Lascannon (80pts), Power Armour, 4x Space Marine	Space II Marine	nfantry	4	4	4	4	1	4	1	8	3+	
	Space Marine	nfantry	4	4	4	4	1	4	1	0	3+	
ts)	Sergeant (Character)	4	4	4	4	1	4	1	0	3+	
tol, Boltgun, Signum	Name De	escription									Ref	
		•								ſ	hei	
	Power Sta Armour Co	andard Space Anfers a 3+ S		arine	Pow	er .	Arm	our	-			
	Signum his	orego shoting s unit BS 5, o ade.								A	Codex: Angels 564	
	Name	Range	Stre	ength	Α	P	Тур	е				Re
	Bolt pistol	12"	4		5		Pist	ol				ВР 20 р1
	Boltgun	24"	4		5		Rap	id F	Fire			BF 20 p1
	Frag Grenades	8"	3		-		Don	i't si alty	uffe for			BF 20 p1
	Krak Grenades	8" (thrown)/- (Melee)	6		4	,		nrov icle	vn)/ s ar	/Only nd M		BRI 201 p18
	Lascannon	48"	9		2		Hea	vv ·	1			

Combat So two 5-man i You must dwhich mode all pourpose Note: two ci tansport spa 6th p28) Grim Reso may never of p28)	units. ecide which els go into w es they are ombat squa ace in the s Ive: A mode	units a /hich c two se ds spli ame tra	unit w are sj omba perat t fron anspo this r	rith t olittin at sq e ur n the ort v ule l	his ng uao nits e sa ehi	rule into d BE ame cle.	cor EFC uni (Cc	nba RE t m odex	t squ dep ay sh k: Da	uads, loyme nare ark An dditio	an ent nge	d , for Is
Stubborn: as well igno					fier	rs, if	the	un	it ha	s Fea	rle	SS
Name	Unit Type	ws	BS	s	т	w	I	A	Ld	Sav	e	Ref
Space Marine	Infantry	4	4	4	4	1	4	1	8	3+		
	Infantry (Character)	4	4	4	4	1	4	1	8	3+		
Name D	Description								F	Ref		
Power S	tandard Sp Confers a 34	ace M	arine	Pov	ver	Arm	nou	r.				
	orego shoti is unit BS 5									Code» Angel:		
-	nade.	, decia	lie be	nore	a	ly ic	115	are		064	00	
-		Strer										Ref
n	nade.	-			1		•				F E 2	
Name Bolt	nade. Range	Strer		AP	F	уре)				F 22 77 22	Ref 3RB 2014 0176 3RB 2014
Name Bolt pistol	Range	Strer 4		AP 5	F F F	isto Pisto Rapi Assa	d Fi ult t su	re 1, E ffer	F Blast, Initiv charg	/e	F 22 74 22 74 22 74 22 22	Ref 3RB 2014 0176 3RB
Name Bolt pistol Boltgun Frag	nade. Range 12" 24"	Strer 4 3		AP 5	F F F L L L L L L L L L L L L L L L L L	Pisto Pisto Rapin Assa Donh Dena hrou (Th	d Fi ult t su lty 1 ulty row cles	re 1, E ffer for c cov n)/0	F Blast, Initiv charg	/e ging on		Ref 3RB 2014 0176 3RB 2014 0176 3RB 2014
Name Bolt pistol Boltgun Frag Grenades Krak	Range 12" 24" 8" 8" (thrown)/- (Melee)	Strer 4 3		AP 5 5	F F F L F L F L L L L L L L L L L L L L	Type Pisto Pisto Assa Don'h Dena hrou Assa (Th (Phice Mele	d Fi ult ult t su ulty f ult row cles ee)	re ffer for c cov n)/(Ilast, Initiv charç er Dnly	ve ging on Cs		Ref 3RB 2014 0176 3RB 2014 0176 3RB 2014 0180 3RB 2014 0180 3RB
Name Bolt pistol Boltgun Frag Grenades Krak Grenades Missile Launcher	Bange 12" 24" 8" (thrown)/- (Melee) 48"	Strer 4 4 3 6		AP 5 5 -	F F C P tt A 1 V (Type Pisto Pisto Assa Don'h Dena hrou Assa (Th (Phice Mele	d Fi ult t ulty 1 ulty 1 ult row cless ee)	re ffer cov n)/(ano , Sŀ	F Ilast, Initiv charg er Dnly d MC	ve ging on Cs		Ref 3RB 2014 0176 3RB 2014 0176 3RB 2014 0180 3RB 2014 0180 3RB

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 pourposes they are two seperate units.

Note: two combat squads split from the same unit may share tansport 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)

Stubborn: Ignore all negative I d modifiers if the unit has Fearless

Devastator Squad (170pts)

And They Shall Know No Fear, Combat Squads

Bolt pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (* *Stubborn*), Power Armour, 4x Space Marine (56pts)

Missile Launcher (25pts)

Flakk Missiles (10pts)

Missile Launcher (25pts) Flakk Missiles (10pts)

Missile Launcher (25pts) Flakk Missiles (10pts)

Missile Launcher (25pts) Flakk Missiles (10pts)

Sergeant (14pts)

Bolt pistol, Boltgun, Signum

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