

# William VM @ ToXG 2014 (2000pts)

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

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

HQ (190pts)

### Belial (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*

Inner Circle (*Fearless, Preferred Enemy (Chaos Space Marines)*), Iron Halo, Storm Bolter and Sword of Silence, Teleport Homer, Terminator Armour

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

Name	Description	Ref
Iron Halo	4++	Codex: Dark Angels 6th p63
Teleport Homer	Friendly Terminators do not scatter when placed within 6", model must have started the turn on the board	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.	Codex: Dark Angels 6th p65

Name	Range	Strength	AP	Type	Ref
Storm Bolter	24"	4	5	Assault 2	BRB p56
Sword of Silence	-	User	3	Melee, Fleshbane, Master Crafted	Codex: Dark Angels 6th p56

**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 Pinning, Fear, Regroup tests and Morale checks, tests but cannot go to ground or use the "Our Weapons Are Usless" rule. (BRB 2014 p163)

**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)

**Independant 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% 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 2014 p163)

(BRB 2014 p169)

**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)**

**Dreadnought (120pts)**

No Transport, Smoke Launchers and Searchlight, Twin Linked Autocannon (15pts), Twin Linked Autocannon (5pts)

Name	WS	BS	S	Front	Side	Rear	I	A	HP	Type	Ref
Dreadnought	4	4	6	12	12	10	4	2	3		

Name	Description	Ref
Searchlight	After firing all weapons can illuminate the unit it shot at and it's self until the end of the following turn during night fighting.	BRB 2014 p98
Smoke Launchers	Once per game, instead of shooting or moving flat out, may gain a 5+ cover save until the end of enemy's shooting phase.	BRB 2014 p98

Name	Range	Strength	AP	Type	Ref
Autocannon	48"	7	4	Heavy 2	

**Troops (798pts)**

**Deathwing Terminator Squad (Troops) (245pts)**

*Deathwing Assault, Split Fire, Vengeful Strike*

Assault Cannon (20pts), Chainfist (5pts) (*Armourbane*), 4x Deathwing Terminators (176pts), Inner Circle (*Fearless, Preferred Enemy (Chaos Space Marines)*), No Transport, Power fist (*Specialist Weapon, Unwieldy*), Storm bolter

**Deathwing Terminator Sgt (44pts)**

Storm Bolter and Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
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++	

Name	Description	Ref
Teleport Homer	Friendly Terminators do not scatter when placed within 6", model must have started the turn on the board	Codex: Dark Angels 6th p64

Name	Range	Strength	AP	Type	Ref
Assault Cannon	24"	6	4	Heavy 4, Rending	
Chainfist	-	x2	2	Melee, Specialist Weapon, Unwieldy, Armourbane	BRB p60
Power Fist	-	x2	2	Melee, Specialist Weapon, Unwieldy	BRB 2014 p179
Power Sword	-	User	3	Melee	BRB 2014 p179
Storm bolter	24"	4	5	Assault 2	BRB 2014 p176

**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. Immediately after determining Warlord Traits, tell your opponent which units are making a Deathwing Assault, and make a secret note on whether 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 with 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 Through Cover, Scouts*

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

**Scout Sergeant (12pts)**

Bolt pistol, Sniper Rifle

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

Name	Range	Strength	AP	Type	Ref
Bolt pistol	12"	4	5	Pistol	BRB 2014 p176
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
Heavy Bolter	36"	5	4	Heavy 3	BRB p56
Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
Sniper Rifle	36"	X	6	Heavy 1, Sniper	

**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 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)

**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 types may redeploy

it may redeploy anywhere within 6", all other unit types may redeploy anywhere within 12", and all must remain 12" away from enemy units. Any unit that redeloys with this rule may not charge on the first turn. If held in reserve, the unit gains Outflank. (BRB 2014 p171)

**Tactical Squad (255pts)**

*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	T	W	I	A	Ld	Save	Ref
<b>Space Marine</b>	Infantry	4	4	4	4	1	4	1	8	3+	
<b>Veteran Sergeant</b>	Infantry (Character)	4	4	4	4	1	4	2	9	3+	

Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Drop Pod</b>	4	12	12	12	3	Open-Topped, Transport (10 models or 1 Dreadnought)	Codex: Dark Angels 6th p42

Name	Description	Ref
<b>Locator Beacon</b>	Friendlys do not scatter when deep striking within 6"	Codex: Dark Angels 6th p65
<b>Power Armour</b>	Standard Space Marine Power Armour. Confers a 3+ Sv	

Name	Range	Strength	AP	Type	Ref
<b>Bolt pistol</b>	12"	4	5	Pistol	BRB 2014 p176
<b>Boltgun</b>	24"	4	5	Rapid Fire	BRB 2014 p176
<b>Deathwind Launcher</b>	12"	5	-	Heavy 1, Large Blast	Codex: Dark Angels 6th p60
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
<b>Krak Grenades</b>	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
<b>Plasma Cannon</b>	36"	7	2	Heavy 1, Blast, Gets Hot	BRB p57
<b>Plasma Gun</b>	24"	7	2	Rapid Fire, Gets Hot	BRB p57
<b>Plasma pistol</b>	12"	7	2	Pistol	BRB 2014 p177

**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 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)

**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 amount 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)

**Tactical Squad (220pts)**

*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)

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

*Repair*

Smoke Launchers and Searchlight, Storm bolter

**Sergeant (29pts)**

Boltgun, Plasma pistol (15pts)

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

Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Rhino</b>	4	11	11	10	3	Tank, Transport (10 Models)	Codex: Dark Angels 6th p38

Name	Description	Ref
<b>Power Armour</b>	Standard Space Marine Power Armour. Confers a 3+ Sv	
<b>Searchlight</b>	After firing all weapons can illuminate the unit it shot at and it's self until the end of the following turn during night fighting.	BRB 2014 p98
<b>Smoke Launchers</b>	Once per game, instead of shooting or moving flat out, may gain a 5+ cover save until the end of enemy's shooting phase.	BRB 2014 p98

Name	Range	Strength	AP	Type	Ref
<b>Bolt pistol</b>	12"	4	5	Pistol	BRB 2014 p176
<b>Boltgun</b>	24"	4	5	Rapid Fire	BRB 2014 p176
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
<b>Krak Grenades</b>	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
<b>Plasma Cannon</b>	36"	7	2	Heavy 1, Blast, Gets Hot	BRB p57
<b>Plasma Gun</b>	24"	7	2	Rapid Fire, Gets Hot	BRB p57
<b>Plasma pistol</b>	12"	7	2	Pistol	BRB 2014 p177
<b>Storm bolter</b>	24"	4	5	Assault 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 purposes they are 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)

**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)

**Stubborn:** Ignore 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 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
<b>Ravenwing Biker</b>	Bike	4	4	4	5	1	4	1	8	3+	
<b>Ravenwing Veteran Sgt</b>	Bike (Character)	4	4	4	5	1	4	2	9	3+	

Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Land Speeder</b>	4	10	10	10	2	Fast, Skimmer	

Name	Description	Ref
<b>Power Armour</b>	Standard Space Marine Power Armour. Confers a 3+ Sv	
<b>Teleport Homer</b>	Friendly Terminators do not scatter when placed within 6", model must have started the turn on the board	Codex: Dark Angels 6th p64

Name	Range	Strength	AP	Type	Ref
<b>Bolt pistol</b>	12"	4	5	Pistol	BRB 2014 p176
<b>Boltgun</b>	24"	4	5	Rapid Fire	BRB 2014 p176
<b>Combi Plasma</b>	24"	4 (Bolter)/ 7 (Plasma)	5 (Bolter)/ 2 (Plasma)	Rapid Fire (Both) / Gets Hot, One Shot (Plasma)	BRB p57
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
<b>Heavy Flamer</b>	Template	5	4	Assault 1	
<b>Krak Grenades</b>	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
<b>Melta bomb</b>	-	8	1	Armourbane, Unwieldy, Against Vehicles and MCs only	BRB 2014 p181
<b>Multi Melta</b>	24"	8	1	Heavy 1, Melta	BRB p57
<b>Plasma Gun</b>	24"	7	2	Rapid Fire, Gets Hot	BRB p57

**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 against vehicles. (BRB 2014 p157)

**Deep Strike:** Read the BRB, it's too complicated to explain in a small 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 successful 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 it may redeploy anywhere within 6", all other unit types may redelpoy anywhere within 12", and all must remain 12" away from enemy units. Any unit that redelroys with this rule may not charge on the first turn. If held in reserve, the unit gains Outflank. (BRB 2014 p171)

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

**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)

**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
<b>Ravenwing Biker</b>	Bike	4	4	4	5	1	4	1	8	3+	
<b>Ravenwing Veteran Sgt</b>	Bike (Character)	4	4	4	5	1	4	2	9	3+	

Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Land Speeder</b>	4	10	10	10	2	Fast, Skimmer	

Name	Description	Ref
<b>Power Armour</b>	Standard Space Marine Power Armour. Confers a 3+ Sv	
<b>Teleport Homer</b>	Friendly Terminators do not scatter when placed within 6", model must have started the turn on the board	Codex: Dark Angels 6th p64

Name	Range	Strength	AP	Type	Ref
<b>Bolt pistol</b>	12"	4	5	Pistol	BRB 2014 p176
<b>Boltgun</b>	24"	4	5	Rapid Fire	BRB 2014 p176
<b>Combi Plasma</b>	24"	4 (Bolter)/ 7 (Plasma)	5 (Bolter)/ 2 (Plasma)	Rapid Fire (Both) / Gets Hot, One Shot (Plasma)	BRB p57
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
<b>Heavy Flamer</b>	Template	5	4	Assault 1	
<b>Krak Grenades</b>	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
<b>Melta bomb</b>	-	8	1	Armourbane, Unwieldy, Against Vehicles and MCs only	BRB 2014 p181
<b>Multi</b>	24"	8	1	Heavy 1 Melta	BRB





**And They Shall Know No Fear:** Automatically regroup, can act normally on the turn it regroup. 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 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)

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

**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

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

Name	Description	Ref
<b>Power Armour</b>	Standard Space Marine Power Armour. Confers a 3+ Sv	
<b>Signum</b>	Forego shooting to grant one other model in his unit BS 5, declare before any rolls are made.	Codex: Dark Angels 6th p64

Name	Range	Strength	AP	Type	Ref
<b>Bolt pistol</b>	12"	4	5	Pistol	BRB 2014 p176
<b>Boltgun</b>	24"	4	5	Rapid Fire	BRB 2014 p176
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
<b>Krak Grenades</b>	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
<b>Missile Launcher (Flakk)</b>	48"	7	4	Heavy 1, Skyfire	
<b>Missile Launcher (Frag)</b>	48"	4	6	Heavy 1, Blast	
<b>Missile Launcher (Krak)</b>	48"	8	3	Heavy 1	

**And They Shall Know No Fear:** Automatically regroup, can act normally on the turn it regroup. 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 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)

**Stubborn:** Ignore all negative Ld modifiers, if the unit has Fearless

as well ignore this rule. (BRB p43)