William VM @ Fanatic XXVI (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.
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)

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% remaning

When an Independent Character joins a unit he looses all special rules that the unit does not have unless the rule says it applys 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 to not transfer to a new unit he joins.
(BRB 2014 p166)

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 illuninate 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 (1290pts)

Deathwing Terminator Squad (Troops) (505pts)

Deathwing Assault, Split Fire, Vengeful Strike

2x Chainfist (10pts) (*Armourbane*), 9x Deathwing Terminators (396pts), 2x Heavy Flamer (20pts), Inner Circle (*Fearless, Preferred Enemy (Chaos Space Marines)*), No Transport, Power fist (*Specialist Weapon, Unwieldy*), Storm bolter, 7x Thunder Hammer and Storm Shield (35pts)

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
Storm Shield	3++ but can never count as having 2 close combat weapons	Codex: Dark Angels 6th p64
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
Chainfist	-	x2	2	Melee, Specialist Weapon, Unwieldly, Armourbane	BRB p60
Heavy Flamer	Template	5	4	Assault 1	
Power Fist	-	x2	2	Melee, Specialist Weapon, Unwieldy	BRB 2014 p179
Power Sword	-	User	3	Melee	BRB 2014 p179

Name	Range	Strength	AP	Type	Ref
Storm bolter	24"	4	5	Assault 2	BRB 2014 p176
Thunder Hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy	BRB p61

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 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)

Deathwing Terminator Squad (Troops) (250pts)

Deathwing Assault, Split Fire, Vengeful Strike

Assault Cannon (20pts), 2x Chainfist (10pts) (*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, Unwieldly, Armourbane	BRB p60
Power Fist	-	x2	2	Melee, Specialist Weapon, Unwieldly	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.

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 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 (70pts)

And They Shall Know No Fear, Combat Squads, Infiltrate, Move Through Cover, Scouts

5x Camo Cloaks (10pts), Frag and Krak Grenades, 4x Scouts (48pts), 4x 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 Initive penalty for charging through cover	BRB 2014 p180
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 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 types may redelpoy 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)

Tactical Squad (245pts)

And They Shall Know No Fear, Combat Squads

Bolt pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*.

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Space Marine	Infantry	4	4	4	4	1	4	1	8	3+	

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 (29pts)

Boltgun, Plasma pistol (15pts)

Marine									
Space Marine Sergeant	Infantry (Character)	4	4	4	1	4	1	8	3+

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

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

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

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

Name	Description	Ref
Power Armour	Standard Space Marine Power Armour. Confers a 3+ Sv	
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
Bolt pistol	12"	4	5	Pistol	BRB 2014 p176
Boltgun	24"	4	5	Rapid Fire	BRB 2014 p176
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initive penalty for charging through cover	BRB 2014 p180
Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot	BRB p57
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot	BRB p57
Plasma pistol	12"	7	2	Pistol	BRB 2014 p177
Storm bolter	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 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)

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

Fast Attack (80pts)

Ravenwing Support Squadron (80pts)
    Land Speeder (80pts)
        Deep Strike
        Multi Melta (10pts), Multi Melta (20pts)

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

Name	Range	Strength	AP	Type	Ref
Multi Melta	24"	8	1	Heavy 1, Melta	BRB p57

Deep Strike: (Read the BRB, it's too complicated to explain in a small space.) (BRB 2014 p162)

Heavy Support (320pts)

Devastator Squad (150pts)
    And They Shall Know No Fear, Combat Squads
    Bolt pistol, Boltgun, Frag and Krak Grenades, Grim Resolve (*, Stubborn*), 4x Lascannon (80pts), Power Armour, 4x Space Marine (56pts)
    Sergeant (14pts)
        Bolt pistol, Boltgun, Signum

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
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	Ref
Power Armour	Standard Space Marine Power Armour. Confers a 3+ Sv	
Signum	Forego shoting 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
Bolt pistol	12"	4	5	Pistol	BRB 2014 p176
Boltgun	24"	4	5	Rapid Fire	BRB 2014 p176
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initive penalty for charging through cover	BRB 2014 p180
Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
Lascannon	48"	9	2	Heavy 1	

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)

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

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

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

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	Ref
Power Armour	Standard Space Marine Power Armour. Confers a 3+ Sv	
Signum	Forego shoting 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
Bolt pistol	12"	4	5	Pistol	BRB 2014 p176
Boltgun	24"	4	5	Rapid Fire	BRB 2014 p176
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initive penalty for charging through cover	BRB 2014 p180
Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
Missile Launcher (Flakk)	48"	7	4	Heavy 1, Skyfire	
Missile Launcher (Frag)	48"	4	6	Heavy 1, Blast	
Missile Launcher (Krak)	48"	8	3	Heavy 1	

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 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)