

# William VM ToXG @ Fantasia Fanatic XXV (1323pts)

1995pt Dark Angels: Codex (2013) v38 Roster (Combined Arms Detachment)

## Dark Angels: Codex (2013) v38 (Combined Arms Detachment) Selections:

HQ (190pts)

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

*Deathwing Assault, Grand Master of the Deathwing, Independant Character, Inner Circle (Fearless, Preferred Enemy (CSM)), Marked for Retribution, Precision Shots, Tactical Precision, Vengeful Strike, Warlord Trait: The Hunt*

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+/4++	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 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)

**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 p166)

**Inner Circle (Fearless, Preferred Enemy (CSM)):** Fearless: never fail Pinning, Fear, Regroup, or Morale checks, and cannot Go To Ground (BRB p166)

(BRB p169)  
 and Preferred Enemy (Chaos Space Marines): Re-roll failed results of 1 for To Hit and To Wound rolls, in both close combat and shooting (BRB p169) (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)

**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)

**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)

**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 (788pts)**

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

*Deathwing Assault, Inner Circle (Fearless, Preferred Enemy (CSM)), Split Fire, Vengeful Strike*

Assault Cannon (20pts), Chainfist (5pts) (*Armourbane*), 4x Deathwing Terminators (176pts), No Transport

**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 Sword	-	User	3	Melee	BRB p61
Storm Bolter	24"	4	5	Assault 2	BRB p56

**Armourbane:** (BRB 2014 p157)

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with no need to roll for Deep Strike reserves. (Codex: Dark Angels 6th p44)

**Inner Circle (Fearless, Preferred Enemy (CSM)):** Fearless: never fail Pinning, Fear, Regroup, or Morale checks, and cannot Go To Ground (BRB p163) and Preferred Enemy (Chaos Space Marines): Re-roll failed results of 1 for To Hit and To Wound rolls, in both close combat and shooting (BRB p169) (Codex: Dark Angels 6th p28)

**Split Fire:** A single model may fire at a different target before the rest of the unit. (BRB 2014 p172)

**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, Boltgun

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
Boltgun	24"	4	5	Rapid Fire	BRB 2014 p176
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB p61
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 p62
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 and is immune to 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 dangerous 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 anywhere within 12", and all must remain 12" away from enemy units. Any unit that redelays 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, Grim Resolve (Stubborn)*

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

**Drop Pod (60pts)**

*Drop Pod Assault, Immobile, Inertial Guidance System*

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

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
Drop Pod						Drop Pod Transport	



9x Tactical Marine (126pts)

**Rhino (35pts)**

*Repair*

Smoke Launchers and Searchlight, Storm Bolter

**Sergeant (29pts)**

Chainsword, Plasma pistol (15pts)

<b>Marine Sergeant</b>	Infantry (Character)	4	4	4	4	1	4	1	8	3+
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Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Rhino</b>	4	11	11	10	3	Tank, Transport (10 Models)	

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 p56
<b>Boltgun</b>	24"	4	5	Rapid Fire	BRB p56
<b>Chainsword</b>	-	User	-	Melee	BRB 2014 p178
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB p61
<b>Krak Grenades</b>	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB p62
<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 p56

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**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 (Stubborn):** A model with this rule has Stubborn and so ignores negative Leadership modifiers (BRB p172). 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

**Heavy Support (225pts)**

**Devastator Squad (225pts)**

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
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*And They Shall Know No Fear, Combat Squads, Grim Resolve (Stubborn)*

Bolt Pistol, Frag and Krak Grenades, 4x Lascannon (80pts), Power Armour, 4x Space Marine (56pts)

**Razorback (75pts)**

Smoke Launchers and Searchlight, Twin Linked Lascannon (20pts)

**Sergeant (14pts)**

Bolt pistol, Boltgun, Signum

<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>Razorback</b>	4	11	11	10	3	Tank, Transport (6 Models)	

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>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
<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 p61
<b>Krak Grenades</b>	8" (thrown)- (Melee)	6	4	Assault 1 (Thrown)/Only on Vehicles and MCs (Melee)	BRB p62
<b>Lascannon</b>	48"	9	2	Heavy 1	

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