

C O D E X

IMPERIUM - DARK ANGELS

newvision

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FRAKTIONSREGELN

COMBAT DOCTRINES

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule makes a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

TRANSHUMAN STRATEGIST

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

DETACHMENT OVERVIEW

19 Detachments

Assault Brethren

3 Stratagems · 2 Enhancements

Darkflight Pursuit

3 Stratagems · 2 Enhancements

Deathwatch Support

4 Stratagems · 1 Enhancement

Devastator Brethren

3 Stratagems · 2 Enhancements

Gauntlet Task Force

3 Stratagems · 2 Enhancements

Gladius Task Force

6 Stratagems · 4 Enhancements

Gravis Linebreaker Force

3 Stratagems · 2 Enhancements

Gravis Siege Force

3 Stratagems · 2 Enhancements

Inner Circle Task Force

3 Stratagems · 2 Enhancements

Ironclad Champions

3 Stratagems · 2 Enhancements

Ironstorm Spearhead

3 Stratagems · 2 Enhancements

Phobos Shadow Force

3 Stratagems · 2 Enhancements

Phobos Shock Force

3 Stratagems · 2 Enhancements

Stormlance Task Force

3 Stratagems · 2 Enhancements

Tactical Brethren

3 Stratagems · 2 Enhancements

Tacticus Attack Force

3 Stratagems · 2 Enhancements

Tacticus Firestorm Force

3 Stratagems · 2 Enhancements

Terminator Storm Force

3 Stratagems · 2 Enhancements

Wrath of the Rock

6 Stratagems · 4 Enhancements

ASSAULT BRETHREN

3 Stratagems · 2 Enhancements

 1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

<div>Imperium's Sword</div> <div>—</div>	20 pts	<div>Furious Assault (Upgrade)</div> <div>Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]</div>	10 pts
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DETACHMENT RULE

You can select the assault doctrine one additional time per battle

STRATAGEMS (3/3)

<div>1 CP ASSAULT BRETHREN STRATAGEM SHOOTING</div> <div>ARMOUR OF CONTEMPT When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit. Target: That ADEPTUS ASTARTES unit. Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.</div>	<div>1 CP ASSAULT BRETHREN STRATAGEM FIGHT</div> <div>DUTY IN DEATH When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit. Target: That ADEPTUS ASTARTES unit. Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.</div>
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1 CP ASSAULT BROTHERS STRATAGEM FIGHT

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.

DARKFLIGHT PURSUIT

3 Stratagems · 2 Enhancements

 1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Thundercowl Turbines (Upgrade)15 pts

Ravenwing Fly/Mounted unit only. In your first Movement phase, this unit can make an ingress move.

Nightforged Battery (Upgrade)10 pts

Landspeeder Vengeance unit only. This unit can re-roll:

- Rolls to determine the A of a weapon.
- Hazard rolls.

DETACHMENT RULE

Friendly Ravenwing Fly units' ranged attacks have [IGNORES COVER].

Restrictions: Your army can include Dark Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

Friendly Outrider squad units have Battleline.

STRATAGEMS (3/3)

1 CP DARKFLIGHT PURSUIT STRATAGEM SHOOTING

SKYBORNE SURVEILLANCE

When: Your Shooting phase, when a friendly Ravenwing Fly unit has shot.

Target: That RAVENWING FLY unit.

Effect: Visible enemy units within 6" of your unit have +3" detection range.

1 CP DARKFLIGHT PURSUIT STRATAGEM SHOOTING

WE ARE VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Ravenwing Fly unit has shot.

Target: That RAVENWING FLY unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP DARKFLIGHT PURSUIT STRATAGEM **SHOOTING**

WINGS OF SHADOW

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Ravenwing Fly/Mounted unit.

Target: That RAVENWING FLY/MOUNTED unit.

Effect: Your unit has Stealth.

DEATHWATCH SUPPORT

4 Stratagems · 1 Enhancement



1 DP · DISRUPTION

ENHANCEMENTS (1)

Beacon Angelis

25 pts

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT RULE

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a Deathwatch model to be your Warlord. In addition Kill Team units can only contain enhancements taken from this detachment.

STRATAGEMS (4/4)

1 CP DEATHWATCH SUPPORT STRATAGEM

SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP DEATHWATCH SUPPORT STRATAGEM

SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP DEATHWATCH SUPPORT STRATAGEM

SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP DEATHWATCH SUPPORT STRATAGEM

FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.

Target: One friendly unengaged KILL TEAM unit.

Effect: Place your unit in strategic reserves.

DEVASTATOR BRETHREN

3 Stratagems · 2 Enhancements

 1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Honour of Vigilance

20 pts

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms

15 pts

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D.

DETACHMENT RULE

You can select the devastator doctrine one additional time per battle.

STRATAGEMS (3/3)

1 CP DEVASTATOR BRETHREN STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

2 CP DEVASTATOR BRETHREN STRATAGEM **SHOOTING**

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

1 CP DEVASTATOR BROTHERS STRATAGEM

SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

GAUNTLET TASK FORCE

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Linebreaker Onslaught

20 pts

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink

15 pts

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT RULE

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS (3/3)

1 CP

GAUNTLET TASK FORCE STRATAGEM

MOVEMENT

STORM AND SECURE

When: End of your Movement phase.

Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

GAUNTLET TASK FORCE STRATAGEM

FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.

Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.

Effect: Your unit embarks within that TRANSPORT unit.

1 CP GAUNTLET TASK FORCE STRATAGEM ANY

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.

Target: That ADEPTUS ASTARTES unit.

Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements



3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Artificer Armour

15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph

20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex

20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant

25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT RULE

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE STRATAGEM **COMMAND**

ADAPTIVE STRATEGY

When: Your Command phase.

Target: One friendly ADEPTUS ASTARTES unit.

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP GLADIUS TASK FORCE STRATAGEM **MOVEMENT**

RESPONSIVE TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of up to D6".

1 CP GLADIUS TASK FORCE STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP GLADIUS TASK FORCE STRATAGEM **SHOOTING**

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP GLADIUS TASK FORCE STRATAGEM **FIGHT**

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP GLADIUS TASK FORCE STRATAGEM **FIGHT**

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have [Lance].

GRAVIS LINEBREAKER FORCE

3 Stratagems · 2 Enhancements

 1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Indefatigable Fortitude

20 pts

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance

20 pts

Gravis model only. This unit has Scouts 5"

DETACHMENT RULE

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS (3/3)

1 CP

GRAVIS LINEBREAKER FORCE STRATAGEM

SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.

Target: That GRAVIS unit.

Effect: Your unit's attacks have [Lethal Hits].

1 CP

GRAVIS LINEBREAKER FORCE STRATAGEM

SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.

Target: That GRAVIS unit.

Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP GRAVIS LINEBREAKER FORCE STRATAGEM

CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.

Target: That GRAVIS unit.

Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

GRAVIS SIEGE FORCE

3 Stratagems · 2 Enhancements

 1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Immovable Conquerors (Upgrade) Gravis unit only. This unit has +1 OC	15 pts	Narthezis Gauntlet Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.	20 pts
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DETACHMENT RULE

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS (3/3)

<div>1 CP GRAVIS SIEGE FORCE STRATAGEM MOVEMENT</div> STAND UNYIELDING When: End of your Movement phase. Target: One friendly Gravis unit. Effect: Select one objective your unit is controlling. That objective is secured.	<div>1 CP GRAVIS SIEGE FORCE STRATAGEM SHOOTING</div> SUPPRESSION VOLLEYS When: Your Shooting phase, when a friendly Gravis unit has shot. Target: That GRAVIS unit. Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.
<div>1 CP GRAVIS SIEGE FORCE STRATAGEM SHOOTING</div> ANNIHILATING FORCE When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack. Target: That GRAVIS unit. Effect: Your unit's attacks have [Lethal Hits].	

INNER CIRCLE TASK FORCE

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Champion of the Deathwing

20 pts

Deathwing model only. This unit's attacks that target an enemy unit within range of your vowed objective have [SUSTAINED HITS 1].

Singular Will

20 pts

Deathwing model only. When this unit is selected to make a consolidation move, this unit can move up to D3+3".

DETACHMENT RULE

In your Command phase, you can use this ability. If you do, select one objective. That objective is your vowed objective until your next Command phase.

- Friendly Deathwing Infantry unit's attacks that target an enemy unit within range of your vowed objective have +1 to wound rolls.

Restrictions: Your army can include Dark Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS (3/3)

1 CP

INNER CIRCLE TASK FORCE STRATAGEM

MOVEMENT

RELIC TELEPORTARIUM

When: Your Movement phase, when a friendly Deathwing unit with the Deep Strike ability is selected to make an ingress move.

Target: That DEATHWING unit.

Effect: Your unit can be set up more than 6" horizontally from all enemy units (instead of more than 8"). Your unit is not eligible to declare a charge until the end of this turn.

1 CP

INNER CIRCLE TASK FORCE STRATAGEM

CHARGE

WRATH OF THE LION

When: Your Charge phase, when a friendly Deathwing unit ends a charge move.

Target: That DEATHWING unit.

Effect: Select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP INNER CIRCLE TASK FORCE STRATAGEM

FIGHT

DUTY UNTO DEATH

When: Fight phase, when an enemy unit targets a friendly Deathwing unit.

Target: That DEATHWING unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if your unit is engaged with an enemy unit within range of your vowed objective: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

IRONCLAD CHAMPIONS

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Artificer Sarcophagus (Upgrade)

40 pts

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade)

30 pts

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT RULE

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS (3/3)

1 CP

IRONCLAD CHAMPIONS STRATAGEM

SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.

Target: That DREADNOUGHT unit.

Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP

IRONCLAD CHAMPIONS STRATAGEM

FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.

Target: One friendly Dreadnought unit.

Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP

IRONCLAD CHAMPIONS STRATAGEM

CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.

Target: That DREADNOUGHT unit.

Effect: Your unit has Mobile.

IRONSTORM SPEARHEAD

3 Stratagems · 2 Enhancements



1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Gunnery Honours (Upgrade)

15 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade)

25 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT RULE

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS (3/3)

1 CP

IRONSTORM SPEARHEAD STRATAGEM

COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.

Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).

Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP

IRONSTORM SPEARHEAD STRATAGEM

SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.

Target: That ADEPTUS ASTARTES VEHICLE unit.

Effect: Your unit's ranged attacks have [Lethal Hits: Monster/Vehicle].

1 CP IRONSTORM SPEARHEAD STRATAGEM ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.

Target: That ADEPTUS ASTARTES VEHICLE unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

PHOBOS SHADOW FORCE

3 Stratagems · 2 Enhancements



1 DP · DISRUPTION

ENHANCEMENTS (2)

Execute and Redeploy

25 pts

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex

15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT RULE

When a Phobos or Scout Squad unit has shot:

- Those attacks do not prevent that unit from being hidden
- Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS (3/3)

1 CP

PHOBOS SHADOW FORCE STRATAGEM

MOVEMENT

MORTIS SNARES

When: End of your Movement phase.

Target: One friendly unengaged Phobos/Scout Squad unit.

Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP

PHOBOS SHADOW FORCE STRATAGEM

SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.

Target: That PHOBOS unit.

Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP PHOBOS SHADOW FORCE STRATAGEM **FIGHT**

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.

Target: One friendly unengaged Phobos/Scout SQUAD unit.

Effect: Place your unit in strategic reserves.

PHOBOS SHOCK FORCE

3 Stratagems · 2 Enhancements

 1 DP · DISRUPTION

ENHANCEMENTS (2)

Seal of Shrouding15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT RULE

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS (3/3)

1 CP PHOBOS SHOCK FORCE STRATAGEM

MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.

Target: That PHOBOS unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP PHOBOS SHOCK FORCE STRATAGEM

SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.

Target: That PHOBOS unit.

Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP PHOBOS SHOCK FORCE STRATAGEM

SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.

Target: That PHOBOS unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.

STORMLANCE TASK FORCE

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Supercharged Engines (Upgrade)

10 pts

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade)

10 pts

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT RULE

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS (3/3)

1 CP

STORMLANCE TASK FORCE STRATAGEM

MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.

Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.

Effect: Your unit can change its advance rolls to a 6.

1 CP

STORMLANCE TASK FORCE STRATAGEM

SHOOTING

HURLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.

Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.

1 CP

STORMLANCE TASK FORCE STRATAGEM

FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.

Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.

Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

TACTICAL BRETHREN

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Laurels of Vigilance

10 pts

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight

15 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT RULE

You can select the Tactical Doctrine one additional time.

STRATAGEMS (3/3)

1 CP

TACTICAL BRETHREN STRATAGEM

MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP

TACTICAL BRETHREN STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP TACTICAL BROTHERS STRATAGEM **SHOOTING**

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.

Target: That ADEPTUS ASTARTES unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

TACTICUS ATTACK FORCE

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Martial Paragon

10 pts

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

Spearpoint War Leader

15 pts

Tacticus model only. This unit has Scouts 6"

DETACHMENT RULE

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS (3/3)

1 CP

TACTICUS ATTACK FORCE STRATAGEM

SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.

Target: That TACTICUS unit.

Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP

TACTICUS ATTACK FORCE STRATAGEM

FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.

Target: That TACTICUS unit.

Effect: When making that consolidation move, your unit can move up to D3+3".

1 CP TACTICUS ATTACK FORCE STRATAGEM FIGHT

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.

Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.

Effect: Your unit has Fights First and must be the next unit you select to fight.

TACTICUS FIRESTORM FORCE

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Cyber Familiar

15 pts

Tacticus model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Tempered in Battle (Aura)

10 pts

Tacticus model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

DETACHMENT RULE

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS (3/3)

1 CP TACTICUS FIRESTORM FORCE STRATAGEM

COMMAND

FOR THE EMPEROR!

When: Command phase.

Target: One friendly Tacticus unit that is within range of an objective.

Effect: Your unit has +1 OC until the end of the turn.

1 CP TACTICUS FIRESTORM FORCE STRATAGEM

SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.

Target: That TACTICUS unit.

Effect: Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

1 CP TACTICUS FIRESTORM FORCE STRATAGEM

SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.

Target: That TACTICUS unit.

Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

TERMINATOR STORM FORCE

3 Stratagems · 2 Enhancements

 1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Champion of the First Company20 pts

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary25 pts

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT RULE

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS (3/3)

1 CP TERMINATOR STORM FORCE STRATAGEM SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.

Target: That ADEPTUS ASTARTES TERMINATOR unit.

Effect: Your unit's ranged attacks have: [Lethal Hits]. [Sustained Hits 1].

2 CP TERMINATOR STORM FORCE STRATAGEM SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.

Target: That ADEPTUS ASTARTES TERMINATOR unit.

Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP TERMINATOR STORM FORCE STRATAGEM FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.

Target: One friendly unengaged adeptus astartes terminator unit.

Effect: Place your unit in strategic reserves.

WRATH OF THE ROCK

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Deathwing Assault

15 pts

Deathwing model with the Deep Strike ability only. In your first Movement phase, this unit can make an ingress move.

Tempered in Battle (Aura)

10 pts

Adeptus Astartes model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

Lord of the Ravenwing

15 pts

Ravenwing model only. This unit can re-roll charge rolls.

Ancient Weapons

20 pts

Adeptus Astartes model only. This model's melee attacks:

- Have +2 S.
- Have +1 AP

DETACHMENT RULE

Each time an attack targets an Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

STRATAGEMS (6/6)

1 CP

WRATH OF THE ROCK STRATAGEM

COMMAND

LION'S WILL

When: Command phase.

Target: One friendly ADEPTUS ASTARTES unit that is within range of an objective.

Effect: Your unit has +1 OC until the end of the turn.

1 CP

WRATH OF THE ROCK STRATAGEM

COMMAND

TACTICAL MASTERY

When: Your Command phase.

Target: One friendly Deathwing/Ravenwing unit.

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP WRATH OF THE ROCK STRATAGEM SHOOTING

RELICS OF THE DARK AGE

When: Your Shooting phase, when a friendly Adeptus Astartes Infantry/Mounted unit is selected to shoot.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit's ranged attacks have +2 S.

1 CP WRATH OF THE ROCK STRATAGEM CHARGE

KNIGHTS OF IRON

When: Your Movement/Charge phase, when a friendly Ravenwing unit is selected to move or declares a charge.

Target: That RAVENWING unit.

Effect: Your unit has Mobile.

1 CP WRATH OF THE ROCK STRATAGEM FIGHT

INESCAPABLE JUSTICE

When: The Fight phase, when a friendly Adeptus Astartes unit is selected to fight.

Target: That Adeptus Astartes unit.

Effect: Your unit's melee attacks have [Precision].

1 CP WRATH OF THE ROCK STRATAGEM ANY

IN SACRIFICE, VICTORY

When: Any phase, when a friendly Deathwing/Ravenwing unit within range of an objective is destroyed.

Target: That DEATHWING/RAVENWING unit. You can target that unit with this stratagem even though it is destroyed.

Effect: Select one objective: That no enemy units (excluding AIRCRAFT units) are within range of. That your unit was controlling at the end of the previous phase. That objective is secured.

IMPERIUM - DARK ANGELS

ASMODAI

80 PTS



M

6"

T

5

SV

3+

W

4

LD

5+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol	18"	1	3+	5	-1	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Crozius Arcanum and Power Weapon - strike	PRECISION	Melee	5	2+	6	-2 2
► Crozius Arcanum and Power Weapon - sweep		Melee	8	2+	5	-2 1
CLEAVE 1						

AUFSTELLUNG

1x Asmodai (50mm)

Equipped with: Heavy Bolt Pistol, ► Crozius Arcanum and Power Weapon - strike, ► Crozius Arcanum and Power Weapon - sweep

ABILITIES

CORE - Leader

Exemplar of Hate

This unit's melee attacks can re-roll hit rolls.

Fear'd Interrogator

At the start of the Fight phase, each enemy Character unit within 6" of this model makes a battle-shock roll, with -1 to that battle-shock roll.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

WEAPON RULES

PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



CORE RULES

◆ Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



AZRAEL

150 PTS



M	T	SV	W	LD	OC	4+
6"	5	2+	6	6+	1	

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Lion's Wrath	ANTI-INFANTRY 4+	DEVASTATING WOUNDS	24"	2	2+	8	-3 2
	RAPID FIRE 1						

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
The Sword of Secrets	DEVASTATING WOUNDS	Melee	6	2+	6	-4	2

AUFSTELLUNG

1x Azrael (50mm)
Equipped with: Lion's Wrath, The Sword of Secrets

ABILITIES

CORE - Leader

Masterful Tactician

In your Movement phase, select up to one visible friendly Adeptus Astartes unit within 9" of this model, and select one combat doctrine. That combat doctrine is active for that unit until the start of your next Command phase.

Supreme Grand Master

This unit's attacks have [SUSTAINED HITS 1].

The Lion Helm

This unit has a 4+ InSv

Watcher in the Dark

(Once per battle, per unit) In any phase, when this unit suffers a mortal wound, this unit can summon a Watcher in the Dark. If it does, this unit has Feel No Pain 4+ against mortal wounds.

Leader

This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



BELIAL

100 PTS



M

5"

T

6

SV

2+

W

6

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted storm bolter PRECISION	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Sword of Silence	Melee	6	2+	6	-3	2

AUFSTELLUNG
1x Belial (50mm)
Equipped with: Master-crafted storm bolter, The Sword of Silence

ABILITIES

CORE - Leader

Grand Master of the Deathwing

This unit's attacks that target an enemy Character unit have +1 to wound rolls.

Strikes of Retribution

In the fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Leader

This unit can be attached to the following units:

DEATHWING COMMAND SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, TERMINATOR SQUAD

WEAPON RULES

PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ **Transhuman Strategist**

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



DEATHWING COMMAND SQUAD

[LEGENDS]

200–400 PTS



M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
Storm Bolter RAPID FIRE 1	24"	2	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
► Cyclone missile launcher - frag BLAST 2	36"	8	3+	4	-1	1
► Cyclone missile launcher - krak	36"	2	3+	10	-2	D3+3
► Plasma cannon - standard BLAST 1	36"	3	3+	7	-2	2
► Plasma cannon - supercharge BLAST 1 HAZARDOUS	36"	3	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Halberd of Caliban PRECISION	Melee	5	3+	6	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power Weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

AUFSTELLUNG

5-10x Deathwing Ancient oder Deathwing Apothecary oder Deathwing Champion oder Deathwing Command Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon oder Deathwing Command Terminator w/ Power Weapon oder Deathwing Command Terminator w/ Twin Claws oder Deathwing Command Terminator w/ Hammer & Shield

Equipped with: Assault cannon, Heavy Flamer, Storm Bolter, Storm bolter, ► Cyclone missile launcher - frag, ► Cyclone missile launcher - krak, ► Plasma cannon - standard, ► Plasma cannon - supercharge, Chainfist, Halberd of Caliban, Power Fist, Power Weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Deathwing Terminator w/ Heavy Weapon can replace its Cyclone Missile Launcher & Storm Bolter with Assault cannon, Heavy Flamer or Plasma cannon.
- Each Deathwing Terminator w/ Heavy Weapon can replace its Power Fist with Chainfist.

ABILITIES

Astartes Banner

While this unit contains an Ancient, add 1 to the Objective Control characteristic of its models.

Attached Unit

If a Character unit from your army with the Leader ability can be attached to a Terminator Squad, it can be attached to this unit instead.

Honour or Death

While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP.



Narthecium

While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding Character models) to this unit.

Storm Shield

The bearer has a Wounds characteristic of 4.

Watcher in the Dark

Once per battle, in any phase, just after a mortal wound is allocated to an Adeptus Astartes model in this unit, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - DARK ANGELS

DEATHWING KNIGHTS

255 PTS



M

5"

T

6

SV

2+

W

4

LD

6+

OC

1

4+

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Great Weapon of the Unforgiven	DEVASTATING WOUNDS	Melee	5	2+	6	-2	2
	SUSTAINED HITS 1						
Mace of Absolution	ANTI-MONSTER/VEHICLE 4+	Melee	4	2+	6	-2	2
Power Weapon		Melee	5	2+	6	-2	2
Relic Weapon	LETHAL HITS	Melee	6	2+	7	-2	2

AUFSTELLUNG

4x Deathwing Knight oder Knight Master (40mm)

Equipped with: Great Weapon of the Unforgiven, Mace of Absolution, Power Weapon, Relic Weapon

Wargear Options:

- Each Deathwing Knight can replace its Mace of Absolution with Power Weapon.
- Each Knight Master can replace its Great Weapon of the Unforgiven with Relic Weapon.

ABILITIES

- Inner Circle**
- Attacks that target this unit have -1D.
 - This unit cannot be targeted with the Tactical Dreadnought Fortitude stratagem.

Teleport Homer

(Once per battle, per unit)

At the start of the battle, you can set up one Teleport Homer token for this unit on the battlefield. If you do:

- When you target this unit with the Rapid Ingress stratagem, you can use that Teleport Homer token. If you do, that use is -1 CP, but when resolving that stratagem, this unit must be set up within 3" of that Teleport Homer token and not within 8" of an enemy unit. That Teleport Homer token is then removed from the battlefield.
- If an enemy unit ends a move within 1" of that Teleport Homer token, that Teleport Homer token is removed from the battlefield.

Watcher in the Dark

Once per battle, in any phase, just after a mortal wound is allocated to an Adeptus Astartes model in this unit, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



DEATHWING STRIKEMASTER [LEGENDS]

80 PTS



M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter	24"	2	2+	4	0	1
RAPID FIRE 2						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	4	3+	8	-2	2
Mace of Absolution	Melee	5	2+	6	-1	3
Master-crafted Power Weapon	Melee	5	2+	5	-2	2
Power Fist	Melee	4	2+	8	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2
Twin Lightning Claws TWIN-LINKED	Melee	6	2+	5	-2	1

AUFSTELLUNG

1x Deathwing Strikemaster [Legends]

Equipped with: Storm Bolter, Chainfist, Mace of Absolution, Master-crafted Power Weapon, Power Fist, Thunder Hammer, Twin Lightning Claws

ABILITIES

CORE - Leader

Invulnerable Save

4+

Storm Shield

The bearer has a Wounds characteristic of 6.

Tactical Precision

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Vanquish the Foe

Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

Leader

This unit can be attached to the following units:

- Deathwing Command Squad
- Deathwing Terminator Squad
- Relic Terminator Squad
- Terminator Assault Squad
- Terminator Squad



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



DEATHWING TERMINATOR SQUAD

190–380 PTS



M

5"

T

6

SV

2+

W

3

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
► Cyclone missile launcher - frag BLAST 2	36"	8	3+	4	-1	1
► Cyclone missile launcher - krak	36"	2	3+	10	-2	D3+3
► Plasma cannon - standard BLAST 1	36"	3	3+	7	-2	2
► Plasma cannon - supercharge BLAST 1 HAZARDOUS	36"	3	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Weapon	Melee	4	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
► Chainfist - Hunter: Monster/Vehicle	Melee	3	3+	12	-2	3
► Chainfist - Standard	Melee	2	4+	8	-2	2

AUFSTELLUNG

5-10x Deathwing Sergeant oder Deathwing Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon (40mm)

Equipped with: Assault Cannon, Heavy Flamer, Storm bolter, ► Cyclone missile launcher - frag, ► Cyclone missile launcher - krak, ► Plasma cannon - standard, ► Plasma cannon - supercharge, Power Weapon, Power fist, ► Chainfist - Hunter: Monster/Vehicle, ► Chainfist - Standard

Wargear Options:

- This model's Power fist can be replaced with 1x Chainfist.
- Each Deathwing Sergeant can replace its Power fist with Power Weapon or Chainfist.
- Each Deathwing Terminator w/ Heavy Weapon can replace its Cyclone Missile Launcher & Storm Bolter with Plasma cannon, Assault Cannon or Heavy Flamer.
- Each Deathwing Terminator w/ Heavy Weapon can replace its Power fist with Chainfist.

ABILITIES

Deathwing

- This unit's attacks can ignore modifiers to:
- BS and WS.
 - Hit rolls.



Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 8" horizontally of any enemy models. That token is then removed.

Watcher in the Dark

Once per battle, in any phase, just after a mortal wound is allocated to an Adeptus Astartes model in this unit, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - DARK ANGELS

EZEKIEL

110 PTS



M	T	SV	W	LD	OC	
6"	5	2+	5	6+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Deliverer CLOSE-QUARTERS PRECISION	12"	1	2+	5	-1	2
► Mind Wipe - focused witchfire CLOSE-QUARTERS DEVASTATING WOUNDS HAZARDOUS PRECISION PSYCHIC	12"	1	2+	6	-2	D3+3
► Mind Wipe - witchfire CLOSE-QUARTERS DEVASTATING WOUNDS PRECISION PSYCHIC	12"	1	2+	6	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Traitor's Bane PRECISION PSYCHIC	Melee	4	2+	6	-3	2

AUFSTELLUNG

1x Ezekiel (25mm)

Equipped with: The Deliverer, ► Mind Wipe - focused witchfire, ► Mind Wipe - witchfire, Traitor's Bane

ABILITIES

CORE - Leader

Book of Salvation

This unit's melee attacks have +1 A.

Chief Librarian (psyker level 3)

This model has the **psychic** abilities listed in the **Psychic** Abilities section.

Psychic Hood (Ezekiel)

This unit has Feel No Pain 4+ against **psychic** attacks and mortal wounds.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

Engulfing Fear (psychic level 1) (Psychic Abilities)

Descriptions: In your Shooting phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- Select one enemy unit within 12" of this model. That unit makes a battle-shock roll with -1 to that battle-shock roll.

Whispers of the Shadow Forest (psychic level 1) (Psychic Abilities)

Descriptions: When an enemy unit targets this unit, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- Attacks that target this unit have -1 to hit rolls until the end of the phase.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

◆ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



IMPERIUM - DARK ANGELS

INNER CIRCLE COMPANIONS

90–180 PTS



M	T	SV	W	LD	OC
6"	5	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol	18"	1	3+	5	-1	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Calibanite Greatsword - Strike	Melee	4	3+	6	-2	2
LETHAL HITS						
► Calibanite Greatsword - Sweep	Melee	5	3+	6	-2	1
SUSTAINED HITS 2						

AUFSTELLUNG

Inner Circle Companion (40mm)

Equipped with: Heavy Bolt Pistol, ► Calibanite Greatsword - Strike, ► Calibanite Greatsword - Sweep

ABILITIES

Braziers of Judgement

- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

Enmity for the Unworthy

This unit's attacks that target a Character unit have +1 to hit rolls.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



LAND SPEEDER VENGENCE

150 PTS



M

14"

T

9

SV

3+

W

11

LD

6+

OC

3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
► Plasma storm battery - standard BLAST 1 TWIN-LINKED	36"	D3+3	3+	9	-2	2
► Plasma storm battery - supercharge BLAST 1	36"	D3+3	3+	10	-3	3
HAZARDOUS TWIN-LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Land Speeder Vengeance (Large Flying Base)

Equipped with: Assault Cannon, Heavy Bolter, ► Plasma storm battery - standard, ► Plasma storm battery - supercharge, Armoured Hull

Wargear Options:

■ This model can replace its Heavy Bolter with Assault Cannon.

ABILITIES

Storm of Vengeance
(Once per turn, per unit)
In your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a friendly Dark Angels unit within 6" of this unit, you can use this ability. If you do, this unit shoots using normal shooting but while doing so this unit can only target that enemy unit.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



LAZARUS

80 PTS



M	T	SV	W	LD	OC	
6"	5	3+	5	6+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	2+	5	-1	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Enmity's Edge	Melee	6	2+	6	-3	2

AUFSTELLUNG

1x Lazarus (40mm)

Equipped with: Bolt pistol, Enmity's Edge

ABILITIES

CORE - Leader

Intractable Will

In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

The Spiritshield Helm

This unit has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



CORE RULES

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



LION EL'JONSON

415 PTS



M

8"

T

10

SV

2+

W

16

LD

5+

OC

4

3+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Arma Luminis - bolt CLOSE-QUARTERS	18"	4	2+	6	-2	2
► Arma Luminis - plasma CLOSE-QUARTERS	18"	2	2+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Fealty - strike LETHAL HITS	Melee	8	2+	12	-4	4
► Fealty - sweep CLEAVE 2 SUSTAINED HITS 1	Melee	12	2+	6	-3	2

AUFSTELLUNG

1x Lion El'Jonson (60mm)

Equipped with: ► Arma Luminis - bolt, ► Arma Luminis - plasma, ► Fealty - strike, ► Fealty - sweep

ABILITIES

Dark Angels Bodyguard
While this unit is within 3" of a friendly Dark Angels Infantry unit, this unit has Lone Operative.

Master Strategist
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase, in addition to any other combat doctrine.

Primarch of the First Legion
At the start of your Command phase, select two Primarch of the First Legion abilities. Until the start of your next Command phase, this model has those abilities.

The Emperor's Shield
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

The Watchers
This unit has Feel No Pain 4+ against psychic attacks and mortal wounds.

Mist-wreathed Shadow Realms (Primarch of the First Legion)
Effect: In your Command phase, if this unit is unengaged, you can use this ability. If you do:
- Place this unit in strategic reserves.
- This unit can make an ingress move in your next Movement phase (including in your first turn).

Martial Exemplar [Aura] (Primarch of the First Legion)
Effect: While a friendly Dark Angels unit is within 6" of this unit, that unit's melee attacks can:
- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

No Hiding From the Watchers (Primarch of the First Legion)
Effect: While a friendly Dark Angels unit is within 6" of this unit, that unit has Feel No Pain 5+ against psychic attacks and mortal wounds.

WEAPON RULES

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◆ Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

◆ Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



NEPHILIM JETFIGHTER

200 PTS



M	T	SV	W	LD	OC	
-	8	3+	11	6+	-	5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Avenger mega bolter	SUSTAINED HITS 1	36"	10	3+	5	-1	2
Blacksword missiles	ANTI-FLY 2+	36"	2	3+	8	-2	D3+2
Nephilim lascannons		48"	2	3+	12	-3	D3+3
Twin heavy bolter	RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
TWIN-LINKED							

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Nephilim Jetfighter (120x92mm Oval Base)

Equipped with: Avenger mega bolter, Blacksword missiles, Nephilim lascannons, Twin heavy bolter, Armoured Hull

Wargear Options:

- This model can replace its Twin heavy bolter with Nephilim lascannons.

ABILITIES

Lightning-fast Manoeuvres

Ranged attacks that target this unit have -1 to wound rolls.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



RAVENWING BLACK KNIGHTS

85–170 PTS



M	T	SV	W	LD	OC	
12"	6	3+	3	6+	2	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol PISTOL	12"	1	3+	4	0	1
➤ Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
➤ Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
➤ Plasma talon - Standard RAPID FIRE 1	18"	2	3+	7	-2	1
➤ Plasma talon - Supercharged HAZARDOUS RAPID FIRE 1	18"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Corvus Hammers DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

AUFSTELLUNG

3-6x Ravenwing Huntmaster oder Ravenwing Black Knight w/ Plasma Talon oder Ravenwing Black Knight w/ Grenade Launcher (75x42mm Oval Base)
Equipped with: Bolt Pistol, ➤ Grenade Launcher - Frag, ➤ Grenade Launcher - Krak, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, Corvus Hammers
Wargear Options:
■ Each Ravenwing Huntmaster can be equipped with 1x Plasma Talon.

ABILITIES

Knights of Caliban
If this unit made a charge move this turn, this unit's melee attacks have [ANTI-MONSTER/VEHICLE 4+].



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



IMPERIUM - DARK ANGELS

RAVENWING COMMAND SQUAD

115 PTS



RAVENWING ANCIENT

M	T	SV	W	LD	OC	
12"	6	3+	4	6+	2	5+

RAVENWING APOTHECARY

M	T	SV	W	LD	OC	
12"	6	3+	4	6+	2	5+

RAVENWING CHAMPION

M	T	SV	W	LD	OC	
12"	6	3+	4	6+	2	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol PISTOL	12"	1	3+	4	0	1
Bolt pistol	12"	1	3+	5	-1	1
CLOSE-QUARTERS						
➤ Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
➤ Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
➤ Plasma talon - Standard RAPID FIRE 1	18"	2	3+	7	-2	1
➤ Plasma talon - Supercharged HAZARDOUS RAPID FIRE 1	18"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Corvus Hammers DEVASTATING WOUNDS	Melee	4	3+	5	-2	1
Master-crafted power weapon	Melee	6	2+	6	-2	2

Ravenwing Ancient KEYWORDS: Mounted

Ravenwing Apothecary KEYWORDS: Mounted

Ravenwing Champion KEYWORDS: Ravenwing, Character, Mounted

KEYWORDS: Mounted, Imperium, Ravenwing Command Squad, Ravenwing, Support, Explosives, Character

AUFSTELLUNG

1x Ravenwing Ancient - Equipped with: Corvus Hammers, Bolt pistol, ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged (75x42mm Oval Base)
1x Ravenwing Apothecary - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, Corvus Hammers, Bolt Pistol (75x42mm Oval Base)
1x Ravenwing Champion - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, Bolt Pistol, Master-crafted power weapon (75x42mm Oval Base)

Wargear Options:

- Each Ravenwing Ancient can be equipped with 1x Plasma Talon.
- Each Ravenwing Apothecary can be equipped with 1x Plasma Talon.
- Each Ravenwing Champion can be equipped with 1x Plasma Talon.

ABILITIES

CORE - Support



FACTION: Dark Angels, Adeptus Astartes 115 PTS

Astartes Banner

While this unit contains a Ravenwing Ancient, this unit has +1 OC.

Honour or Death

While this unit contains a Ravenwing Champion:

- This unit has +1 to advance rolls and charge rolls.
- When you target this unit with the Heroic Intervention stratagem, that use is -1CP.

Narthecium

While this unit contains a Ravenwing Apothecary, in your Command phase, this unit heals D3+1 wounds.

Leader

This unit can be attached to the following units:

- Outrider Squad
- Ravenwing Black Knights

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Ravenwing Ancient KEYWORDS: Mounted

Ravenwing Apothecary KEYWORDS: Mounted

Ravenwing Champion KEYWORDS: Ravenwing, Character, Mounted

KEYWORDS: Mounted, Imperium, Ravenwing Command Squad, Ravenwing, Support, Explosives, Character



FACTION: Dark Angels, Adeptus Astartes **115 PTS**

CORE RULES

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Ravenwing Ancient KEYWORDS: Mounted

Ravenwing Apothecary KEYWORDS: Mounted

Ravenwing Champion KEYWORDS: Ravenwing, Character, Mounted

KEYWORDS: Mounted, Imperium, Ravenwing Command Squad, Ravenwing, Support, Explosives, Character



FACTION: Dark Angels, Adeptus Astartes **115 PTS**

RAVENWING DARK TALON

190 PTS



M	T	SV	W	LD	OC	
-	8	3+	11	6+	-	5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
2x Hurricane bolter	RAPID FIRE 6 TWIN-LINKED	24"	6	3+	5	-1	1
Rift cannon	BLAST 1 DEVASTATING WOUNDS	18"	D3+1	3+	16	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Ravenwing Dark Talon (120x92mm Oval Base)
Equipped with: 2x Hurricane bolter, Rift cannon, Armoured Hull

ABILITIES

Stasis Bomb

At the end of your opponent's Fight phase, select one visible enemy unit (excluding AIRCRAFT/Lone Operative units) within 24" of this unit. That enemy unit is slowed until the end of your opponent's next Movement phase:

- While a unit is slowed, in your opponent's Movement phase, when that unit is selected to move, unless that unit remains stationary, roll one D6:
 - On a 1-4, that unit suffers D3 mortal wounds and that unit has -2" M.
 - On a 5-6, that unit suffers 2D3 mortal wounds and that unit has -3" M.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



IMPERIUM - DARK ANGELS

RAVENWING
DARKSHROUD

80 PTS



M14"83+106+3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Ravenwing Darkshroud (Large Flying Base)
Equipped with: Assault Cannon, Heavy Bolter, Armoured Hull
Wargear Options:
■ This model can replace its Heavy Bolter with Assault Cannon.

ABILITIES

Icon of Old Caliban
While a friendly Dark Angels unit is within 6" of this unit, that unit has Stealth.

WEAPON RULES

RAPID FIRE
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ **Lone Operative 15"**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.



RAVENWING TALONMASTER

[LEGENDS]

105 PTS



M	T	SV	W	LD	OC
16"	7	3+	6	6+	2

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Twin Assault Cannon	DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin Heavy Bolter	SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Weapon	Melee	5	3+	5	-2	1

AUFSTELLUNG

1x Ravenwing Talonmaster [Legends]

Equipped with: Twin Assault Cannon, Twin Heavy Bolter, Power Weapon

ABILITIES

Invulnerable Save

5+

Master of Manoeuvre

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, this model can make a Normal move of up to 6".

Nowhere To Hide

While a friendly Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle unit is within 6" of this model, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Talonmaster

While this model is within 3" of one or more other friendly Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle units, this model has the Lone Operative ability.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



IMPERIUM - DARK ANGELS

SAMMAEL

120 PTS



M

12"

T

6

SV

3+

W

7

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Master-crafted plasma cannon	36"	3	2+	8	-3	3
Twin storm bolter	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Raven Sword	Melee	6	2+	6	-3	2

AUFSTELLUNG

1x Sammael (Large Flying Base)

Equipped with: Bolt pistol, Master-crafted plasma cannon, Twin storm bolter, The Raven Sword

ABILITIES

CORE - Leader

Cut Off Their Escape

When an enemy unit engaged with this unit (excluding Monster/Vehicle units) makes a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

Grand Master of the Ravenwing

- This unit has Mobile.
- In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Master of the Ravenwing

Ravenwing model only. This model's unit can declare a charge in a turn in which it Advanced, and you can re-roll Charge rolls made for that unit.

Leader

This model can be attached to the following units:
OUTRIDER SQUAD, RAVENWING BLACK KNIGHTS



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



PUNKTELISTE

EINHEIT	PUNKTE
Asmodai	80 pts
Azrael	150 pts
Belial	100 pts
Deathwing Command Squad [Legends]	200 pts (bis 5 Modelle) · 400 pts (ab 6 Modellen)
Deathwing Knights	255 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Deathwing Strikemaster [Legends]	80 pts
Deathwing Terminator Squad	190 pts (bis 5 Modelle) · 380 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Ezekiel	110 pts
Inner Circle Companions	90 pts (bis 3 Modelle) · 180 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Land Speeder Vengeance	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Lazarus	80 pts
Lion El'Jonson	415 pts
Nephilim Jetfighter	200 pts

EINHEIT	PUNKTE
Ravenwing Black Knights	85 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ravenwing Command Squad	115 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Ravenwing Dark Talon	190 pts
Ravenwing Darkshroud	80 pts
Ravenwing Talonmaster [Legends]	105 pts
Sammael	120 pts

ENHANCEMENTS — ASSAULT BRETHERN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — DARKFLIGHT PURSUIT

ENHANCEMENT	PUNKTE
Thundercowl Turbines (Upgrade)	15 pts
Nightforged Battery (Upgrade)	10 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHREN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts
Master-Forged Firearms	15 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts

ENHANCEMENT	PUNKTE
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts
Narthezis Gauntlet	20 pts

ENHANCEMENTS — INNER CIRCLE TASK FORCE

ENHANCEMENT	PUNKTE
Champion of the Deathwing	20 pts
Singular Will	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts

ENHANCEMENT	PUNKTE
Venator Omni-auspex	15 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts
Corporeum Reliquary	25 pts

ENHANCEMENTS — WRATH OF THE ROCK

ENHANCEMENT	PUNKTE
Deathwing Assault	15 pts
Tempered in Battle (Aura)	10 pts
Lord of the Ravenwing	15 pts
Ancient Weapons	20 pts