

1850 Pts - Dark Angels - Tyler Devries 11th NoveOpen 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (16 860 pts)												
Azrael	1		6	5	4/6	4	4	5	4/5	10	2+/4(i)	215
(CAA:DA, pg. 139); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Lion Helm; Master-crafted Combi-Plasmagun; Sword of Secrets; Deathwing; Fear; Fearless; Feel No Pain; Grim Resolve; Hatred (Chaos Space Marines); Independent Character; Master Tactician; Rites of Battle; Stubborn; Supreme Strategist; Warlord												
Lion Helm	1	The Lion Helm is carried by a Relic Bearer. The Lion Helm confers a 4+ invulnerable save to Azrael, all models in his unit, and any vehicle he is embarked in. (see CAA:DA, pg. 139).										[0]
Sword of Secrets	1	S +2; AP 3; Melee, Master-crafted. (see CAA:DA, pg. 139).										[0]
Chaplain	1		5	4	4/6	4	2	4	2/3	10	3+/4(i)	115
(CAA:DA, pg. 107); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Grim Resolve; Independent Character; Stubborn; Zealot; Melta Bombs; Space Marine Bike												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Ravenwing Command Squad	1		4	4	4	5	1	4	2	9	3+	175
(CAA:DA, pg. 119); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x1); Corvus Hammer (x1); Ravenwing Company Banner: Friendly units with the Dark Angels Faction within 12" of a model equipped with the Ravenwing Company Banner roll failed Morale checks, Pinning tests and Fear tests. In addition, all friendly models with the Ravenwing special rule in the same unit as this banner automatically pass Initiative tests when attempting to Hit & Run and roll one additional dice when determining the distance of a Hit & Run move whilst the bearer is alive. (See CAA:DA, pg. 153).; Ravenwing Apothecary; Ravenwing Champion; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky												
Ravenwing Apothecary	1											[30]
Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; Space Marine Bike; Teleport Homer; Bolt Pistol; Corvus Hammer; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky												
Ravenwing Champion	1											[5]
Bikes (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Blade of Caliban; Bolt Pistol; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Honour or Death; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky												
Scout Squad	4		4	4	4	4	1	4	1	8	4+	55
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Sergeant	1											[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Scout Squad	4		4	4	4	4	1	4	1	8	4+	55
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Sergeant	1											[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Fire Raptor Gunship (IA)	1	Grp:	BS: 4 FA: 12 SA: 12 RA: 12 HP: 4 Save: -									245
(IA2 - 2E, pg. 139); Vehicle (Flyer w/ Hover mode); Extra Armour; Twin-linked Avenger Bolt Cannon; Stormstrike Missiles (x4); Turret-mounted Quad Heavy Bolters (x2); Deep Strike; Independent Turret Fire; Monster Hunter; Power of the Machine Spirit; Relic of the Armoury; Strafing Run; War of Murder												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Librarius Conclave (4 ⚔, 390 pts)												
Librarius Conclave [UM]	1	Comm: ☼										390
(CAA:SM, pg. 182); Chief Librarian Tigurius (HQ); Librarian (HQ); Librarian (HQ); Empyric Channeling												
Chief Librarian Tigurius (HQ) [UM]	1		5	4	4/6	4	3	4	2/3	10	3+	[165]
(CAA:SM, pg. 117); Infantry (Character); Frag Grenades; Krak Grenades; Hood of Hellfire; Bolt Pistol; Rod of Tigurius; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Master of Prescience; Psyker (Mastery Level 3); Scions of Guilliman; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers; Divination; Pyromancy; Telekinesis; Telepathy												
Librarian (HQ) [UM]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[115]
(CAA:SM, pg. 131); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Melta Bombs; Space Marine Bike; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [UM]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [UM]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[110]
(CAA:SM, pg. 131); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [UM]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
: Company of the Great Wolf Detachment (11 ⚔, 600 pts)												
Wolf Guard Battle Leader in Power Armour (HQ) [SW]	1		5	5	5/10	5	3	5/1	4	9	2+/3(i)	180
(C:SW, pg. 56); Infantry (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Runic Armour; Storm Shield (x1); Power Fist (x1); Fellclaw's Teeth; Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending												
Fellclaw's Teeth [SW]	1	The bearer of Fellclaw's Teeth re-rolls all failed To Hit rolls in close combat. (See Champions of Fenris, pg. 49).										[0]
Iron Priest (Elite) [SW]	1		4	4	5/10	5	2	4/1	3/4	8	2+/6(i)	135
(C:SW, pg. 62); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending												
Cyberwolf [SW]	2		4	-	4	5	1	4	3	6	4+	[30]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Iron Priest (Elite) [SW]	1		4	4	5/10	5	2	4/1	3/4	8	2+/6(i)	135
(C:SW, pg. 62); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending												
Cyberwolf [SW]	2		4	-	4	5	1	4	3	6	4+	[30]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Iron Priest (Elite) [SW]	1		4	4	5/10	5	2	4/1	3/4	8	2+/6(i)	150
(C:SW, pg. 62); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending												
Cyberwolf [SW]	3		4	-	4	5	1	4	3	6	4+	[45]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Company of the Great Wolf Detachment [SW]	1	Grp: Detachment										0
First Among Equals; Kingsguard; Preferred Enemy (Characters); Sagaborn												
Total Cost:												1850

Option Footnotes

Legacies	
War of Murder	This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 20 points, or 40 points for a super-heavy vehicle. The tank gains the Monster Hunter special rule. In addition, friendly Space Marine units within 6" of the vehicle gain the Fearless special rule. (See IA2 - 2E, pg. 244)

Warlord Traits	
Warlord	See WH40k, pg. 124.
Relics	
Fellclaw's Teeth	The bearer of Fellclaw's Teeth re-rolls all failed To Hit rolls in close combat. (See Champions of Fenris, pg. 49).
Hood of Hellfire	The Hood of Hellfire is a psychic hood. Furthermore, it enables Tigurius to re-roll failed Psychic tests.
Lion Helm	The Lion Helm is carried by a Relic Bearer. The Lion Helm confers a 4+ invulnerable save to Azrael, all models in his unit, and any vehicle he is embarked in. (see CAA:DA, pg. 139).
Rod of Tigurius	S +2; AP 4; Melee, Concussive, Force. Master-crafted, Soul Blaze.
Sword of Secrets	S +2; AP 3; Melee, Master-crafted. (see CAA:DA, pg. 139).
Doctrines	
Assault Doctrine	Affected models can re-roll To Hit rolls of 1 in the Assault phase of this turn. Affected models in Assault Squads, Bike Squads, Attack Bike Squad and Centurion Assault Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Assault phase of this turn. (See CAA:SM, pg. 189).
Devastator Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting phase of this turn. Affected models in Devastator and Centurion Devastator Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting phase of this turn. (See CAA:SM, pg. 189).
Tactical Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting and Assault phases of this turn. Affected models in Tactical Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting and Assault phases of this turn. (See CAA:SM, pg. 189).
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Battlesmith	In each of your Shooting phases, instead of firing his weapons, an Iron Priest can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add +1 for each Servitor with a servo-arm in his unit. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilized result suffered earlier in the battle; this is effective immediately. (See C:SW, pg. 62).
Chapter Tactics (Ultramarines)	Chapter Tactics (Ultramarines) (see CAA:SM, pg. 189-190).
Combat Squads	Combat Squads
Counter-attack	Counter-attack (see WH40k, pg. 163).
Deathwing	A model with this special rule has the Fearless and Hatred (Chaos Space Marines) rule. (See CAA:DA, pg. 148).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Empyric Channeling	At the start of the Psychic phase, you can nominate one Librarian from this Formation. If you do this, the nominated Librarian has access to any psychic powers known by other Librarians from this Formation within 12" until the end of the phase; however, other Librarians from this Formation within 12" of the nominated Librarian cannot manifest psychic powers until the end of the phase. Furthermore, when the nominated Librarian makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is one other Librarian from this Formation within 12", or 2+ rather than 4+ if there are two or more other Librarians from this Formation within 12". (See CAA:SM, pg. 183).
Fear	Fear (see WH40k, pg. 163).

Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
First Among Equals	All Wolf Guard Battle Leaders, Wolf Guard Pack Leaders, Wolf Guard Terminator Leaders and Thunderwolf Cavalry Pack Leaders that are part of a Detachment or Formation presented in this book have the Preferred enemy (Characters) special rule when fighting in a challenge. (See Champions of Fenris, pg. 48).
Fleet	Fleet (see WH40k, pg. 164).
Grim Resolve	Models with this special rule have the Stubborn special rule and, unless Jinking, count their Ballistic Skill as 2 when firing Overwatch. (See CAA:DA, pg. 148).
Grimnar's Right Hand	If this detachment is your Primary Detachment, you can re-roll the result when rolling on the Chapions of Fenris Warlord Traits Table. (See Champions of Fenris, pg. 50).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Chaos Space Marines)	Hatred (see WH40k, pg. 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Honour or Death	A model with this special rule must issue and accept a challenge whenever possible. If there is more than one friendly model in combat with this rule, you may select which model issue or accepts this challenge. (See CAA:DA, pg. 113).
Independent Character	Independent Character (see WH40k, pg. 166).
Independent Turret Fire	See FW Website PDF.
Infiltrate	Infiltrate (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Kingsguard	The following models have +1 WS in their profile when chosen as part of this detachment: Wolf Guard, Wolf Guard Pack Leader, Wolf Guard Terminator, Wolf Guard Terminator Leader, Thunderwolf Cavalry, Thunderwolf Cavalry Pack Leader. (See Champions of Fenris, pg. 50).
Master of Prescience	When generating psychic powers, Tigurius may re-roll any roll of the dice to see which powers he knows. In addition, if your army contains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same Detachment. (See CAA:SM, pg. 117).
Master Tactician	An army that includes Azrael adds +1 to any Seize the Initiative rolls it makes. (See CAA:DA, pg. 139).
Monster Hunter	Monster Hunter (see WH40k, pg. 168).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Power of the Machine Spirit	Power of the Machine Spirit (see WH40k, pg. 169).
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Ravenwing	A model with this special rule can re-roll failed cover saves when it Jinks. (See CAA:DA, pg. 148).
Relentless	Relentless (see WH40k, pg. 170).
Relic of the Armoury	(See IA2, 2E, pg. 243.)
Rending	Rending (see WH40k, pg. 170).
Rites of Battle	All friendly models with the Dark Angels Faction can use Azrael's Leadership value in place of their own. (See CAA:DA, pg. 139).
Sagaborn	Characters that are part of a Detachment or Formation presented in this book must always issue and accept a challenge whenever possible. If you have several models in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. (See Champions of Fenris, pg. 48).
Scions of Guilliman	If your army cotains any Ultramarines units, you can choose to enact the Devastator Doctrine, Assault Doctrine, and Tactical Doctrine once each per game. When one of these Combat Doctrines is enacted, all Ultramarines models in your army are affected. (See CAA:SM, pg. 189).
Scout	Scout (see WH40k, pg. 171).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
Strafing Run	Strafing Run (see WH40k, pg. 172).
Stubborn	Stubborn (see WH40k, pg. 172).
Supreme Strategist	When determining Warlord Traits ofr Azrael, choose any trait from the Dark Angels Warlord Traits table. (See CAA:DA, pg. 139).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
Upgrades	
Increase Mastery Level	
Unit Type	
Beasts	See WH40K rulebook, pgs. 44-49.
Bikes	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.

Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Wargear	
Blade of Caliban	S +1; AP 3; Melee.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Corvus Hammer	S +1; AP -; Melee, Rending.
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Extra Armour	Extra Armour (see WH40k, pg. 98).
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Master-crafted Combi-Plasmagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire, Master-crafted. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle), Master-crafted.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Narthecium	As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule. (See CAA:DA, pg. 152).
Plasma Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-linked.
Power Armour	Power Armour (see C:SM, pg. 126).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Rosarius	Confers a 4+ Invulnerable save.
Runic Armour	Runic Armour confers a 2+ Armour save and a 6+ invulnerable save. (See C:SW, pg. 99).
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg. 97).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Storm Shield	A model with a storm shield has a 3+ invulnerable save. However, he can never claim the +1 bonus Attack for being armed with two Melee weapons in an assault. (See C:SW, pg. 98).
Stormstrike Missiles	Unlimited Range; S8; AP3; Heavy 1; One-shot.
Teleport Homer	Teleport Homer
Thunder Hammer	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy.
Thunderwolf Mount	Models with a Thunderwolf Mount change their unit type to Cavalry, as described in Warhammer 40,000: The Rules. All close combat attacks made by a model with a Thunderwolf mount have the Rending special rule. In addition, a model upgraded to have a Thunderwolf mount increases their Strength, Toughness, Attacks, and Wounds characteristics by 1 (these bonuses are already included in the profiles of models that have a Thunderwolf mount as part of their standard wargear. (See C:SW, pg. 98).
Turret-mounted Quad Heavy Bolters	36" Range; S 5; AP 4; Heavy 6, Twin-linked.
Twin-linked Avenger Bolt Cannon	36" Range; S 6; AP 3; Heavy 7, Twin-linked.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked

Roster Design Information

Army Special Rules:

Combat Squads (CAA:DA, pg. 148)

Deathwing (CAA:DA, pg. 148)

Grim Resolve (CAA:DA, pg. 148)

Ravenwing (CAA:DA, pg. 148)