



▲ 1850 Pts - Dark Angels - Brandon Grant 1st Overall HAMMER of Wrath 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Lion's Blade Strike Force (69 ⚔, 1170 pts)												
Battle Company	1	Core, ☠										1115
(CAA:DA, pg. 174); Chaplain; Company Master; Fear; Fearless; Fire Discipline; Objective Secured												
Chaplain	1	☠	5	4	4/6	5	2	4	2/3	10	3+/4(i)	[115]
(CAA:DA, pg. 107); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Grim Resolve; Hammer of Wrath; Independent Character; Jink; Relentless; Stubborn; Very Bulky; Zealot; Auspex; Space Marine Bike												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Company Master	1	☠	6	5	4/8	4	3	5/1	3	10	2+/4(i)	[135]
(CAA:DA, pg. 106); Infantry (Character); Frag Grenades; Krak Grenades; Iron Halo; Bolt Pistol; Artificer Armour; Power Fist (x1); Deathwing; Fearless; Grim Resolve; Hatred (Chaos Space Marines); Independent Character; Stubborn; Warlord												
Tactical Squad	4	☠	4	4	4	4	1	4	1	8	3+	[70]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 121); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Tactical Squad	4	☠	4	4	4	4	1	4	1	8	3+	[70]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 121); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Tactical Squad	4	☠	4	4	4	4	1	4	1	8	3+	[90]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Meltagun (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
(CAA:DA, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Tactical Squad	4	☠	4	4	4	4	1	4	1	8	3+	[105]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 120); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Multi-melta; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 120); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Heavy Bolter; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 121); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[80]
(CAA:DA, pg. 123); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x2); Chainsword (x4); Flamer (x2); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
(CAA:DA, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[80]
(CAA:DA, pg. 123); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x2); Chainsword (x4); Flamer (x2); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
(CAA:DA, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[105]
(CAA:DA, pg. 132); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 120); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[105]
(CAA:DA, pg. 132); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 120); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
10th Company Support	1	Auxiliary										55
(CAA:DA, pg. 94-95)												
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); And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[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												
Lion's Blade Strike Force	1	Grp: Detachment										0
(CAA:DA, pgs. 95-95); Company Support; Supreme Fire Discipline												
: Ravenwing Strike Force (14 , 680 pts)												
Techmarine	1		4	5	4/5	5	2	4/1	2	9	2+	90
(CAA:DA, pg. 132-133); Bikes (Character); Frag Grenades; Krak Grenades; Servo-Arm; Bolt Pistol; Power Axe; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Grim Resolve; Hammer of Wrath; Independent Character; Jink; Relentless; Stubborn; Very Bulky; Auspex; 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	5		4	4	4/5	5	1	4	2/3	9	3+	270
(CAA:DA, pg. 119); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x5); Corvus Hammer (x5); Ravenwing Grenade Launcher (x1); Ravenwing Apothecary; Plasma Talon (x4); 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		4	4	4/5	5	1	4	2/3	9	3+	[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 Black Knights	5		4	4	4/5	5	1	4	2/3	9	3+	240
(CAA:DA, pg. 130); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x4); Corvus Hammer (x5); Ravenwing Grenade Launcher (x1); Plasma Talon; And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky												
Ravenwing Huntmaster	1		4	4	4/5	5	1	4	2/3	9	3+	[40]
Bikes (Character); Frag Grenades; Krak Grenades; 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 Darkshroud	1	Grp: 	BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -									80
(CAA:DA, pg. 127); Vehicle (Skimmer, Fast); Heavy Bolter; Deep Strike; Icon of Old Caliban; Jink; Ravenwing; Scout; Shrouded												
Ravenwing Strike Force	1	Grp: Detachment										0
(CAA:DA, pg. 159); First Huntsman; Speed of the Raven; Strike as One												
Total Cost:											1850	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Blessing of the Omnissiah	Blessing of the Omnissiah (See CAA:DA, pg. 132).
Bolster Defenses	Bolster Defences (See CAA:DA, pg. 133).
Combat Squads	Combat Squads

Company Support	If a Lion's Blade Strike Force includes two Battle Demi-companies, one including a Company Master and the other including a Chaplain, then together they form a Battle Company. Any unit from th Battle company that has the option to take a Rhino, Razorback or Drop Pod as a Dedicated Transport may take one at no points cost. (See CAA:DA, pg. 94-95).
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).
Drop Pod Assault	Drop Pods and unit embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fire Discipline	Unless, Jinking, all models in this Formation that have the Grim Resolve special rule count their Ballistic Skill as 3 instead of 2 when firing Overwatch. (See CAA:DA, pg. 140).
First Huntsman	If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Dark Angels Warlord Traits table. (See CAA:DA, pg. 159).
Grim Resolve	Models with this special rule have the Stubbhorn special rule and, unless Jinking, count their Ballistic Skill as 2 when firing Overwatch. (See CAA:DA, pg. 148).
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).
Icon of Old Caliban	Friendly units with the Dark Angels Faction within 6" of one or more Ravenwing Darkshrouds gain the Fear and Stealth special rules (though this does not affect the Darkshrouds themselves). Furthermore, enemy units cannot fire Overwatch at friendly units with the Dark Angels Faction that are within 6" of one or more Ravenwing Darkshrouds at the start of the Assault phase. (See CAA:DA, pg. 127).
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point.
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.
Infiltrate	Infiltrate (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Objective Secured	A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule. (See CAA:DA, pg. 174).
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).
Repair	If a Rhino is Immobilized, the in subsequent turns, it mat attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilized. Note that a successfull Repair does not restore a Hull Point.
Scout	Scout (see WH40k, pg. 171).
Shrouded	Shrouded (see WH40k, pg. 170).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
Speed of the Raven	During your first turn (or your second turn if the units in the Detachment were placed in Reserve) any units from this Detachment that Turbo Boost or move Flat Out count as Jinking until your next turn. However, units from this Detachment that do so can still fire their guns normally in your next turn; they do not have to fire Snap Shots. (See CAA:DA, pg. 159).
Strike as One	All of the units in this detachment must either be placed in Reserve or deployed as normal. If placed in Reserve, all units in this Detachment automatically arrive at the start of your second turn. (See CAA:DA, pg. 159).
Stubborn	Stubborn (see WH40k, pg. 172).
Supreme Fire Discipline	Unless Jinking, all models in this Formation that have the Grim Resolve special rule fire Overwatch using their normal Ballistic Skill characteristic. (See CAA:DA, pg. 95).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
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 (Skimmer, Fast)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Auspex	A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase. (See CAA:DA, pg. 194).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	24" Range; S 4; AP 5; Rapid Fire.
Chainsword	S User; AP -; Melee.
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Corvus Hammer	S +1; AP -; Melee, Rending.
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	When rolling To Wound with a grav-weapon, or to determine its effects on a vehicle, the bearer can re-roll the result. (See CAA:DA, pg. 194).
Grav-cannon	24" Range; S *; AP 2; Salvo 3/5, Concussive, Graviton (see C:SM, pg. 121).
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Iron Halo	An iron halo confers a 4+ invulnerable save. (See CAA:DA, pg. 195).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Nartheicum	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 Axe	S +1; AP 2; Melee, Unwieldy.
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Ravenwing Grenade Launcher	Frag: 24" Range; S 3; AP 6; Rapid Fire, Blast. Krak: 24" Range; S 6; AP 4; Rapid Fire. Rad: 12" Range; S 3; AP -; Assault 1, Blast, Rad Poisoning. Stasis: 12" Range; S 3; AP -; Assault 1, Blast, Stasis Anomaly (see CAA:DA, pg. 150).
Rosarius	Confers a 4+ Invulnerable save.
Searchlight	(see WH40k, pg. 98).
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon (see C:SM, pg. 122)
Signum	At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If he does so, one model in his unit is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made. (See CAA:DA, pg. 195).
Smoke Launchers	(see WH40k, pg. 98).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Teleport Homer	Teleport Homer
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Weapons	
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.

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)