


▲ 1850 Pts - Dark Angels - John Cook 3rd Overall Alamo GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (30 ⁺, 800 pts)												
Librarian	1		5	4	4/6	5	2	4	2/3	10	3+	115
(CAA:DA, pg. 104); Bikes (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); Deathwing; Fearless; Grim Resolve; Hammer of Wrath; Hatred (Chaos Space Marines); Independent Character; Jink; Psyker (Mastery Level 2); Relentless; Stubborn; Very Bulky; Melta Bombs; Space Marine Bike; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Interromancy; Telepathy												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Scout Squad	4		4	4	4	4	1	4	1	8	4+	70
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Camo Cloaks; Sniper Rifle (x4); Sergeant; 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+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Camo Cloaks; Sniper Rifle; 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+	70
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Camo Cloaks; Sniper Rifle (x4); Sergeant; 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+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Camo Cloaks; Sniper Rifle; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Rapier Quad Mortar	2		-	-	-	7	2	-	-	-	3+	110
(IA2 - 2E, pg. 202); Artillery ; Laser Destroyer (x2); Explosive Demise; Extremely Bulky												
Space Marine Crew	4		4	4	4	4	1	4	1	8	3+	[0]
Assault Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear												
Rapier Quad Mortar	2		-	-	-	7	2	-	-	-	3+	110
(IA2 - 2E, pg. 202); Artillery ; Laser Destroyer (x2); Explosive Demise; Extremely Bulky												
Space Marine Crew	4		4	4	4	4	1	4	1	8	3+	[0]
Assault Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear												
Rapier Quad Mortar	2		-	-	-	7	2	-	-	-	3+	110
(IA2 - 2E, pg. 202); Artillery ; Laser Destroyer (x2); Explosive Demise; Extremely Bulky												
Space Marine Crew	4		4	4	4	4	1	4	1	8	3+	[0]
Assault Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear												
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]
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Librarius Conclave (4 λ, 345 pts)												
Librarius Conclave [WS]	1	Comm: 										345
(CAA:SM, pg. 182); Librarian (HQ); Librarian (HQ); Librarian (HQ); Empyric Channeling												
Librarian (HQ) [WS]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[115]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Melta Bombs; Space Marine Bike; Biomancy ; Daemonology: Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [WS]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[115]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Melta Bombs; Space Marine Bike; Biomancy ; Daemonology: Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [WS]	1		5	4	4	5	2	4	2/3	10	3+	[115]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Sword; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Melta Bombs; Space Marine Bike; Biomancy ; Daemonology: Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Formation: Wolfkin (75 λ, 650 pts)												
Wolfkin [SW]	1	Auxiliai Detach 										650
(Curse of the Wulfen - The Rules, pg. 49); Fenrisian Wolves (Fast); Fenrisian Wolves (Fast); Fenrisian Wolves (Fast); Alpha Pack; Call of the Wolves; Monster Hunter; Outflank												
Fenrisian Wolves (Fast) [SW]	14		4	-	4	4	1	4	2	5	6+	[130]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Fenrisian Wolves (Fast) [SW]	14		4	-	4	4	1	4	2	5	6+	[130]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Fenrisian Wolves (Fast) [SW]	14		4	-	4	4	1	4	2	5	6+	[130]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Fenrisian Wolves (Fast) [SW]	14		4	-	4	4	1	4	2	5	6+	[130]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
											Total Cost:	1795

Option Footnotes	
Warlord Traits	
Warlord	See WH40k, pg. 124.
Relics	
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).
Sword of Secrets	S +2; AP 3; Melee, Master-crafted. (see CAA:DA, pg. 139).
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).
Fulmination	0 - Electrosurge, 1 - Electroshield, 2 - Electropulse, 3 - Lightning Arc, 4 - Fists of Lightning, 5 - Magnetokinesis, 6 - Electrodisplacement (see CS: Angels of Death, pg. 110).
Geokinesis	0 - Chasm, 1 - Earth Blood, 2 - Scorched Earth, 3 - Landquake, 4 - Phase Form, 5 - Warp Quake, 6 - Shifting Worldscape (see CS: Angels of Death, pg. 111).
Interromancy	0 - Mind Worm, 1 - Seed of Fear, 2 - Righteous Repugnance, 3 - Aversion, 4 - Maelstrom of Misery, 5 - Trephination, 6 - Mind Wipe (see Warhammer 40,000: The Rules, pg. 198).
Librarius	0 - The Emperor's Wrath, 1 - Veil of Time, 2 - Fury of the Ancients, 3 - Psychic Fortress, 4 - Might of Heroes, 5 - Psychic Scourge, 6 - Null Zone (see CS: Angels of Death, pg. 108).
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).
Technomancy	0 - Subvert Machine, 1 - Blessing of the Machine, 2 - Machine Curse, 3 - Reforge, 4 - Warpmetal Armour, 5 - Fury of Mars, 6 - Machine Flense (see CS: Angels of Death, pg. 109).
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).
Alpha Pack	If you wish, all of the units in a Wolfkin can be deployed as a single unit known as an Alpha Pack. Add 1 to the Attacks characteristic of all Fenrisian Wolf and Cyberwolf models in an Alpha Pack whilst there are 20 or more models in the unit. (See Curse of the Wulfen - The Rules, pg. 49.)
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Born in the Saddle	White Scars models with the Bike Unit type have the Skilled Rider special rule and add 1 to their Strength when resolving hits caused by the Hammer of Wrath special rule. (See CAA:SM, pg. 190).
Call of the Wolves	If a Wolfkin unit is within 12" of either the left or right table edges, it can call forth nearby Space Wolves. You can choose to bring any friendly Outflanking Space Wolves units onto the battlefield from the table edge nearest to that Wolfkin unit instead of rolling to see which table edge they arrive from. (See Curse of the Wulfen - The Rules, pg. 49.)
Chapter Tactics (White Scars)	Chapter Tactics (White Scars) (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).
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).
Explosive Demise	See FW Website PDF.
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
Fear	Fear (see WH40k, pg. 163).

Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fight on the Move	White Scars models have the Hit & Run special rule. A unit composed entirely of White Scars models can re-roll the dice when determining Run moves. (See CAA:SM, pg. 190).
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).
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).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
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).
Outflank	Outflank (see WH40k, pg. 168).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (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).
Scout	Scout (see WH40k, pg. 171).
Stubborn	Stubborn (see WH40k, pg. 172).
Supreme Strategist	When determining Warlord Traits of Azrael, choose any trait from the Dark Angels Warlord Traits table. (See CAA:DA, pg. 139).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Upgrades	
Increase Mastery Level	
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Beasts	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.
Wargear	
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Camo Cloaks	A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save. (See CAA:DA, pg. 194).
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Force Sword	S User; AP 3; Melee, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Laser Destroyer	Range 36"; S 9; AP 2; Ordnance 1, Twin-linked.
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).
Power Armour	Confers a 3+ Armour Save.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Sniper Rifle	Range 36"; S X; AP 6; Heavy 1, Sniper.
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.

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)