

# ▲ 1750 Pts - Dark Angels - Yannick Fuchs 3rd Overall No Retreat 3 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Ravenwing Strike Force (30 ⚔, 1415 pts)												
Librarian	1	☠	5	4	4/5	5	2	4/1	2/3	10	3+/4(i)	140
(CAA:DA, pg. 104); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; 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; Digital Weapons; Space Marine Bike; Conversion Field; <b>Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Interromancy; Telepathy</b>												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Sammael	1	☠	6	5	4	5	3	5	3/4	10	3+/4(i)	200
(CAA:DA, pg. 100); <b>JetBikes</b> (Character); Frag Grenades; Krak Grenades; Iron Halo; Teleport Homer; Bolt Pistol; Plasma Cannon; Raven Sword; Twin-Linked Storm Bolters; Eternal Warrior; Fearless; Grim Resolve; Hammer of Wrath; Hatred (Chaos Space Marines); Hit & Run; Independent Character; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Swift Vengeance; Very Bulky; <b>Warlord</b> ; Rapid Manoeuvre												
Raven Sword	1	S User; AP 2; Melee, Master-crafted. (see CAA:DA, pg. 100).										[0]
Ravenwing Command Squad	3	☠	4	4	4/5	5	1	4	2/3	9	3+	235
(CAA:DA, pg. 119); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x3); Corvus Hammer (x3); Ravenwing Grenade Launcher (x1); Ravenwing Apothecary; Ravenwing Champion; Plasma Talon (x2); 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]
<b>Bikes</b> (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	4	4	5	1	4	2	9	3+	[5]
<b>Bikes</b> (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												
Ravenwing Bike Squad	4	☠	4	4	4	5	1	4	1	8	3+	155
(CAA:DA, pg. 124); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x4); Twin-Linked Boltgun (x4); Meltagun (x2); And They Shall Know No Fear; Combat Squads; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												
Ravenwing Sergeant	1		4	4	4	5	1	4	1	8	3+	[35]
<b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Twin-Linked Boltgun (x1); Combi-Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												
Ravenwing Bike Squad	4	☠	4	4	4	5	1	4	1	8	3+	155
(CAA:DA, pg. 124); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x4); Twin-Linked Boltgun (x4); Meltagun (x2); And They Shall Know No Fear; Combat Squads; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												
Ravenwing Sergeant	1		4	4	4	5	1	4	1	8	3+	[35]
<b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Twin-Linked Boltgun (x1); Combi-Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Ravenwing Bike Squad	4		4	4	4	5	1	4	1	8	3+	165
(CAA:DA, pg. 124); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x4); Twin-Linked Boltgun (x4); Grav-gun (x2); And They Shall Know No Fear; Combat Squads; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												
Ravenwing Sergeant	1		4	4	4	5	1	4	1	8	3+	[35]
<b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Twin-Linked Boltgun (x1); Combi-Grav; And They Shall Know No Fear; Combat Squads; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												
Ravenwing Attack Bike Squad	1		4	4	4	5	2	4	2	8	3+	55
(CAA:DA, pg. 125); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol; Multi-melta (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												
Ravenwing Attack Bike Squad	1		4	4	4	5	2	4	2	8	3+	55
(CAA:DA, pg. 125); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol; Multi-melta (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												
Ravenwing Attack Bike Squad	1		4	4	4	5	2	4	2	8	3+	55
(CAA:DA, pg. 125); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol; Multi-melta (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Stubborn; Very Bulky												
Ravenwing Black Knights	4		4	4	4/5	5	1	4	2/3	9	3+	200
(CAA:DA, pg. 130); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x3); Corvus Hammer (x4); 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]
<b>Bikes</b> (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												
<b>Ravenwing Strike Force</b>	1	Grp: Detachment										0
(CAA:DA, pg. 159); First Huntsman; Speed of the Raven; Strike as One												
<b>Formation: Ravenwing Support Squadron (5 , 335 pts)</b>												
Ravenwing Support Squadron	1	Auxiliar										335
(CAA:DA, pg. 142); Ravenwing Darkshroud; Grim Resolve; Interceptor; Ravenshield; Strafing Run; Stubborn; Support Squadron												
Ravenwing Darkshroud	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 3	Save: -				[95]
(CAA:DA, pg. 127); <b>Vehicle</b> (Skimmer, Fast); Assault Cannon; Deep Strike; Icon of Old Caliban; Jink; Ravenwing; Scout; Shrouded												
Ravenwing Land Speeders	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[240]
(CAA:DA, pg. 126); Anti-grav Upwash												
Ravenwing Land Speeder	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[80]
<b>Vehicle</b> (Skimmer, Fast); Multi-melta; Assault Cannon; Deep Strike; Jink; Ravenwing												
Ravenwing Land Speeder	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[80]
<b>Vehicle</b> (Skimmer, Fast); Multi-melta; Assault Cannon; Deep Strike; Jink; Ravenwing												
Ravenwing Land Speeder	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[80]
<b>Vehicle</b> (Skimmer, Fast); Multi-melta; Assault Cannon; Deep Strike; Jink; Ravenwing												
											<b>Total Cost:</b>	<b>1750</b>

#### Option Footnotes

Warlord Traits	
Rapid Manoeuvre	Your Warlord and his unit add 3" to their maximum move distance when they move Flat Out, Turbo-boost, Run and make charge moves. (See CAA:DA, pg. 148.)
Warlord	See WH40k, pg. 124.

Relics	
Raven Sword	S User; AP 2; Melee, Master-crafted. (see CAA:DA, pg. 100).
Psychic Powers	
<b>Daemonology: Malefic Powers</b>	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).
<b>Daemonology: Sanctic Powers</b>	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).
<b>Divination</b>	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).
<b>Interromancy</b>	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).
<b>Pyromancy</b>	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).
<b>Telekinesis</b>	0 - Assault, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
<b>Telepathy</b>	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	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Anti-grav Upwash	Whilst this unit includes three Land Speeders, it can move an additional 6" when moving Flat Out.
Combat Squads	Combat Squads
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).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
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).
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).
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).
Independent Character	Independent Character (see WH40k, pg. 166).
Interceptor	Interceptor (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Ravenshield	When an enemy unit declares a charge against a friendly unit with the Ravenwing special rule, models from this Formation within 24" of that friendly unit can choose to fire Overwatch against that charging unit. Template weapons can only use the Wall of Death special rule if they are within 6" of the friendly unit. Remember that a unit can still only fire Overwatch once per turn. (See CAA:DA, pg. 143).
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).
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).
Strafing Run	Strafing Run (see WH40k, pg. 172).
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).
Support Squadron	All vehicles in this Formation must form a single Vehicle Squadron as described in WH40K: The Rules. However, this Vehicle Squadron counts as two units for the purposes of calculating Victory Points if it is completely destroyed. (See CAA:DA, pg. 143).
Swift Vengeance	Sammael can fire up to two ranged weapons in the Shooting phase. (See CAA:DA, pg. 100).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Upgrades	
Increase Mastery Level	
Unit Type	
<b>Bikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Bikes</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>JetBikes</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Skimmer, Fast)	See WH40K rulebook, pgs. 44-49.
Wargear	
Assault Cannon	24" Range; S 6; AP 4; Heavy4, Rending.
Blade of Caliban	S +1; AP 3; Melee.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Combi-Grav	Boltgun: 24" Range; S 4; AP 5; Rapid Fire. Grav-gun: 18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see WH40K, pg. 176-177).
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Conversion Field	A conversion field confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test. (See CAA: DA, pg. 152).
Corvus Hammer	S +1; AP -; Melee, Rending.
Digital Weapons	A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase. (See CAA:DA, pg. 194).
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-gun	18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see WH40K, pg. 177).
Iron Halo	Confers a 4+ Invulnerable save.
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.
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 Cannon	Range 36"; S 7; AP 2; Heavy 1, Blast, Gets Hot!
Plasma Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-linked.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
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).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Teleport Homer	Teleport Homer (see C:DA, pg. 64).
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Twin-Linked Storm Bolters	24" Range; S 4; AP 5; Assault 2, 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)