## Jeffrey Colpitts 3rd Place The Standoff 2023 - Dark Angels - Allies

+ Configuration +

Battle Size: 2. Strike Force (2000 Point limit)

Detachment: Vanguard Spearhead

Show/Hide Options: Agents of the Imperium are visible, Imperial Knights are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

+ Epic Hero [105pts] +

Azrael [105pts]: Lion's Wrath, The Sword of Secrets, Warlord

+ Character [200pts] +

Chaplain in Terminator Armour [100pts]: Crozius Arcanum, Storm Bolter, The Blade Driven Deep [25pts]

Lieutenant with Combi-weapon [100pts]: Combi-weapon, Paired Combat Blades, Shadow War Veteran [30pts]

+ Battleline [85pts] +

Intercessor Squad [85pts]

- . Intercessor Sergeant: Bolt Pistol, Bolt Rifle, Power Fist
- . 4x Intercessors: 4x Bolt Pistol, 4x Bolt Rifle, 4x Close Combat Weapon
- + Infantry [1,195pts] +

Centurion Devastator Squad [350pts]

- . Devastator Centurion: Centurion Fists, Centurion Missile Launcher, Twin Lascannon
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- . Devastator Centurion: Centurion Fists, Centurion Missile Launcher, Twin Lascannon
- . Devastator Centurion: Centurion Fists, Centurion Missile Launcher, Twin Lascannon
- . Devastator Centurion Sergeant: Centurion Fists, Centurion Missile Launcher, Twin Lascannon

Deathwing Knights [470pts]: Watcher in the Dark

. 9x Deathwing Knight: 9x Mace of absolution

. Knight Master: Flail of the Unforgiven

Inceptor Squad [110pts]: Plasma Exterminators

. 2x Inceptor: 2x Close Combat Weapon. Inceptor Sergeant: Close Combat Weapon

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. 2x Inceptor: 2x Close Combat Weapon. Inceptor Sergeant: Close Combat Weapon

Infiltrator Squad [100pts]: Helix Gauntlet, Infiltrator Comms Array

- . Infiltrator Sergeant: Bolt Pistol, Close Combat Weapon, Marksman Bolt Carbine
- . 4x Infiltrators: 4x Bolt Pistol, 4x Close Combat Weapon, 4x Marksman Bolt Carbine

Scout Squad [55pts]

- . Scout Sergeant: Astartes Chainsword, Bolt Pistol, Close Combat Weapon
- . Scout w/ Heavy Weapon: Bolt Pistol, Close Combat Weapon, Missile Launcher
- . Scout w/ Scout Sniper Rifle: Bolt Pistol, Close Combat Weapon, Scout Sniper Rifle
- . 2x Scouts w/ Astartes Shotgun: 2x Astartes Shotgun, 2x Bolt Pistol, 2x Close Combat Weapon
- + Vehicle [320pts] +

Gladiator Lancer [160pts]: 2 Fragstorm Grenade Launchers, Armoured Hull, Icarus Rocket Pod, Ironhail Heavy Stubber, Lancer Laser Destroyer

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+ Allied Units [90pts] +

Callidus Assassin [90pts]: Neural shredder, Phase sword and poison blades

++ Total: [1,995pts] ++