

2000 Pts - Codex: Dark Angels - Dave D All Scars Tournament

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Belial (1⚔, 190 pts)													
Belial	1		6	5	4	4	3	5	3	10	2+4(i)	190	
(C:DA, pp. 56 & 92); Infantry (Character); Iron Halo; Teleport Homer; Terminator Armour; Storm Bolter; Sword of Silence; Bulky; Deathwing Assault; Fearless; Independent Character; Inner Circle; Marked for Retribution; Preferred Enemy (CSM); Tactical Precision; Vengeful Strike; Warlord ; The Hunt													
HQ: Librarian in Terminator Armour (1⚔, 160 pts)													
Librarian in Terminator Armour	1		5	4	4/6	4	2	4	2	10	2+4(i)	160	
(C:DA, pp. 31 & 94); Infantry (Character); Psychic Hood; Terminator Armour; Storm Bolter; Force Stave; Power Field Generator; Increase Mastery Level (x1); Bulky; Deathwing Assault; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Psyker (Mastery Level 2); Vengeful Strike													
Elite: Deathwing Knights (6⚔, 510 pts)													
Deathwing Knights	4		5	4	4/6	4	1	4	2	9	2+3(i)	510	
(C:DA, pp. 45 & 99); Infantry ; Terminator Armour; Mace of Absolution (x4); Storm Shield (x4); Bulky; Deathwing Assault; Fearless; Fortress of Shields; Hammer of Wrath; Inner Circle; Preferred Enemy (CSM); Vengeful Strike; You Cannot Hide; Land Raider Redeemer													
Knight Master	1		5	4	4/6	4	1	4	3	9	2+3(i)	[0]	
Infantry (Character); Storm Shield; Terminator Armour; Flail of the Unforgiven; Bulky; Deathwing Assault; Fearless; Fortress of Shields; Hammer of Wrath; Inner Circle; Preferred Enemy (CSM); Vengeful Strike; You Cannot Hide													
Land Raider Redeemer	1	Grp:	BS: 4	FA: 14	SA: 14	RA: 14	HP: 4						[275]
(C:DA, pp. 41 & 104); Vehicle (Transport, Tank); 12 model capacity; Frag Assault Launchers; Searchlight; Smoke Launchers; Deathwing Vehicle; Twin-Linked Assault Cannon; Flamestorm Cannons (each side); Assault Vehicle; Power of the Machine Spirit													
Elite: Dreadnought (2⚔, 190 pts)													
Dreadnought	1	Grp:	WS: 5	BS: 5	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10	HP: 3	190	
(C:DA, pp. 43 & 99); Vehicle (Walker); Searchlight; Smoke Launchers; Power Fist; Storm Bolter; Assault Cannon; Deathwing Vehicle; Upgrade to Venerable Dreadnought; Drop Pod													
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3						[45]
(C:DA, pp. 42 & 100); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Locator Beacon; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System													
Troops: Deathwing Terminator Squad (7⚔, 328 pts)													
Deathwing Terminator Squad	6		4	4	4/8	4	1	4/1	2	9	2+5(i)	328	
(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x6); Storm Bolter (x5); Assault Cannon (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+5(i)	[0]	
Infantry (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
Troops: Deathwing Terminator Squad (6⚔, 289 pts)													
Deathwing Terminator Squad	5		4	4	4/8	4	1	4/1	2	9	2+5(i)	289	
(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x5); Storm Bolter (x5); Cyclone Missile Launcher (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+5(i)	[0]	
Infantry (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
Troops: Deathwing Terminator Squad (7⚔, 333 pts)													
Deathwing Terminator Squad	6		4	4	4/8	4	1	4/1	2	9	2+5(i)	333	
(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x6); Storm Bolter (x6); Cyclone Missile Launcher (x1); Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
Deathwing Terminator Sergeant	1		4	4	4	4	1	4	2	9	2+5(i)	[0]	
Infantry (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
Total Cost:											2000		

Option Footnotes	
Warlord Traits	
The Hunt	The Hunt (see C:DA, pg. 28).
Warlord	See WH40k, pg. 111.
Special Rules	
Assault Vehicle	Assault Vehicle (see WH40k, pg. 33).
Bulky	Bulky (see WH40k, pg. 35).
Deathwing Assault	Deathwing Assault (see C:DA, pg. 56).
Deathwing Vehicle	Deathwing Vehicle (see C:DA, pg. 40).
Drop Pod Assault	Drop Pod Assault; see (C:SM, pg. 69).
Fearless	Fearless (see WH40k, pg. 35).
Fortress of Shields	Fortress of Shields (see C:DA, pg. 56).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37).
Immobile	Immobile; see (C:SM, pg. 69).
Independent Character	Independent Character (see WH40k, pg. 39).
Inertial Guidance System	Inertial Guidance System; see (C:SM, pg. 69).
Inner Circle	Inner Circle (see C:DA, pg. 28).
Marked for Retribution	Marked for Retribution (see C:DA, pg. 56).
Power of the Machine Spirit	Power of the Machine Spirit (see WH40k, pg. 40).
Preferred Enemy (CSM)	Preferred Enemy (Chaos Space Marines)
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 41).
Split Fire	Split Fire (see WH40k, pg. 42).
Tactical Precision	Tactical Precision (see C:DA, pg. 56).
Vengeful Strike	Vengeful Strike (see C:DA, pg. 56).
You Cannot Hide	You Cannot Hide (see C:DA, pg. 56).
Upgrades	
Increase Mastery Level	
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Tank)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Deathwing Vehicle	Deathwing Vehicle (see C:DA, pg. 40).
Frag Assault Launchers	Frag Assault Launchers; see (C:DA, pg. 65).
Iron Halo	Confers a 4+ Invulnerable save.
Locator Beacon	Locator Beacon; see (C:SM, pg. 67).
Power Field Generator	Power Field Generator (see C:DA, pg. 63).
Psychic Hood	Psychic Hood (see WH40k, pg. 68).
Searchlight	(see WH40k, pg. 87).
Smoke Launchers	(see WH40k, pg. 87).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Storm Shield	Storm Shield
Sword of Silence	S User; AP 3; Melee, Fleshbane, Master-crafted (see C:DA, pg. 56).
Teleport Homer	Teleport Homer (see C:DA, pg. 64).
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Weapons	
Assault Cannon	24" Range; S 6; AP 4; Heavy4, Rending.
Cyclone Missile Launcher	Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2.
Flail of the Unforgiven	S +2; AP 3; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62).
Flamestorm Cannons (each side)	Range: Template; S 6; AP 3; Heavy 1.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Mace of Absolution	S +2; AP 4; Melee, Bane of the Traitor, Concussive (see C:DA, pg. 62).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Power Sword	S User; AP 3; Melee (see WH40k, pg. 61).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Storm Shield	Storm Shield
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked

Validation Report

c-1. File Version: 1.46 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers

Roster satisfies all enforced validation rule

Roster Statistics

% HQ: 17.5

% Elite: 35

% Troops: 47.5

% Fast: 0

% Heavy: 0







% Fortification: 0

% Wargear: 0

Model Count: 30

Files version: 1.46

% Knight: 0

Group	Min	Max	Used
	1	2	2
	0	3	2
	2	6	3
	0	3	0
	0	3	0
	0	1	0