

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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>HQ: Belial (1<sup>+</sup>, 190 pts)</b>													
Belial	1		6	5	4	4	3	5	3	10	2+/4(i)	190	
(C:DA, pp. 56 & 92); <b>Infantry</b> (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; <b>Warlord</b> ; The Hunt													
<b>HQ: Librarian in Terminator Armour (1<sup>+</sup>, 130 pts)</b>													
Librarian in Terminator Armour	1		5	4	4/6	4	2	4	2	10	2+/5(i)	130	
(C:DA, pp. 31 & 94); <b>Infantry</b> (Character); Psychic Hood; Terminator Armour; Storm Bolter; Force Stave; Increase Mastery Level (x1); Bulky; Deathwing Assault; Fearless; Independent Character; Inner Circle; Preferred Enemy (CSM); Psyker (Mastery Level 2); Vengeful Strike													
<b>Elite: Dreadnought (2<sup>+</sup>, 190 pts)</b>													
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); <b>Vehicle</b> (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); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity; Locator Beacon; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System													
<b>Troops: Deathwing Terminator Squad (10<sup>+</sup>, 480 pts)</b>													
Deathwing Terminator Squad	9		4	4	4/8	4	1	4/1	2	9	2+/5(i)	480	
(C:DA, pp. 44 & 99); <b>Infantry</b> ; Terminator Armour; Power Fist (x9); Storm Bolter (x7); Assault Cannon (x2); 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]	
<b>Infantry</b> (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
<b>Troops: Deathwing Terminator Squad (10<sup>+</sup>, 490 pts)</b>													
Deathwing Terminator Squad	9		4	4	4/8	4	1	4/1	2	9	2+/5(i)	490	
(C:DA, pp. 44 & 99); <b>Infantry</b> ; Terminator Armour; Power Fist (x9); Storm Bolter (x9); Cyclone Missile Launcher (x2); 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]	
<b>Infantry</b> (Character); Terminator Armour; Power Sword; Storm Bolter; Bulky; Deathwing Assault; Fearless; Inner Circle; Preferred Enemy (CSM); Split Fire; Vengeful Strike													
<b>Troops: Tactical Squad (10<sup>+</sup>, 185 pts)</b>													
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	185	
(C:DA, pp. 37 & 95); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Meltagun; Heavy Bolter; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn													
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[39]	
(C:DA, pp. 35 & 103); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Chainsword; Plasma Pistol; Grim Resolve; Stubborn; Upgrade to Veteran Sergeant													
<b>Troops: Scout Squad (5<sup>+</sup>, 85 pts)</b>													
Scout Squad	4		3	3	4	4	1	4	1	8	4+	85	
(C:DA, pp. 37 & 97); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x4); Shotgun (x3); Missile Launcher; And They Shall Know No Fear; Combat Squads; Infiltrate Move Through Cover; Scouts													
Sergeant	1		4	4	4	4	1	4	1	8	4+	[14]	
<b>Infantry</b> (Character); Assault Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Infiltrate Move Through Cover; Scouts													
<b>Heavy Support: Land Raider (1<sup>+</sup>, 250 pts)</b>													
Land Raider	1	Grp:	BS: 4	FA: 14	SA: 14	RA: 14	HP: 4						250
(C:DA, pp. 41 & 104); <b>Vehicle</b> (Transport, Tank); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter; Twin-linked Lascannons (each side); Assault Vehicle; Power of the Machine Spirit													
<b>Total Cost:</b>											<b>2000</b>		

Option Footnotes	
Warlord Traits	
The Hunt	The Hunt (see C:DA, pg. 28).
<b>Warlord</b>	See WH40k, pg. 111.
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 33).
Assault Vehicle	Assault Vehicle (see WH40k, pg. 33).
Bulky	Bulky (see WH40k, pg. 35).
Combat Squads	Combat Squads (see C:DA, pg. 28).
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).
Grim Resolve	Grim Resolve (see C:DA, pg. 28).
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).
Infiltrate	Infiltrate (see WH40k, pg. 38)
Inner Circle	Inner Circle (see C:DA, pg. 28).
Marked for Retribution	Marked for Retribution (see C:DA, pg. 56).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
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).
Scouts	Scouts (see WH40k, pg. 41).
Split Fire	Split Fire (see WH40k, pg. 42).
Stubborn	Stubborn (see WH40k, pg. 43).
Tactical Precision	Tactical Precision (see C:DA, pg. 56).
Vengeful Strike	Vengeful Strike (see C:DA, pg. 56).
Upgrades	
Increase Mastery Level	
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Tank)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Camo Cloaks	Camo Cloaks (see C:DA, pg. 63).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Iron Halo	Confers a 4+ Invulnerable save.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Locator Beacon	Locator Beacon; see (C:SM, pg. 67).
Power Armour	Confers a 3+ Armour Save.
Psychic Hood	Psychic Hood (see WH40k, pg. 68).
Scout Armour	Scout Armour (see C:DA, pg. 53).
Searchlight	(see WH40k, pg. 87).
Smoke Launchers	(see WH40k, pg. 87).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
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.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Chainsword	S User; AP -; Melee.
Cyclone Missile Launcher	Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.

Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Missile Launcher	Frag: Range 48"; S 4; AP 6; Heavy 1, Blast. Krak: Range 48"; S 8; AP 3; Heavy 1.
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Power Sword	S User; AP 3; Melee (see WH40k, pg. 61).
Shotgun	12" Range; S 4; AP -; Assault 2.
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Twin-linked Lascannons (each side)	48" Range; S9; AP2; Heavy 1 Linked







### Validation Report

c-1. File Version: 1.43 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: 16  
 % Elite: 9.5  
 % Troops: 62  
 % Fast: 0  
 % Heavy: 12.5  
 % Fortification: 0  
 % Wargear: 0  
 Model Count: 40  
 Files version: 1.43  
 % Knight: 0

Group	Min	Max	Used
	1	2	2
	0	3	1
	2	6	4
	0	3	0
	0	3	1
	0	1	0