

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$\frac{1}{2}$, 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: Sammael on Corvex (1$\frac{1}{2}$, 200 pts)												
Sammael on Corvex	1		6	5	4	5	3	5	3/4	10	3+4(i)	200
(C:DA, pp. 58 & 93); JetBikes (Character); Frag Grenades; Krak Grenades; Adamantine Mantle; Corvex; Night Halo; Power Armour; Teleport Homer; Bolt Pistol; Raven Sword; Plasma Cannon; Twin-Linked Storm Bolters; Eternal Warrior; Fearless; Hit & Run; Independent Character; Inner Circle; Preferred Enemy (CSM); Scouts; Skilled Rider												
Troops: Deathwing Terminator Squad (7$\frac{1}{2}$, 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 (10$\frac{1}{2}$, 490 pts)												
Deathwing Terminator Squad	9		4	4	4/8	4	1	4/1	2	9	2+5(i)	490
(C:DA, pp. 44 & 99); Infantry ; 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]
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 (5$\frac{1}{2}$, 240 pts)												
Deathwing Terminator Squad	4		4	4	4/8	4	1	4/1	2/3	9	2+3(i)	240
(C:DA, pp. 44 & 99); Infantry ; Terminator Armour; Power Fist (x1); Lightning Claws (pair) (x1); Thunder Hammer & Storm Shield (x2); Heavy Flamer (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: Ravenwing Attack Squadron (5$\frac{1}{2}$, 182 pts)												
Ravenwing Attack Squadron	1											182
(C:DA, pp. 47 & 101); Ravenwing Attack Bike; And They Shall Know No Fear; Grim Resolve; Hit & Run; Ravenwing Combat Squads; Scouts; Stubborn												
Ravenwing Biker	3		4	4	4	5	1	4	1	8	3+	[137]
Bikes ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol (x3); Plasma gun (x1); Twin-Linked Boltgun (x3)												
Ravenwing Sergeant	1		4	4	4	5	1	4	1	8	3+	[15]
Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Twin-Linked Boltgun (x1); Plasma Pistol												
Ravenwing Attack Bike	1		4	4	4	5	2	4	2	8	3+	[45]
Bikes ; Assault Grenades; Krak Grenades; Power Armour; Space Marine Bike; Teleport Homer; Bolt Pistol; Heavy Bolter; Twin-Linked Boltgun (x1)												
Troops: Scout Squad (5$\frac{1}{2}$, 95 pts)												
Scout Squad	4		3	3	4	4	1	4	1	8	4+	95
(C:DA, pp. 37 & 97); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x4); Sniper Rifle (x3); Missile Launcher; Flakk Missiles (for 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]
Infantry (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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Land Raider Redeemer (1⁺, 275 pts)												
Land Raider Redeemer	1	Grp: 1	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												
Total Cost:											2000	

Option Footnotes

Add Units	
Ravenwing Attack Bike	
Warlord Traits	
The Hunt	The Hunt (see C:DA, pg. 28).
Warlord	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).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 35).
Fearless	Fearless (see WH40k, pg. 35).
Grim Resolve	Grim Resolve (see C:DA, pg. 28).
Hit & Run	Hit & Run (see WH40k, pg. 38).
Independent Character	Independent Character (see WH40k, pg. 39).
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)
Ravenwing Combat Squads	Ravenwing Combat Squads (see C:DA, pg. 47).
Scouts	Scouts (see WH40k, pg. 41).
Skilled Rider	Skilled Rider(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).

Unit Type	
Bikes	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.
JetBikes (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Tank)	See WH40K rulebook, pgs. 44-49.

Wargear	
Adamantine Mantle	Adamantine Mantle (see C:DA, pg. 59).
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Camo Cloaks	Camo Cloaks (see C:DA, pg. 63).
Corvex	Corvex (see C:DA, pg. 58).
Deathwing Vehicle	Deathwing Vehicle (see C:DA, pg. 40).
Frag Assault Launchers	Frag Assault Launchers; see (C:DA, pg. 65).
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.
Night Halo	Night Halo (see C:DA, pg. 63).
Power Armour	Confers a 3+ Armour Save.
Scout Armour	Scout Armour (see C:DA, pg. 53).
Searchlight	(see WH40k, pg. 87).
Smoke Launchers	(see WH40k, pg. 87).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
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.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
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.
Cyclone Missile Launcher	Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2.
Flakk Missiles (for Missile Launcher)	48" Range; S 7; AP 4; Heavy1, Skyfire.
Flamestorm Cannons (each side)	Range: Template; S 6; AP 3; Heavy 1.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Lightning Claws (pair)	S User; AP 3; Melee, Shred, Specialist Weapon.
Missile Launcher	Frag: Range 48"; S 4; AP 6; Heavy 1, Blast. Krak: Range 48"; S 8; AP 3; Heavy 1.
Plasma Cannon	Range 36"; S 7; AP 2; Heavy 1, Blast, Gets Hot!
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
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).
Raven Sword	S User; AP 2; Melee, Master-crafted (see C:DA, pg. 59).
Sniper Rifle	Range 36"; S X; AP 6; Heavy 1, Sniper.
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Thunder Hammer & Storm Shield	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy. 3+ Invulnerable Save.
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Storm Bolters	24" Range; S 4; AP 5; Assault 2, 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: 19.5
 % Elite: 0
 % Troops: 66.8
 % Fast: 0
 % Heavy: 13.8
 % Fortification: 0
 % Wargear: 0
 Model Count: 35
 Files version: 1.43
 % Knight: 0

Group	Min	Max	Used
	1	2	2
	0	3	0
	2	6	5
	0	3	0
	0	3	1
	0	1	0