

1850 Pts - Dark Angels - Jose Mendez's Dark Angels 6th Seed Adepticon 2012

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|--|---|------|----------------------------|----|-----|---|----|-----|---|----|------|-------------|
| HQ: Belial, Master of the Deathwing (1⁺, 130 pts) | | | | | | | | | | | | |
| Belial, Master of the Deathwing | 1 | | 5 | 5 | 4 | 4 | 3 | 5 | 3 | 10 | 2+/5 | 130 |
| Unit Type: Infantry; Terminator Armor; Storm Bolter; Sword of Silence; Fearless; Independent Character; Rites of Battle | | | | | | | | | | | | |
| Troops: Upgraded Deathwing Terminator Squad (5⁺, 275 pts) | | | | | | | | | | | | |
| Upgraded Deathwing Terminator Squad | 4 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 3 | 9 | 2+/3 | 275 |
| Unit Type: Infantry; Deathwing Company Banner; Narthecium/Reductor; Terminator Armor; Thunder Hammer & Storm Shield (x4); Apothecary; Standard Bearer; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 3 | 9 | 2+/5 | [48] |
| Unit Type: Infantry; Terminator Armor; Storm Bolter; Chain Fist; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Troops: Deathwing Terminator Squad (5⁺, 220 pts) | | | | | | | | | | | | |
| Deathwing Terminator Squad | 4 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/3 | 220 |
| Unit Type: Infantry; Terminator Armor; Thunder Hammer & Storm Shield (x4); Deathwing Assault; Fearless | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/5 | [48] |
| Unit Type: Infantry; Terminator Armor; Storm Bolter; Chain Fist; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Troops: Deathwing Terminator Squad (5⁺, 235 pts) | | | | | | | | | | | | |
| Deathwing Terminator Squad | 4 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/3 | 235 |
| Unit Type: Infantry; Terminator Armor; Thunder Hammer & Storm Shield (x4); Cyclone Missile Launcher; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 2+/5 | [43] |
| Unit Type: Infantry; Terminator Armor; Power Sword; Storm Bolter; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Troops: Deathwing Terminator Squad (5⁺, 240 pts) | | | | | | | | | | | | |
| Deathwing Terminator Squad | 4 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/3 | 240 |
| Unit Type: Infantry; Terminator Armor; Thunder Hammer & Storm Shield (x4); Cyclone Missile Launcher; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/5 | [48] |
| Unit Type: Infantry; Terminator Armor; Storm Bolter; Chain Fist; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Troops: Deathwing Terminator Squad (5⁺, 240 pts) | | | | | | | | | | | | |
| Deathwing Terminator Squad | 4 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/3 | 240 |
| Unit Type: Infantry; Terminator Armor; Thunder Hammer & Storm Shield (x4); Cyclone Missile Launcher; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/5 | [48] |
| Unit Type: Infantry; Terminator Armor; Storm Bolter; Chain Fist; Deathwing Assault; Fearless | | | | | | | | | | | | |
| Heavy Support: Land Raider Crusader (1⁺, 250 pts) | | | | | | | | | | | | |
| Land Raider Crusader | 1 | Grp: | BS: 4 FA: 14 SA: 14 RA: 14 | | | | | | | | | 250 |
| Unit Type: Vehicle (Tank); Transport Capacity: 16 models; Access Points: 3; Frag Assault Launchers; Multi-melta; Searchlight; Smoke Launchers; 2x Hurricane Bolters; Twin-Linked Assault Cannon; Assault Vehicle; Power of the Machine Spirit | | | | | | | | | | | | |
| Heavy Support: Land Raider (1⁺, 250 pts) | | | | | | | | | | | | |
| Land Raider | 1 | Grp: | BS: 4 FA: 14 SA: 14 RA: 14 | | | | | | | | | 250 |
| Unit Type: Vehicle (Tank); Transport Capacity: 10 models; Access Points: 3; Searchlight; Smoke Launchers; 2x Twin Linked Lascannons; Twin-Linked Heavy Bolter; Assault Vehicle; Power of the Machine Spirit | | | | | | | | | | | | |
| Total Cost: | | | | | | | | | | | | 1840 |

| Option Footnotes | |
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| Special Rules | |
| Assault Vehicle | Models disembarking from any access point may launch an assault on the turn they do so (C:DA, pg. 34). |
| Deathwing Assault | At the beginning of your first turn, you must choose half of your Deathwing Terminator squads to make a Deathwing Assault. Units making a Deathwing Assault arrive on the player's first turn. The arrival of the remaining units held in reserve is rolled for as normal (C:DA, pg. 28). |
| Fearless | Automatically pass all morale tests, conditions apply (p75 WH40K 5E) |
| Independent Character | (See WH40k, pg. 50.) |

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| Power of the Machine Spirit | The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting. See (C:DA, pg. 34 + DA FAQ v1.1). |
| Rites of Battle | If a model with this special rules is on the table then all other Dark Angels units may use his Leadership for Morale, Pinning or Leadership tests, but not Psychic tests (C:DA, pg. 36). |
| Unit Type | |
| Unit Type: Infantry | Unit Type: Infantry (p.54 WH40k) |
| Unit Type: Vehicle (Tank) | Unit Type: Vehicle (Tank) (WH40k, pp. 68-69) |
| Wargear | |
| Deathwing Company Banner | Any Dark Angels unit within 12" may re-roll failed Morale and Pinning tests. All models in the same unit as the Standard Bearer's unit add +1 to their AT. See (C:DA, pg. 43). |
| Frag Assault Launchers | See C:SM, pg. 82. |
| Multi-melta | 24" Range; S8; AP1; Heavy 1; Melta. |
| Narhecium | As long as the Apothecary is alive, all models in his squad have the Feel No Pain USR. |
| Reductor | Allows unit to ignore casualties for Morale test due to shooting. See Codex for details. (C:DA, pg. 25) |
| Searchlight | Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight. |
| Smoke Launchers | Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62). |
| Terminator Armor | 2+ Armor Save, 5+ Invulnerable Save. See (C:DA, pg. 53). |
| Weapons | |
| 2x Hurricane Bolters | Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked. |
| 2x Twin Linked Lascannons | 48" Range; S9; AP2; Heavy 1 Linked |
| Chain Fist | Ignores armour saves, strikes last, doubles strength, 2D6 + strength for AP |
| Cyclone Missile Launcher | Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2. |
| Power Sword | Ignores armour saves in close combat (p42 WH40K 5E) |
| Storm Bolter | 24" Range; S4; AP5; Assault 2 |
| Sword of Silence | Master-crafted Power Weapon (p43 C:DA). |
| Thunder Hammer & Storm Shield | Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens. 3+ Invulnerable Save. |
| Twin-Linked Assault Cannon | 24" Range; S6; AP4; Heavy 4 Rending Linked |
| Twin-Linked Heavy | 36" Range; S5; AP4; Heavy 3 Linked |