DA 1 (Warhammer 40,000 10th Edition) [975pts]

Army Roster (Imperium - Adeptus Astartes - Dark Angels) [975pts]

Rules: *Oath of Moment*

Configuration

Battle Size

Selections: 1. Incursion (1000 Point limit)

Categories: CONFIGURATION

Detachment

Selections: Gladius Task Force

Categories: CONFIGURATION, GRENADES

Abilities: *Combat Doctrines*

Abilities	Description	Ref
Combat Doctrines	At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all Adeptus Astartes units from your army with this ability. You can only select each Combat Doctrine once per battle. DEVASTATOR DOCTRINE This unit is eligible to shoot in a turn in which it Advanced. TACTICAL DOCTRINE This unit is eligible to shoot and declare a charge in a turn in which it Fell Back. ASSAULT DOCTRINE This unit is eligible to declare a charge in a turn in which it Advanced.	

Show/Hide Options

Selections: Agents of the Imperium are visible, Imperial Knights are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

Categories: CONFIGURATION

Epic Hero [105pts]

Azrael [105pts]

Selections: Lion's Wrath, The Sword of Secrets, Warlord

Categories: Character, Epic Hero, Infantry, Grenades, Imperium, Tacticus, Azrael, Faction: Dark Angels, Faction: Adeptus Astartes, Chapter Master, Warlord

Rules: *Anti-, Devastating Wounds, Rapid Fire*

Abilities: *Invulnerable save, Leader, Masterful Tactician, Supreme Grand Master, The Lion Helm,* **Melee Weapons:** *The Sword of Secrets,* **Ranged Weapons:** *Lion's Wrath,* **Unit:** *Azrael*

Abilities	Description	Ref
Invulnerable save	4+	
Leader	This model can be attached to the following units: ■ Assault Intercessor Squad ■ Bladeguard Veteran Squad ■ Hellblaster Squad ■ Infernus Squad ■ Intercessor Squad ■ Sternguard Veteran Squad	
Masterful Tactician	At the start of your Command phase, if this model is on the battlefield, you gain 1CP.	
Supreme Grand Master	While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.	
The Lion Helm	Models in the bearer's unit have a 4+ invulnerable save. In addition, once per battle, at any time, the bearer can summon a Watcher in the Dark. When it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
The Sword of Secrets	Melee	6	2+	6	-4	2	Devastating Wounds	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Lion's Wrath	24"	2	2+	8	-3	2	Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1	

Unit	M	T	SV	W	LD	OC	Ref
Azrael	6"	4	2+	6	6+	1	

Character [85pts]

Apothecary Biologis [85pts]

Selections: Absolver Bolt Pistol, Close Combat Weapon, Fire Discipline [30pts]

Categories: Character, Infantry, Imperium, Gravis, Faction: Adeptus Astartes, Apothecary Biologis

Rules: Leader, Oath of Moment, Pistol

Abilities: Fire Discipline, Leader, Surgical Precision, Vivispectrum, **Melee Weapons:** Close Combat Weapon, **Ranged Weapons:** Absolvor Bolt Pistol, **Unit:** Apothecary Biologis

Abilities	Description	Ref
Fire Discipline	Adeptus Astartes model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.	
Leader	This model can be attached to the following units: ■ Aggressor Squad ■ Eradicator Squad ■ Heavy Intercessor Squad You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.	
Surgical Precision	While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.	
Vivispectrum	If this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, this model has an Objective Control characteristic of 9.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close Combat Weapon	Melee	4	3+	4	0	1		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Absolvor Bolt Pistol	18"	1	3+	5	-1	2	Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Apothecary Biologis	5"	6	3+	5	6+	3	

Infantry [645pts]

Bladeguard Veteran Squad [90pts]

Categories: INFANTRY, GRENADES, IMPERIUM, TACTICUS, BLADEGUARD VETERAN SQUAD, FACTION: ADEPTUS ASTARTES

Rules: *Oath of Moment*

Abilities: *Bladeguard, Invulnerable Save,* **Unit:** *Bladeguard Veteran Squad*

Bladeguard Veteran Sergeant

Selections: Heavy Bolt Pistol, Master-crafted Power Weapon

Rules: *Pistol*

Melee Weapons: *Master-crafted Power Weapon,* **Ranged Weapons:** *Heavy Bolt Pistol*

2x Bladeguard Veterans

Selections: 2x Heavy Bolt Pistol, 2x Master-crafted Power Weapon

Rules: *Pistol*

Melee Weapons: *Master-crafted Power Weapon,* **Ranged Weapons:** *Heavy Bolt Pistol*

Abilities	Description	Ref
Bladeguard	At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase: ■ Swords of the Imperium: Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. ■ Shields of the Imperium: Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.	
Invulnerable Save	4+	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Master-crafted Power Weapon	Melee	4	3+	5	-2	2		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Heavy Bolt Pistol	18"	1	3+	4	-1	1	Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Bladeguard Veteran Squad	6"	4	3+	3	6+	1	

Deathwing Knights [235pts]

Categories: Infantry, Imperium, Faction: Dark Angels, Faction: Adeptus Astartes, Deathwing Knights, Terminator

Rules: *Deep Strike*

Abilities: *Attached Unit, Inner Circle, Invulnerable Save*

4x Deathwing Knight

Selections: 4x Mace of absolution

Melee Weapons: *Mace of absolution*, **Unit:** *Deathwing Knight*

Knight Master

Selections: Flail of the Unforgiven

Melee Weapons: *Flail of the Unforgiven*, **Unit:** *Knight Master*

Abilities	Description	Ref
Attached Unit	If a Character unit from your army with the Leader ability can be attached to a Terminator Squad, it can be attached to this unit instead.	
Inner Circle	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.	
Invulnerable Save	4+	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Flail of the Unforgiven	Melee	5	2+	6	-2	2	Devastating Wounds, Sustained Hits 1	
Mace of absolution	Melee	4	2+	6	-1	3		

Unit	M	T	SV	W	LD	OC	Ref
Deathwing Knight	5"	5	2+	4	6+	1	
Knight Master	5"	5	2+	4	6+	1	

Eradicator Squad [95pts]

Categories: Infantry, Grenades, Imperium, Gravis, Eradicator Squad, Faction: Adeptus Astartes

Rules: *Oath of Moment*

Abilities: *Total Obliteration*, **Unit:** *Eradicator Squad*

2x Eradicator

Selections: 2x Bolt Pistol, 2x Close Combat Weapon, 2x Melta Rifle

Rules: *Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Melta Rifle*

Eradicator Sergeant

Selections: Bolt Pistol, Close Combat Weapon, Melta Rifle

Rules: *Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Melta Rifle*

Abilities	Description	Ref
Total Obliteration	Each time a ranged attack made by a model in this unit targets a Monster or Vehicle model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close Combat Weapon	Melee	3	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bolt Pistol	12"	1	3+	4	0	1	Pistol	
Melta Rifle	18"	1	3+	9	-4	D6	Heavy, Melta 2	

Unit	M	T	SV	W	LD	OC	Ref
Eradicator Squad	5"	6	3+	3	6+	1	

Hellblaster Squad [125pts]

Categories: Infantry, Grenades, Imperium, Faction: Adeptus Astartes, Hellblaster Squad, Tacticus

Rules: Oath of Moment

Abilities: For the Chapter!, **Unit:** Hellblaster Squad

4x Hellblaster

Selections: 4x Bolt Pistol, 4x Close Combat Weapon, 4x Plasma Incinerator

Rules: Assault, Hazardous, Heavy, Pistol

Melee Weapons: Close Combat Weapon, **Ranged Weapons:** Bolt Pistol, ➤ Plasma Incinerator - Standard, ➤ Plasma Incinerator - Supercharge

Hellblaster Sergeant

Selections: Bolt Pistol, Close Combat Weapon, Plasma Incinerator

Rules: Assault, Hazardous, Heavy, Pistol

Melee Weapons: Close Combat Weapon, **Ranged Weapons:** Bolt Pistol, ➤ Plasma Incinerator - Standard, ➤ Plasma Incinerator - Supercharge

Abilities	Description	Ref
For the Chapter!	Each time a model in this unit is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any Hazardous tests taken for that attack are automatically passed.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close Combat Weapon	Melee	3	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bolt Pistol	12"	1	3+	4	0	1	Pistol	
➤ Plasma Incinerator - Standard	24"	2	3+	7	-2	1	Assault, Heavy	
➤ Plasma Incinerator - Supercharge	24"	2	3+	8	-3	2	Assault, Heavy, Hazardous	

Unit	M	T	SV	W	LD	OC	Ref
Hellblaster Squad	6"	4	3+	2	6+	1	

Sternguard Veteran Squad [100pts]

Categories: INFANTRY, GRENADES, IMPERIUM, TACTICUS, STERNGUARD VETERAN SQUAD

Rules: *Oath of Moment*

Abilities: *Sternguard Focus*, **Unit:** *Sternguard Veteran Squad*

Sternguard Veteran Sergeant

    Selections: Close Combat Weapon, Sternguard Bolt Pistol, Sternguard Bolt Rifle

    Rules: *Assault, Devastating Wounds, Heavy, Pistol, Rapid Fire*

    Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Sternguard Bolt Pistol, Sternguard Bolt Rifle*

4x Sternguard Veteran w/Bolt Rifle

    Selections: 4x Close Combat Weapon, 4x Sternguard Bolt Pistol, 4x Sternguard Bolt Rifle

    Rules: *Assault, Devastating Wounds, Heavy, Pistol, Rapid Fire*

    Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Sternguard Bolt Pistol, Sternguard Bolt Rifle*

Abilities	Description	Ref
Sternguard Focus	Each time a model in this unit makes an attack that targets your Oath of Moment Target, re-roll a Wound roll of 1	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close Combat Weapon	Melee	4	3+	4	0	1		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Sternguard Bolt Pistol	12"	1	3+	4	0	1	Devastating Wounds, Pistol	
Sternguard Bolt Rifle	24"	2	3+	4	-1	1	Assault, Devastating Wounds, Heavy, Rapid Fire 1	

Unit	M	T	SV	W	LD	OC	Ref
Sternguard Veteran Squad	6"	4	3+	2	6+	1	

Vehicle [140pts]

Ballistus Dreadnought [140pts]

Selections: Armoured Feet, Ballistus Lascannon, Ballistus Missile Launcher, Twin Storm Bolter

Categories: VEHICLE, WALKER, IMPERIUM, BALLISTUS DREADNOUGHT, FACTION: ADEPTUS ASTARTES

Rules: *Blast, Deadly Demise D3, Oath of Moment, Rapid Fire, Twin-linked*

Abilities: *Ballistus Strike, Damaged: 1-4 Wounds Remaining*, **Melee Weapons:** *Armoured Feet*, **Ranged Weapons:** *Ballistus Lascannon, Twin Storm Bolter, ➤ Ballistus Missile Launcher - Frag, ➤ Ballistus Missile Launcher - Krak*, **Unit:** *Ballistus Dreadnought*

Abilities	Description	Ref
Ballistus Strike	Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.	
Damaged: 1-4 Wounds Remaining	While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Armoured Feet	Melee	5	3+	7	0	1		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Ballistus Lascannon	48"	2	3+	12	-3	D6+1		
Twin Storm Bolter	24"	2	3+	4	0	1	Rapid Fire 2, Twin-linked	
➤ Ballistus Missile Launcher - Frag	48"	2D6	3+	5	0	1	Blast	
➤ Ballistus Missile Launcher - Krak	48"	2	3	10	-2	D6		

Unit	M	T	SV	W	LD	OC	Ref
Ballistus Dreadnought	8"	10	2+	12	6+	4	

Force Rules

Oath of Moment: If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll. ()

Selection Rules

Anti-: Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound. (10th Edition Core Rules p28)

Assault: Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with. (10th Edition Core Rules p25)

Blast: Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit). (10th Edition Core Rules p26)

Deadly Demise D3: Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6"). (10th Edition Core Rules p23)

Deep Strike: During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models. (10th Edition Core Rules p39)

Devastating Wounds: Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved (10th Edition Core Rules p28)

Hazardous: Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, if one or more models attack with Hazardous weapons, then after that unit has resolved all of its attacks, you must take one Hazardous test for each Hazardous weapon that was just used by rolling one D6. For each roll of 1, that test is failed and one model in that unit equipped with a Hazardous weapon is destroyed (selected by the controlling player), unless that model is a Character, Monster or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character model in an Attached unit, the mortal wounds suffered must be allocated to that model first, even if there is another model in that unit that has lost one or more wounds or has had attacks allocated to it this phase. (10th Edition Core Rules p28)

Heavy: Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll. (10th Edition Core Rules p26)

Leader: While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack sucessfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit. (10th Edition Core Rules p39)

Oath of Moment: If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll. ()

Pistol: Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets. (10th Edition Core Rules p25)

Rapid Fire: Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'. (10th Edition Core Rules p25)

Twin-linked: Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll. (10th Edition Core Rules p25)

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