

## TeamHappyAaronAleong (7/10/15 8:17:22 AM) (1830pts)

### Dark Angels: Codex (2015) (Combined Arms Detachment) (729pts)

#### HQ (320pts)

##### Chaplain (120pts)

Auspex (5pts), Bolt Pistol, Crozius Arcanum, Frag and Krak Grenades, Melta Bomb (5pts), Rosarius, Space Marine Bike (20pts)  
*Armourbane, Concussive, Hammer of Wrath, Independent Character, Jink, Relentless, Unwieldy, Zealot*

##### Sammael (200pts)

Iron Halo

*Grim Resolve, Jink, Outflank, Ravenwing, Scout, Skilled Rider, Warlord Trait: Rapid Manoeuvre*

##### Corvex (Jetbike)

Bolt pistol, Frag and Krak Grenades, Raven Sword, Teleport Homer, Twin Linked Storm Bolter

*Eternal Warrior, Fearless, Gets Hot, Hatred (Chaos Space Marines), Hit & Run, Independent Character, Mastercrafted, Swift Vengeance, Twin Linked*

#### Elites (155pts)

##### Ravenwing Command Squad (155pts)

3x Black Knight (120pts), Bolt pistol, Corvus Hammer, Frag and Krak Grenades, Plasma Talon, Ravenwing Apothecary (30pts), Ravenwing Grenade Launcher, Teleport Homer

*And They Shall Know No Fear, Feel No Pain, Gets Hot, Grim Resolve, Hammer of Wrath, Hit & Run, Jink, Outflank, Rad Charge, Rapid Fire, Ravenwing, Relentless, Rending, Scout, Skilled Rider, Stasis Anomaly*

##### Ravenwing Champion (5pts)

Blade of Caliban

*Honour or Death*

#### Troops (114pts)

##### Scout Squad (59pts)

Boltguns, Frag and Krak Grenades, 4x Scouts (44pts), 3x Sniper Rifle (3pts)

*And They Shall Know No Fear, Combat Squads, Grim Resolve, Infiltrate, Move Through Cover, Scout*

##### Scout Sergeant (12pts)

Sniper Rifle (1pts)

##### Scout Squad (55pts)

Frag and Krak Grenades, Scout Sergeant (11pts), 4x Scouts (44pts)

*And They Shall Know No Fear, Combat Squads, Grim Resolve, Infiltrate, Move Through Cover, Scout*

#### Fast Attack (140pts)

##### Ravenwing Bike Squad (140pts)

Bolt pistol, Frag and Krak Grenades, 2x Grav Gun (30pts), 3x Ravenwing Biker (75pts), Teleport Homer, Twin-linked Boltgun

*And They Shall Know No Fear, Combat Squads, Grim Resolve, Hammer of Wrath, Hit & Run, Jink, Outflank, Ravenwing, Relentless, Scout*

##### Ravenwing Sergeant (35pts)

Combi-Grav (10pts)

## Primary Detachment

Primary Detachment

## Space Wolves: Codex (2014) (Company of the Great Wolf Detachment) (1101pts)

### HQ (196pts)

#### Wolf Guard Battle Leader (196pts)

2x Fenrisian Wolf (16pts), Relic: Fellclaw's Teeth (15pts), Thunderwolf (50pts)

*Acute Senses, And They Shall Know No Fear, Counter-attack, Fenrisian Wolves and Cyberwolves, Independent Character, Rending*

#### Runic Armour (65pts)

Frag & Krak Grenades, Power Fist (25pts), Storm Shield (15pts)

### Elites (540pts)

#### Iron Priest (135pts)

Bolter, 2x Cyberwolf (30pts), Frag & Krak Grenades, Runic Armour, Servo-arm, Thunder Hammer, Thunderwolf (50pts)

*Acute Senses, And They Shall Know No Fear, Battlesmith, Counter-attack, Fenrisian Wolves and Cyberwolves, Independent Character, Rending*

#### Iron Priest (135pts)

Bolter, 2x Cyberwolf (30pts), Frag & Krak Grenades, Runic Armour, Servo-arm, Thunder Hammer, Thunderwolf (50pts)

*Acute Senses, And They Shall Know No Fear, Battlesmith, Counter-attack, Fenrisian Wolves and Cyberwolves, Independent Character, Rending*

#### Iron Priest (135pts)

Bolter, 2x Cyberwolf (30pts), Frag & Krak Grenades, Runic Armour, Servo-arm, Thunder Hammer, Thunderwolf (50pts)

*Acute Senses, And They Shall Know No Fear, Battlesmith, Counter-attack, Fenrisian Wolves and Cyberwolves, Independent Character, Rending*

#### Iron Priest (135pts)

Bolter, 2x Cyberwolf (30pts), Frag & Krak Grenades, Runic Armour, Servo-arm, Thunder Hammer, Thunderwolf (50pts)

*Acute Senses, And They Shall Know No Fear, Battlesmith, Counter-attack, Fenrisian Wolves and Cyberwolves, Independent Character, Rending*

### Fast Attack (365pts)

#### Thunderwolf Cavalry (365pts)

Melta Bombs (5pts)

*Acute Senses, And They Shall Know No Fear, Counter-attack*

#### Thunderwolf Cavalry (80pts)

Frag & Krak Grenades, Power Armour, Power Fist (25pts), Storm Shield (15pts), Thunderwolf Mount

*Rending*

#### Thunderwolf Cavalry (80pts)

Frag & Krak Grenades, Power Armour, Power Fist (25pts), Storm Shield (15pts), Thunderwolf Mount

*Rending*

**Thunderwolf Cavalry (65pts)**

Bolt Pistol, Frag &amp; Krak Grenades, Power Armour, Power Fist (25pts), Thunderwolf Mount

*Rending***Thunderwolf Cavalry (80pts)**

Frag &amp; Krak Grenades, Power Armour, Power Fist (25pts), Storm Shield (15pts), Thunderwolf Mount

*Rending***Thunderwolf Cavalry Pack Leader (55pts)**

Bolt Pistol, Frag &amp; Krak Grenades, Power Armour, Storm Shield (15pts), Thunderwolf Mount

*Rending***Profile Summary****Unit**

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Battle Leader (Runic Armour, Thunderwolf)</b>	Cavalry (Character)	5	5	5	5	3	5	4	9	2+/6++	Codex: Space Wolves p56
<b>Chaplain</b>	Bike (Character)	5	4	4	5	2	4	2	10	3+ / 4++	Codex: Dark Angels 6th p30
<b>Cyberwolf</b>	Beast (Character)	4	0	4	5	1	4	3	6	4+	Codex: Space Wolves p77
<b>Fenrisian Wolf</b>	Beast	4	0	4	4	1	4	2	5	6+	Codex: Space Wolves p77
<b>Iron Priest (Thunderwolf)</b>	Cavalry (Character)	4	4	5	5	2	4	3	8	2+/6++	Codex: Space Wolves p62
<b>Ravenwing Apothecary</b>	Bike (Character)	4	4	4	5	1	4	2	9	3+	Codex: Dark Angels 2015 p119
<b>Ravenwing Biker</b>	Bike	4	4	4	5	1	4	1	8	3+	Codex: Dark Angels 2015
<b>Ravenwing Black Knight</b>	Bike	4	4	4	5	1	4	2	9	3+	Codex: Dark Angels 2015 p119
<b>Ravenwing Champion</b>	Bike (Character)	5	4	4	5	1	4	2	9	3+	Codex: Dark Angels 2015 p119
<b>Ravenwing Sergeant</b>	Bike (Character)	4	4	4	5	1	4	1	8	3+	Codex: Dark Angels 2015 p124
<b>Sammael on Corvex</b>	Unique, Jetbike (Character)	6	5	4	5	3	5	3	10	3+/4++	Codex: Dark Angels 6th p58
<b>Scout</b>	Infantry	4	4	4	4	1	4	1	8	4+	Codex: Dark Angels 2015 p110
<b>Scout Sergeant</b>	Infantry (Character)	4	4	4	4	1	4	1	8	4+	Codex: Dark Angels 2015 p111
<b>Thunderwolf Cavalry (Company of the Great Wolf Detachment)</b>	Cavalry	5	4	5	5	2	4	4	9	3+	Codex: Space Wolves p76
<b>Thunderwolf Cavalry Pack Leader (Company of the Great Wolf Detachment)</b>	Cavalry (Character)	5	4	5	5	2	4	4	9	3+	Codex: Space Wolves p76

**Wargear Item**

Name	Description	Ref
<b>Auspex</b>	Forgo shooting to make an enemy unit within 12" reduce it's cover save by 1 until the end of the phase.	Codex: Dark Angels 2015 p151
<b>Fellclaw's Teeth</b>	Bearer re-rolls all failed To Hit rolls in close combat.	Champions of Fenris
<b>Iron Halo</b>	Confers a 4++	

<b>Power Armour</b>	3+ Armour Sv	Codex: Space Wolves p99
<b>Rosarius</b>	Confers 4++	Codex: Dark Angels 2015 p153
<b>Runic Armour</b>	2+ Armour Sv, 6+ Invul Sv	Codex: Space Wolves p99
<b>Space Marine Bike</b>	Change unit type to Bike, and gives +1 to Toughness. Has built-in Twinlinked Bolter.	Codex: Dark Angels 6th p64
<b>Storm Shield</b>	Energy field generator. 3+ Invul Sv. Cannot claim +1 A for having two close combat weapons in Assault.	Codex: Space Wolves p98
<b>Teleport Homer</b>	Friendly Terminators do not scatter when placed within 6", model must have started the turn on the board	Codex: Dark Angels 2015 p153
<b>Thunderwolf Mount</b>	Unit type Cavalry, +1S, +1T, +1A, Rending in close combat. (Bonuses are already included in stats of models that have a Thunderwolf mount as part of their standard wargear)	Codex: Space Wolves p98

## Weapon

Name	Range	Strength	AP	Type	Ref
<b>Blade of Caliban</b>	-	+1	3	Melee	Codex: Dark Angels 6th p62
<b>Bolt Pistol</b>	12"	4	5	Pistol	BRB 2014 p176
<b>Bolter</b>	24	4	5	Rapid Fire	Codex: Space Wolves
<b>Boltgun</b>	24"	4	5	Rapid Fire	BRB 2014 p176
<b>Combi-Grav</b>			2		
<b>Corvus Hammer</b>	-	+1	-	Melee, Rending	Codex: Dark Angels 2015 p150
<b>Crozius Arcanum</b>	-	+2	4	Melee, Concussive	Codex: Dark Angels 2015 p150
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB 2014 p180
<b>Grenades (Frag)</b>	8"	3	-	Assault 1, 3" Blast	Codex: Space Wolves
<b>Grenades (Krak)</b>	8"	6	4	Assault 1	Codex: Space Wolves
<b>Krak Grenades</b>	8" (thrown)/-(Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB 2014 p181
<b>Melta Bomb</b>	-	8	1	Armourbane, Unwieldy, Against Vehicles and MCs only	BRB 2014 p181
<b>Plasma Cannon</b>	36"	7	2	Heavy 1, Blast, Gets Hot	BRB 2014 p177
<b>Plasma Talon</b>	18"	7	2	Rapid Fire, Gets Hot, Twin Linked	Codex: Dark Angels 2015 p150
<b>Power Fist</b>	-	x2	2	Melee, Specialist Weapon, Unwieldy	Warhammer 40k rulebook
<b>Raven Sword</b>	-	User	2	Melee, Master Crafted	Codex: Dark Angels 6th p59
<b>Ravenwing Grenade Launcher (Frag)</b>	24"	3	6	Rapid Fire, Blast	Codex: Dark Angels 2015 p150
<b>Ravenwing Grenade Launcher (Krak)</b>	24"	6	4	Rapid Fire	Codex: Dark Angels 2015 p150
<b>Ravenwing Grenade Launcher (Rad)</b>	12"	3	-	Assault 1, Blast, Rad Poisoning	Codex: Dark Angels 2015 p150
<b>Ravenwing Grenade Launcher (Stasis)</b>	12"	3	-	Assault 1, Blast, Stasis Anomaly	Codex: Dark Angels 2015 p150
<b>Servo-arm</b>	-	x2	1	Melee, Specialist Weapon, Unwieldy	Codex: Space Wolves
<b>Sniper Rifle</b>	36"	X	6	Heavy 1, Sniper	

<b>Storm Bolter</b>	24"	4	5	Assault 2	BRB 2014 p176
<b>Thunder Hammer</b>	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy	Codex: Space Wolves

## Roster Rules

**First Among Equals (Company of the Great Wolf Detachment):** All Wolf Guard Battle Leaders, Wolf Guard Pack Leaders, Wolf Guard Terminator Leaders and Thunderwolf Cavalry Pack Leaders that are part of a Detachment or Formation presented in this book have the Preferred Enemy (characters) special rule when fighting in a challenge. (Champions of Fenris)

**Grimnar's Right Hand (Company of the Great Wolf Detachment):** If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Champions of Fenris Warlord Traits Table. (Champions of Fenris)

**Kingsguard (Company of the Great Wolf Detachment):** The following models have +1 WS on their profile when chosen as part of this Detachment:

- Wolf Guard
- Wolf Guard Pack Leader
- Wolf Guard Terminator
- Wolf Guard Terminator Leader
- Thunderwolf Cavalry
- Thunderwolf Cavalry Pack Leader (Champions of Fenris)

**Sagaborn (Company of the Great Wolf Detachment):** Characters that are part of a Detachment or Formation presented in this book must always issue and accept a challenge whenever possible. If you have several models in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. (Champions of Fenris)

## Selection Rules

**Acute Senses:** If a unit contains at least one model with this special rule, and that unit arrives on a random table edge (due to Outflank, or other special rules), then you can re-roll to see which table edge they arrive from. (Warhammer 40k rulebook)

**And They Shall Know No Fear:** Automatically regroups, can act normally on the turn it regroups. Not killed by Sweeping Advances. Immune to effects of Fear. (BRB 2014 p157)

**Armourbane:** Roll an additional D6 for armor penetration against vehicles only. (BRB 2014 p157)

**Battlesmith:** In each of your Shooting phases, instead of firing his weapons, an Iron Priest can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add +1 for each Servitor with a servo-arm in his unit. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately. (Codex: Space Wolves p62)

**Combat Squads:** A 10-man unit with this rule can break down into two 5-man units.

You must decide which units are splitting into combat squads, and which models go into which combat squad BEFORE deployment, for all purposes they are considered to be two separate units.

Note: two combat squads split from the same unit may share transport space in the same transport vehicle.

Ravenwing Bike Squads are at full strength with seven models and may split into three combat squads: two units of three models and a single Attack Bike (Codex: Dark Angels 2015 p148)

**Concussive:** A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase. (BRB 2014 p163)

**Counter-attack:** If a unit contains at least one model with this special rule, and that unit is charged, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase.

If, when charged, the unit was already locked in combat, the Counter-attack special rule has no effect. (Warhammer 40k rulebook)

**Eternal Warrior:** Immune to Instant Death (BRB p35)

**Fearless:** Automatically pass all Pinning-, Fear and Regroup tests and Morale checks. Cannot go to ground or use the "Our Weapons Are Useless" rule. (BRB 2014 p163)

**Feel No Pain:** Ignore unsaved wounds on a 5+, treat it as saved wound. Does not work against Destroyer or Instant Death. (BRB 2014 p164)

**Fenrisian Wolves and Cyberwolves:** (Codex: Space Wolves)

**Gets Hot:** Each roll of 1 To Hit causes a Wound to the firing model (armor and invulnerable saves may be taken but the Wound cannot be allocated to any other model.) Vehicles instead have a 50% chance to take a glancing hit. Blast weapons instead roll a D6 before firing; upon rolling a 1 they take the hit described above instead of firing. (BRB 2014 p164)

**Grim Resolve:** A model with this rule has Stubborn and therefore ignores negative Leadership modifiers. In addition they may never choose to fail a morale check. Allows overwatch to be resolved at BS2. (Codex: Dark Angels 2015 p148)

**Hammer of Wrath:** On the turn this unit charges into combat they get an Initiative 10 automatic hit at their unmodified Strength for each model with this rule. (BRB 2014 p165)

**Hatred (Chaos Space Marines):** Reroll all misses in the first round of each close combat.

**Hit & Run:** Take an Initiative test at the end of the assault phase, if successful choose a direction and roll 3D6, move that far ignoring all models in base contact. If this would take you within 1" of another unit, stop 1" away. Ignore Difficult Terrain, but make Dangerous Terrain tests normally. Enemy units left makes an immediate D6" consolidation. (BRB 2014 p165)

**Honour or Death:** Must issue or accept challenges.

**Independent Character:** Independent Characters can join and leave other units that do not contain vehicles or Monstrous Creatures. Independent Characters may join with other Independent Characters to form a powerful multi-character unit.

An Independent Character counts as having joined a unit if he ends his move within 2" of them, if he is within 2" of more than one unit you must declare which unit he is joining.

An Independent Character may leave his unit and join another one in the same movement phase, but he may not join a unit in any other phase. An Independent Character cannot join or leave a unit that is locked in combat or falling back, he also may not leave a unit that has gone to ground.

Look out Sir is taken on a 2+.

If a unit with an Independent Character in it has fallen to below 25% strength they test as if they had 25% remaining.

When an Independent Character joins a unit he loses all special rules that the unit does not have unless the rule says it applies to the unit (e.g. Stubborn) and vice versa.

If the unit is suffering from ongoing effects (eg blind, soul blaze) and the Independent Character leaves the unit, he is still suffering from those effects as well, but they do not transfer to a new unit he joins. (BRB 2014 p166)

**Infiltrate:** Deployed after all other units anywhere > 12" away from enemy and outside their line of sight, or > 18" away within LoS. Cannot charge in first turn after deploying this way. Also has Outflank. (BRB 2014 p167)

**Jink:** When a unit with any models with the Jink special rule is selected as a target for a shooting attack, you may declare that it will Jink. The decision must be made before any To Hit rolls have been made. If the unit Jinks, all models in the unit with this special rule gain a 4 + cover save until the start of their next Movement phase, but they can only fire Snap Shots until the end of their next turn. (BRB 2014)

**Mastercrafted:** May re-roll one hit per subphase (BRB 2014)

**Move Through Cover:** Roll an extra dice for determining distance traveled through cover (still take highest) and automatically pass dangerous terrain tests (BRB 2014 p168)

**Outflank:** When this unit arrives from reserves roll a die. On a 1 or 2 it comes in on your left, on a 3 or 4 it comes in on your right and on a 5 or 6 you choose right or left. (BRB 2014 p168)

**Rad Charge:** On a to-wound roll of 6, two wounds are caused independent from the targets toughness. (Codex: Dark Angels 2015 p150)

**Rapid Fire:** Has one extra attack while in/below half range. (BRB 2014 p42)

**Ravenwing:** Reroll failed cover saves when jinking. (Codex: Dark Angels 2015 p148)

**Relentless:** Counts as stationary for firing Heavy, Salvo, or Ordnance weapons. May charge after firing any type of weapon. (BRB 2014 p170)

**Rending:** Rolls of 6 to wound always wound at AP2, regardless of target's toughness. Rolls of 6 to penetrate vehicle armor add D3 to the penetration. (BRB 2014 p170)

**Scout:** After all deployment but before first turn a unit with this rule may redeploy. If it is Infantry, Artillery, Walker or a Monstrous Creature it may redeploy anywhere within 6", all other unit types may redeploy anywhere within 12", and all must remain 12" away from enemy units.

Any unit that redeploy with this rule may not charge on the first turn.

If held in reserve, the unit gains Outflank. (BRB 2014 p171)

**Skilled Rider:** Automatically passes Dangerous Terrain and receives +1 to Jink saves (BRB 2014 p171)

**Stasis Anomaly:** Every model of a unit hit by one or more weapons with this special rule suffers a -1 penalty to their Weapon Skill and Initiative, to a minimum of 1, until the end of the turn. (Codex: Dark Angels p150)

**Swift Vengeance:** Sammael may fire up to two weapons.

**Twin Linked:** Reroll failed to-hit. Blast weapons may reroll all scatter die. Templates reroll to-wound. (BRB 2014 p169)

**Unwieldy:** A model attacking with this weapon Piles In and fights at Initiative step 1, unless it is a Monstrous Creature or a Walker. (BRB 2014 p174)

**Warlord Trait: Rapid Manoeuvre:** Your Warlord, and any unit he joins, can either roll 2 dice when they run, using the highest roll, or can add D6" to any Turbo-boost they make (or Flat Out move, in the case of Master Sammael on his Land Speeder). (Codex: Dark Angels 6th p58)

**Zealot:** Unit this Character is joined to has Fearless and Hatred (Everything) (BRB 2014 p174)

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