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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kroot Shaper	5"	2+	5	5	6	3	10	2+	

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Catafractii Terminator	4"	3+	3+	4	4	2	2	8	2+
Catafractii Sergeant	4"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Catafractii Sergeant and 4 Catafractii Terminators. It can include up to 5 additional Catafractii Terminators (Power Rating +12).

- Each Catafractii Sergeant is armed with a combi-bolter and power sword.
- Each Catafractii Terminator is armed with a combi-bolter and power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	12"	Assault	4	-1	1	
Grenade launcher	12"	Assault	4	-1	1	
Heavy flamer	8"	Heavy	5	-1	1	This weapon automatically hits its target.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	Uter	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fails it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	Uter	-3	1	

**WARHAMMER OPTIONS**

- For every five models in the unit, one Catafractii Terminator may replace his combi-bolter with a heavy flamer.
- Any model may replace his combi-bolter with a lightning claw.
- Any Catafractii Terminator may replace his power fist with a chainfist or a lightning claw.
- The Catafractii Sergeant may replace his power sword with a chainfist, a power fist or a lightning claw.
- The Catafractii Sergeant may take a grenade haversack.



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Imotekh the Stormlord	5"	2+	5	5	6	3	10	2+	

Imotekh the Stormlord is a single model, armed with the Staff of the Destroyer and a gauntlet of fire. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlet of fire	8"	Assault	4	0	1	This weapon automatically hits its target.
Staff of the Destroyer (shooting)	18"	Assault	3	-3	2	
Staff of the Destroyer (melee)	Melee	Melee	+1	-3	2	

**ABILITIES**

**Living Metal (pg 82)** My Will Be Done: At the beginning of your turn, choose a friendly NECRONS INFANTRY unit within 6" of Imotekh the Stormlord. Add 1 to Advance, charge and hit rolls for that unit until the beginning of your next turn. A unit can only be chosen as the target of this ability once in each turn.

**Pharon of the Sautekh Dynasty:** Imotekh the Stormlord can use his My Will Be Done ability twice a turn, but only if you choose friendly SAUTEXH INFANTRY units to be affected by both times.

**Lord of the Storm:** Once per battle, in your shooting phase, Imotekh can call the storm: pick an enemy unit within 48" of Imotekh, other than a CHARACTER, and roll a D6. On a 2+ that unit suffers that many mortal wounds. Then roll a D6 for each enemy unit within 6" of that unit; on a 6 the unit being rolled for suffers D3 mortal wounds.

**Bloodswarm Necrosarchae:** You can re-roll hit rolls of 1 for friendly units of SAUTEXH FLYING ONES that are within 12" of Imotekh the Stormlord.

**Grand Strategist:** If your army is battle formed, you receive 1 additional Command Point if Imotekh the Stormlord is your Warlord.

**Undying:** Imotekh the Stormlord regains D3 lost wounds at the beginning of your turn, rather than 1, from his Living Metal ability.

**Storm Shifter:** Imotekh the Stormlord has a 4+ invulnerable save.

**FACTION KEYWORDS** NECRONS, SAUTEXH  
**KEYWORDS** CHARACTER, INFANTRY, OVERLORD, IMOTEKH THE STORMLORD

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However, he is not very expensive at the age of 128 with his heavy Bolter. This means that the production of his damage - although it is still absolutely respectable, is not for what he really is. It is short to 18 years, but it is heavy D3, forms 10, ap-3, 3 damages. As he has the master of the Lord of the Lord of War, he also provides a re-rolling and advanced movements for him and the dark angels within 6 a A, which is to remove these accusations of reserve for death units. In addition, like most named libraries, he receives 2 denies which attempts instead of just 1, which is quite a great deal. All the most difficult to destroy. Now, to the deathwing, which is not even real options for cheap units, with ravewing you have. For most extent, their innate resistance and a potential of -1 to reach a Darkshroud make it seriously diffined. Personally, I prefer Land Raider Crusader, as I found that in the present goal, many exhibitions are not the tools to deal with it. This gentleman, or some of them, close to Asmodai and possibly Azrael and/or a lieutenant, creates a unpleasant character bomb that can be delivered through a height, for example, in the enemy backfield and causes damage. All of them are based on the black knight model, equipped with a plasma, 18-year-old Plasma), but with the standard rules for an ancient, old and champion. Situational: This is a Codex entrance that can not go through competitively for its own rites, but can be effective in a creative list, such as meta-bolter or in a combination or specific scenario where he rises in power to potentially very high forms, but otherwise will not be seen with great frequency. For the points, this is a loud unit that is a threatening to a wide variety of targets that you are in the current goal in this editing. With 136 points, also is not cheap. It is not a bad, and any option is a very serious choice. This can overload the 8, 3 damage and, of course, with Dark age, rises to 4 damage. He still shakes the Raven Sword, but with a cannon of assault and a heavy bolter, which is in his sorts BS2+ and obviously re-rolling the missions. Often, you will take you anyway, while he slips many of his characters a little high of being a body unit in a preliminary man. They can be it if you prepare to use them specifically, but because they are a little expensive and not always effective in the current goal. Azrael is a home run unit and you see in the most competitive exhibits of Dark Angels outside of those that are focusing on ravewing or deathwing constructions. The vain deathwing units share some similarities regarding the strengths and weaknesses. However, due to your flexibility, you can really do whatever you want with them. However, despite the powerful nature of your weapon, because it is heavy (which means -1 reaching if you move) and one such a degree, you can not see a long time for play. Situational. The Sword of Secrets is +2 of for, damage AP-3, D3 and causes a deadly wound, high of normal damage in a 6+ wound roll. They "re-remembered" normal "terminators in other aspects, but they can mix trovon hammers and claws of illuminations with tactic terminator options so you can have storm shields, along with the launch BYCLONE MEWORKS AND THE OPTION OF A PLASMA BEAN TANKS ALSO. When they arrive, you can use the Fortress of Shields Strat, in addition to another buff, such as aversion in Enemy unit, to make them extremely differing to kill. You can also load the long pump with it using the speed of the raven Strat to move its 14 aference (with a re-roller if your war lord) and then shoot normally and carry to raise a unity in a goal or achieve a enemy, etc. It usually does not access an invulnerable defense, making them much more likely to be benefited with their vaults polishing auras. How does it also The word -chave deathwing, anything that propels them also works in it, like Ancient's +1 attack fan. But to be fair, the Strat is quite a, as it allows you to deal with D3 deadly wounds instead of normal shooting, which helps a lot to deal with diffancy units like Magnus, but also to end a unit that does not A lot of previous attacks died. Alternatively, you can go with Catafractii armor or tartar opening different Wargear Options, the best of which, in my mind, is catafractii with a storm claw and a claw of illuminance. Keep reading to know what they are off in the second part of this 8th Ed Codex review. All of them with a plasma rod and can take a hammer of Corvus, which is a +1, AP-1, 1 damage to melee weapons that cause damage to D3 in a 6+ to hurt. The interrogator chaplain is an interesting unit. When positioned well, they can go into just about anything and hit the head. Most models units with one -2 to hit it and considering that it is a model is usually not capable of bringing their whole attacks of unity so that they support it, which means they are not They do a lot of damage and it can simply disrupt your way and hold them for a while. However, this is not so bad and it combines extremely well with Azrael for a very powerful layer of buff for vain units nearby. Ezequiel is a pysker who wants to be in the lines with melee troops, leaning for enemy units, interrupting his psycho powers and reinforcing his allies. Ezequiel, Library -Chief of Dark Angels, is a loud choice for your psenic support. He honors the chapter is beginning to be used in them, as well as the chapter's disgust. Their champions also has a Caliban wool as the champion of the pages and, as such, takes a little heat in combat. This is all he does. lol. That would be incredible if the number of shots were not so random. It combines especially well with Sammael, as they can rock rock with other Ravewing units, giving them re-rolls to hit and 1 to hurt, which these two lay some heavy firepower, protected from most counterattacks. In addition, if you perform the dark angels, it gives them a combined to be hit, which makes them cookies very differing. It is the real limitation is the fact that they are limited to a unit of 5. efficient. They are expensive, affected with force, but must be played very carefully to be effective. I recommend giving him the heel packet pattern kit/Thunder Hammer/Storm Shield, unless you want to balance the Craça Da Redenção wool, in this case, he is quite strong, especially with the update of Deathwing and a nearby banner. And remember, the frontline gaming sells products to discount games, every day on your webcart! He has 5 basic wounds, 3 attacks and a powerful melee weapon, the claiaban halbred, which gives him attacks 7, AP-4, d3. If you have some close reversers, you can also stack an additional targets for some disabling debuffs. He has the taps statistics of chaplating interrogator, but he also has the additional beneficial of an attack of +1 for dark angels in 6- and the fan of the lord of the lord of the lord Increase of +1 forms to the dark angels at the agers when it charges. It is accused of a heroically interval. He is really incredibly well rounded. The reasons for which this is cool is that many of the very powerful psenic powers of Dark Angels depend on the characteristic of enemy leadership. Ravewing Darkshroud is a fantastic unit and you see most of the Dark Angels lists. Its formerly has the +1 attack bá 'as the old Deathwing, but by Ravewing. They worked better for me in a stupid or rhino, along with a handful of characters of your choice. This that, within 12, à € 24, 24 Bolter shots reaching 2 of 2 years, even if it moves! Not bad. This is a good impulse as in my opinion, if you They must execute a unit of a mother size. Therefore, if shooting units like Hellbalsters or devastating, for example, this gentleman makes them much more deadly. Not bad, lol! It also comes with the reasons, which is a lobby, ap 0, d6 danacks. Dark reapers and a line of gun from Bobby G being remarkable exceptions, but the reapers need to focus a lot in it to make it. Similarly, it can enter a large unit of models that have been hit by aversion while equipped with the shroud of the hers. The other models are base attacks 2, so they are not only good in the shooting phase, but also in the robbery phase. If you need to be, in EMON 6, AP-3, it is probable that occurs. The true beneficial of these gentlemen, por, is that no -1 reaches. Nephilim Jetfighter is another really cool pamphlet. It is a sudden combination. The very similar ravewing units of the deathwing of Varia ways. He shakes in a jibjike or his earthly speaker, Sableclaw. It can clean the cloth, assume heavy targets I found that the best way to touch it is rear with the shooting units, crouched the possible possible of Los, making their devastating, hellblass, predators, etc. While the chaplains in this edition are widely inspected, the Chaplain specifically in the army of Dark Angels breaks this general definition. The other big big With him, he's getting stuck in combat and unable to shoot, however, with the intratable Strat, I think it's not bad. Nothing bad. If you are throwing out of sustainable morals, which is most of those highly of those with some kind of fearless rule, involving fear combined with it causes many low morals. In one extent without death: efficient, in a death of death: competitive. No. But you can give everyone a 4 + + while moving 20+D6 - and is still very cool. In all, this is an excellent unit. They follow exactly the same guidelines as with Deathwing. Efficient, is a Codex entry that can remain through a corresponding reproduction list, but works better when it suits other units or on specific situations to become very powerful, but neither They can always be seen. He has a heavy Bolter that you can exchange for an assault on the assault, but you really want this gentleman as far as possible in the enemy shot, of hidden preference, if possible. This is basically a rolling banner effect without using a rolling slot, although it is more expensive. And if you want to buy any of the items shown in this article, you can do so through the frontline gaming web store with discount every day and we offer free shipping on orders over \$ 99 in the continental US! Competitive: This is a Codex entry (unit, stratagem etc.) that has no place in essentially any character list created with this facility, regardless of unit options or the source of an effect of significant force multiplication for other units. Cursed son. You can knock them down with Belial and possibly a lieutenant, open twice with Storm Bolters using Deathwing Assault Stratagem, for a total of 80 re-rolling hits and 1 kicks to hurt and just tear the units of screen. So, even with the old boosting Attacks, they have difficulties with some of the units really differing in the game. He is around the large HQ for an extent of Dark Angels. He also received the keyword from the fly, a plasma cannibal, the Bolter Twin Storm (yes, you read it right, Rapid Fire 4!) And the Raven Sword, which is the +1, AP-3, 2 damage. The old chapter directs 85pts, much more expensive than the old pattern, but especially when combined with a shadowy determination means that when the banner triggers, you have a 97% chance of hitting without negative modifiers. Now is this the best unit by Aa? Overall, he may not have a place in all lists, but if you build it for him, he is incredible. Codex: Dark Angels contain a wealth of antecedents and rules - the definitive book for Dark Angels collectors. For 150 points, he is a selection of a loud choice of deathwing for that sweet re-rolling aura, and he is a healthy fighter in melee, so much special rules of him. He also, obviously, deathwing and, as such, can build the dispinable benefits. The children of the lemon is returning to the stage of the 40k universe. It also comes to stock with the brilliant characteristic of the Strategist War Lord (the best, immo) and has a 4 + + aura for infantry models and motorcyclist of Dark Angels within 6 a, "for his. Mantá? Equipped to do, you have a storm shield and a sword or maul and you can choose to offend or defend a point of command spent to give him the guard you want, depending on the circumstances of the game. Trefination, involving fear and mind clean particularly, is significantly improved by this. -1 To hit the shooting phase. In his jet, he has some statistics with resistant 6, 6 wounds and 5 attacks. He has a double heavy bolter, 2 blacks of black mothers (heavy 1, force AP-3, 2 Damage) and a Mega Bolter Vinger (Heavy 10, Forge 6, AP-1, 1 Damage). I bring this just to some of the cool things you can do with him in a Dark Angels. His disadvantage is that he will be. These are essentially Thunder Hammer Stormshield finishers who are not one -1 to reach their weapons, and Sarge has a waterproof mangrove, which is quite poor, because the damage caused 1 Model to Model as at age age, that is, with one injured, he can kill two models, Ravewing Talonmaster is a very cool unit, Enemies Psykers. In his land, he is a little more expensive at 216, but has a movement of 16 years and 7 wounds. His special aura, por, gives the dark angels within 6 of that who die in the fighting phase a pile and the last attack in melee before being removed as a vamin. You can also give him the word -chave deathwing by 1 cp using the internal scrou str to considerably increase his attack. The reasons are that they receive a 4 + +, the fantastic weight of the storm's Bolter fire and a more rounded and cheaper gun in the lightning claw over the power fist. Supported by the old one, this guy beats like a captain and some more. Aura of dread lowers the enemy leadership in 1 if they are within 6 a. And, as the Deathwing listed above, they love the old one for the attack of Bã Nus and Asmodai also, but potentially 4 attacks, each. The veterans of the company are similar to a command squad in a spatial marine spatial and many of the same strengths and weaknesses. If you make Him your Lord of the war and give you a brilliant stratagem, you also receive a re-rolling grain once per game. Again, it is not bad. It also has a complete re-rolling for Dark Angels, a 2+ armor rescue and some slippery weapons. Upon now, it has been a rare game that they have not had a big impact. On the one hand, it has masters of more 6 wounds about the typical 5. Especially melee deathwing characters start taking wounds and the ability to take them to you more turns to hit your opponent on the head with the head They with their weapons. Not bad for a pistol! The traitor's Bane is the +1, AP-3, D3, D3 of +1 damage vs. The Dark Angels Ancient chapter is notable because your banner has the 4+ pattern to throw or drill again before you die that the tanker spatial Marines, but also the additional beneficio of giving them a WS and BS of 2+ when they do this. This guy is a major and, since you have some deathwing unit (which are many of your characters), it is and does well for its own. I like them to start them near Azrael and a Darkshroud for the 4 + + and -1 to hit the buffs. Again, por, it is taking them that it is the challenge. I thought this is very strong when you need to look at an enemy -chav unit, such as a shadow sword, magnus, celestina, etc. For laughs, he has the wool of the crash of the cage and he becomes quite scary in melee. In addition, they can also take the chain swords to the extra melee attack. It comes with 2 hurricane bolters, a screwie pump and stasis pump to the 160 pts base. What I think he does for the best is to release the rest of his extent to focus on other types of goals, while he will give him a little compensation for effective mothers. By the contrary of most libraries, it also has an unusual jump and a 4 + + in it! Finally, he packs a special screw pistol and a Forãon Sword. Belial has pattern-ending statistics, a re-rolled 1 aura for the Dark Angels and a re-rolling aura for the deathwing to 6. Forã +1, AP-3, 2 damage and he will have him injured in a 2+ unless he is segmented to visit a venue. 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or they die. Play in a dark for -1 to reach and a triffle of very impressive support units for a ravenwing expert. They do not always go into action, but they can be very powerful when they do. Obviously, the excellent Ancient Deathwing helps tremendously not only for the +1 attack for the Deathwing aura, but also because this unit is good due to a storm, equipped with a storm and thunder shield with 5 wounds and 3 base attacks (driven 4 for its own ls of course). Although it is not a unit that you will see in all lists, it is surprisingly good for cheap it is. Scout Scout Still most attractive to me, because so many Dakka, but a ravenwing unit with plasma can do some work. Overall, Sammael is a fantastic choice, especially to run around Ravenwing units, such as black knights, earth spectators, Talon masters, their leaflets, etc. All of them will be the special rule of Jink, giving -les a 4 ++ vs. A wide variety of options, being able to take combat shields, storm shields, special weapons, pistols, agreed guns, melee weapons, a heavy weapon, etc. In general, the extent of the dark angels, it is probably a pass, like Azrael is simply superior. At 175 points, he is a little expensive, but not at all reasonable for the firepower you receive. They vain beaten the rane of the screen units, however. You can change Avenger's Mega Bolter for a Lascannon Gã®Meo, but for me you want the weight of the fire to keep it multifunctional. Dark Angels got a lot of what used to be Space Marine, only units such as pursuing and cateching tanks, catafractii armor, etc. However, I like to manage a large unit of 10 of them to maximize the impact of the speed of the crow, honor the chapter, weapons of the dark age, repugnous justion, etc. Finally, he gives him a point of command of Bã`Nus if he is his Lord of war. The attack bicycle is quite medium, but it is good to fill rapid attack slots in a brigade. He interprets the defense and supports things that would normally drag him like a fly that can be fundamental to contain these great threats. He has the same chassis as Darkshoud, and the same option for a heavy Bolter or a assault, but also has the plasma storm battery. It has a rather standard library status lines, but with an extra wound. In addition, as he is deathwing, you can combine it with the buff in +2 attacks that can seriously increase their main units of damage. You will want to use in them. For this reason, you often want to focus on a great great Ravenwing, typically black knights, to obtain the mother benefit of this and other stratagems, psan powers, etc. etc.

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