

DISCLAIMER

Here are the results for the most cost-effective anti-tank options in the Dark Angels' arsenal. Some liberties were taken to avoid a work of an entire week:

1. I've scoured the Indexes and Codexes for <VEHICLE> and <MONSTER> keywords, as these are the prime targets for AT weaponry. After that, I've numbered their frequency and determined the categories to calculate. T5 3+ was left out because there are no significant number of vehicles/monsters with this profile, for example. I also chose specific categories that sport few but frequently used units (like Riptides in the T7 2+ /3++ bracket).
2. I've scoured the entire Dark Angels' roster (in Battlescribe) for units that sport at least a S7 weapon, as this is the bare minimum Strength I believe that could be called *anti-tank*. Some stuff was set aside because they're not used chiefly for anti-tank business. Second, only S5 + non-tradeable weapons were considered in the calculations (i.e. Redeptor Dreadnought's chaingun). Some exceptions may show up.
3. Everything is considered to be standing still (except Flyers). All weapons are considered to be inside their optimal distance (Melta and Rapid Fire within half-range, C-Beam between 24" and 48", etc.). All number of shots and damage are considered to be average (i.e. d6 = 3, 2d3 = 4). All Plasma weapons are overcharging (if they have that option) and with the Weapons of the Dark Age stratagem applied (reduce Damage by 1 if you don't want its effect). Melta damage was considered to be 3,5 (average of re-roll damage). Expendable weaponry/upgrades (like Cherubs and Hunter-Killer Missiles) weren't considered.
4. Fully automated! The black columns have values that alter the results (if you see an 'x', refer to the hidden lines above that line) (BS/WS 2+ = 0,83; BS 3+ = 0,67; BS 4+ = 0,5). There are hidden lines with weapon calculations for units with different weapons. I plan on also doing anti-infantry and anti-air lists in the future.
5. Didn't factor in -1 to hit from specific enemies, Heavy weapons and moving, -1 to hit non-Fly enemies, etc. Also, I'm not considering things like range, defenses, wounds, move, supporting units – just pure firepower. Some of them will have pretty close results and those secondary benefits will certainly weight in your choice.
6. All units are calculated with their minimum optimal unit size but maximum AT weapons. Maximum points per unit: 400 points. Melee units will buy Storm Shields/Combat Shields if possible.
7. Only the first bracket where a weapon is shown in this report will have its extensive name, in case you don't know what the 'CML' word is in the T7 3+ bracket (tip: T5 4+ will have many of them).
8. Deathstorm Drop Pod was complicated to calculate (as it fires against any enemy units within 18"), so I didn't factor it.
9. Formulae:

$$PPD = \frac{\{[(Nm * Sk)^1] * (Tw)^1 * (Is) * (Dm)\}}{Pt}$$

PPD = Points per damage, the main comparison number in this exercise

Nm = Number of shots/attacks per weapon

Sk = Ballistic/Weapon skill of unit

Tw = Target number to successfully wound the enemy unit

Is = Inverse Save (to keep calculations positive correlated). It only exists if the enemy has sufficient protection (or is just an '1')

Dm = Weapon Damage

Pt = Unit cost in points

¹ (*1,17) to represent re-roll of 1s. Delete it from the cells if you want to consider the unit to have moved.

-----START RANGED ANTI-TANK-----

T5 4+ (ex: TX4 Piranha)

- [9,33] Company Veterans 1x Plasmagun + 1x Combi-plasma (13,99 no WotDA)
- [9,36] Inceptor Squad 6x Plasma Exterminator (14,04 no WotDA)
- [10,47] Hellblasters 5x Plasma Incinerator (15,71 no WotDA)
- [11,11] Hellblasters 5x Assault Plasma Incinerator (16,66 no WotDA)
- [11,12] Devastators 4x Plasma Cannon (16,67 no WotDA)
- [12,83] Relic Deredeo Dreadnought 1x Hellfire Plasma Carronade + 1x Twin Heavy Bolter (16,39 no WotDA)
- [12,90] RW Bike Squad 2x Plasmagun + 1x Combi-Plasma (19,36 no WotDA)
- [14,30] Relic Leviathan Dreadnought 2x Storm Cannon Array
- [14,54] Rapier Carrier 1x Quad Launcher
- [14,60] Black Knights 3x Plasma Talon (21,90 no WotDA)

T5 4+/5++ (ex: Raider)

- [13,92] Veterans 4x PG + 1x C-PG (20,89 no WotDA)
- [13,97] Inceptor Squad 6x PE (20,96 no WotDA)
- [15,63] Hellblasters 5x PI (23,44 no WotDA)
- [16,58] Hellblasters 5x API (24,87 no WotDA)
- [16,59] Devastators 4x PC (24,89 no WotDA)
- [17,72] Relic Leviathan 2x SCA
- [17,99] Relic Deredeo 1x HPCarr + 1x THB (22,61 no WotDA)
- [18,01] Rapier Carrier 1x Quad Launcher
- [19,26] RW Bike Squad 2x Plasmagun + 1x Combi-Plasma (28,89 no WotDA)
- [21,79] Black Knights 3x PT (32,68 no WotDA)

T6 4+ (ex: Ghost Ark)

- [9,33] Veterans 4x PG + 1x C-PG (13,99 no WotDA)
- [9,36] Inceptor Squad 6x PE (14,04 no WotDA)
- [10,47] Hellblasters 5x PI (15,71 no WotDA)
- [11,11] Hellblasters 5x API (16,66 no WotDA)
- [11,12] Devastators 4x PC (16,67 no WotDA)
- [12,90] RW Bike Squad 2x PG + 1x C-PG (19,36 no WotDA)
- [13,43] Relic Deredeo Dread 1x HPCarr + 1x THB (17,38 no WotDA)
- [14,30] Relic Leviathan Dread 2x SCA
- [14,54] Rapier Carrier 1x Quad Launcher
- [14,60] Black Knights 3x PT (21,90 no WotDA)

Note on Necrons Vehicles: as they have Quantum Shielding, the best option is to go with Damage 3 or even Damage 2 or less weapons. With that in mind, Relic Leviathan 2x SCAs (2) and no WotDA plasma weapons (2) seem to be the best bets.

T6 4+/5++ (ex: War Walker)

- [13,92] Veterans 4x PG + 1x C-PG (20,89 no WotDA)
- [13,97] Inceptor Squad 6x PE (20,96 no WotDA)
- [15,63] Hellblasters 5x PI (23,44 no WotDA)
- [16,58] Hellblasters 5x API (24,87 no WotDA)

- [16,59] Devastators 4x PC (24,89 no WotDA)
- [17,72] Relic Leviathan 2x SCA
- [18,01] Rapier Carrier 1x Quad Launcher
- [19,19] Relic Deredeo 1x HPCarr + 1x THB (24,53 no WotDA)
- [19,26] RW Bike Squad 2x PG + 1x C-PG (28,89 no WotDA)
- [21,79] Black Knights 3x PT (32,68 no WotDA)

T6 3+ (ex: Basilisk)

- [10,47] Hellblasters 5x PI (15,71 no WotDA)
- [11,11] Hellblasters 5x API (16,66 no WotDA)
- [11,24] Veterans 4x PG + 1x C-PG (16,86 no WotDA)
- [11,28] Inceptor Squad 6x PE (16,92 no WotDA)
- [13,39] Devastators 4x PC (20,09 no WotDA)
- [14,30] Relic Leviathan Dread 2x SCA
- [15,55] RW Bike Squad 2x PG + 1x C-PG (23,32 no WotDA)
- [16,32] Relic Deredeo Dread 1x HPCarr + 1x THB (21,19 no WotDA)
- [17,59] Black Knights 3x PT (26,38 no WotDA)
- [18,01] Rapier Carrier 1x Quad Launcher

T6 3+/5++ (ex: Daemon Prince)

- [13,92] Veterans 4x PG + 1x C-PG (20,89 no WotDA)
- [13,97] Inceptor Squad 6x PE (20,96 no WotDA)
- [15,63] Hellblasters 5x PI (23,44 no WotDA)
- [16,58] Hellblasters 5x API (24,87 no WotDA)
- [16,59] Devastators 4x PC (24,89 no WotDA)
- [17,72] Relic Leviathan 2x SCA
- [18,01] Rapier Carrier 1x Quad Launcher
- [19,26] RW Bike Squad 2x PG + 1x C-PG (28,89 no WotDA)
- [19,83] Relic Deredeo 1x HPCarr + 1x THB (25,60 no WotDA)
- [21,79] Black Knights 3x PT (32,68 no WotDA)

T7 3+ (ex: Rhino)

- [10,47] Hellblasters 5x PI (15,71 no WotDA)
- [11,24] Veterans 4x PG + 1x C-PG (16,86 no WotDA)
- [11,28] Inceptor Squad 6x PE (16,92 no WotDA)
- [13,39] Devastators 4x PC (20,09 no WotDA)
- [14,88] Hellblasters 5x API (22,32 no WotDA)
- [15,55] RW Bike Squad 2x PG + 1x C-PG (23,32 no WotDA)
- [16,32] Relic Deredeo Dread 1x HPCarr + 1x THB (21,19 no WotDA)
- [17,59] Black Knights 3x PT (26,38 no WotDA)
- [18,01] Rapier Carrier 1x Quad Launcher
- [18,17] Veterans 4x Meltagun + 1x Combi-Melta

T7 3+/5++ (ex: Heldrake)

- [13,92] Veterans 4x PG + 1x C-PG (20,89 no WotDA)
- [13,97] Inceptor Squad 6x PE (20,96 no WotDA)
- [15,63] Hellblasters 5x PI (23,44 no WotDA)

- [16,59] Devastators 4x PC (24,89 no WotDA)
- [18,01] Rapier Carrier 1x Quad Launcher
- [19,26] RW Bike Squad 2x Plasmagun + 1x Combi-Plasma (28,89 no WotDA)
- [19,83] Relic Deredeo 1x HPCarr + 1x THB (25,60 no WotDA)
- [21,79] Black Knights 3x PT (32,68 no WotDA)
- [22,21] Hellblasters 5x API (33,32 no WotDA)
- [23,75] Relic Leviathan 2x SCA

T7 3+/4++ (ex: Hive Tyrant)

- [18,66] Veterans 4x PG + 1x C-PG (27,99 no WotDA)
- [18,72] Inceptor Squad 6x PE (28,08 no WotDA)
- [20,94] Hellblasters 5x PI (31,42 no WotDA)
- [22,23] Devastators 4x PC (33,35 no WotDA)
- [24,13] Rapier Carrier 1x Quad Launcher
- [25,71] Relic Deredeo 1x HPCarr + 1x THB (32,87 no WotDA)
- [25,81] RW Bike Squad 2x PG + 1x C-PG (38,71 no WotDA)
- [29,19] Black Knights 3x PT (43,79 no WotDA)
- [29,77] Hellblasters 5x API (44,65 no WotDA)
- [31,82] Relic Leviathan 2x SCA

T7 2+/3++ (ex: Riptide)

- [28,27] Veterans 4x PG + 1x C-PG (42,41no WotDA)
- [28,37] Inceptor Squad 6x PE (42,55 no WotDA)
- [31,37] Hellblasters 5x PI (47,60 no WotDA)
- [33,68] Devastators 4x PC (50,53 no WotDA)
- [38,96] Relic Deredeo 1x HPCarr + 1x THB (49,80 no WotDA)
- [39,11] RW Bike Squad 2x PG + 1x C-PG (58,66 no WotDA)
- [44,23] Black Knights 3x PT (66,35 no WotDA)
- [45,10] Hellblasters 5x API (67,65 no WotDA)
- [48,21] Relic Leviathan 2x SCA
- [50,97] Veterans 1x PC (76,75 no WotDA)

T8 3+ (ex: Leman Russ)

- [14,03] Hellblasters 5x PI (21,05 no WotDA)
- [15,06] Veterans 4x PG + 1x C-PG (22,59 no WotDA)
- [15,11] Inceptor Squad 6x PE (22,67 no WotDA)
- [17,95] Devastators 4x PC (26,92 no WotDA)
- [20,83] RW Bike Squad 2x PG + 1x C-PG (31,25 no WotDA)
- [21,28] Relic Deredeo Dread 1x HPCarr + 1x THB (27,40 no WotDA)
- [22,21] Hellblasters 5x HPI (33,32 no WotDA)
- [22,55] Hellblasters 5x API (33,82 no WotDA)
- [23,57] Black Knights 3x PT (35,35 no WotDA)
- [24,13] Rapier Carrier 1x Quad Launcher

T8 3+/5++ (ex: Imperial Knight)

- [18,66] Veterans 4x PG + 1x C-PG (27,99 no WotDA)
- [18,72] Inceptor Squad 6x PE (28,08 no WotDA)

- [20,94] Hellblasters 5x PI (31,42 no WotDA)
- [22,23] Devastators 4x PC (33,35 no WotDA)
- [24,13] Rapier Carrier 1x Quad Launcher
- [25,71] Relic Deredeo 1x HPCarr + 1x THB (32,87 no WotDA)
- [25,81] RW Bike Squad 2x Plasmagun + 1x Combi-Plasma (38,71 no WotDA)
- [29,19] Black Knights 3x PT (43,79 no WotDA)
- [31,98] Razorback 1x LC + 2x PG (42,63 no WotDA)
- [33,15] Hellblasters 5x HPI (49,73 no WotDA)

T8 2+ (ex: Land Raider)

- [16,91] Hellblasters 5x PI (25,36 no WotDA)
- [18,66] Veterans 4x PG + 1x C-PG (27,99 no WotDA)
- [18,72] Inceptor Squad 6x PE (28,08 no WotDA)
- [22,23] Devastators 4x PC (33,35 no WotDA)
- [25,81] RW Bike Squad 2x PG + 1x C-PG (38,71 no WotDA)
- [26,76] Hellblasters 5x HPI (40,14 no WotDA)
- [26,89] Relic Deredeo Dread 1x HPCarr + 1x THB (34,82 no WotDA)
- [27,17] Hellblasters 5x API (40,75 no WotDA)
- [29,19] Black Knights 3x PT (43,79 no WotDA)
- [29,33] Veterans 4x MG + 1x C-MG

General PPD

- [15,09] Veterans 4x PG + 1x C-PG (22,63 no WotDA)
- [15,14] Inceptors 3x PE (22,71 no WotDA)
- [16,07] Hellblasters 5x PI (24,11 no WotDA)
- [17,98] Devastators 4x PC (26,97 no WotDA)
- [20,87] RW Squad 2x PG + 1x C-PG (31,31 no WotDA)
- [21,10] Relic Deredeo 1x HPCarr + 1x THB (27,10 no WotDA)
- [21,41] Hellblasters 5x API (32,12 no WotDA)
- [22,80] Rapier Carrier 1x Quad Launcher
- [23,61] Black Knights 3x PT (35,41 no WotDA)
- [26,44] Relic Leviathan 2x SCA
- [27,15] Razorback 1x LC + 2x PG (36,81 no WotDA)
- [27,20] Veterans 1x PC (40,80 no WotDA)
- [27,89] Veterans 4x MG + 1x C-MG
- [30,25] Relic Leviathan 2x CMLan
- [30,65] Contemptor-Mortis 2x HPC + 1x CML (39,74 no WotDA)
- [31,95] Hellblasters 5x HPI (47,92 no WotDA)
- [32,21] Relic Contemptor 2x PB + 1x CML (41,77 no WotDA)
- [33,56] Rapier Carrier 1x Laser Destroyer
- [33,96] Devastators 4x MM
- [34,41] Contemptor-Mortis 2x TLC + 1x CML

Average Wounds per model per bracket and the most efficient unit to kill one faster (WotDA in):

T5 4+: 5,42W – Magma-Melta/Plasma Destroyer Deimos Predator, Relic Contemptor (all), Deredeo (all), Sicaran (all), Contemptor-Mortis (all), Lascannon/Heavy Plasma Cannon Mortis Dreadnought, Relic Leviathan (all), Xiphon Interceptor, Storm Eagle (all), Caestus Assault Ram, Redemptor Dread, Twin

Autocannon (Venerable) Dread, Lascannon/Plasma + Missile Venerable Dread, Predator (all), Devastators (all), Hellblasters (all), Nephelim Jetfighter, Stormravens (all), Plasma Inceptors, RW Squad (all), Black Knights, Land Speeder Vengeance, Repulsor, Lascannon + 2 Plasmagun Razorback, Plasma/Melta Company Veterans, Dark Talon, Land Raider (Godywin), Laser Vindicator [1 turn]

T5 4+/5++: 8W – TAC/HPC/TLC/Kheres/PB + CML Relic Contemptor, Plasma/Autocannon Deredeo, TAC/MM/TLC/KAC/HPC + CML Contemptor-Mortis, Relic Leviathan (all), Plasma Devastators, (Assault) Plasma Hellblasters, Plasma Inceptors, Plasma Veterans [1 turn]

T6 4+: 11,55W – HPC/TLC/PB + CML Relic Contemptor, HPC/TLC + CML Contemptor-Mortis, Plasma Deredeo, Relic Leviathan (all), PI/API Hellblasters, SS + HPC + MM Stormraven, Plasma Inceptors, Plasma Devastators, Plasma Veterans [1 turn]

T6 4+/5++: 8W – TAC/HPC/TLC/KAC/PB + CML Relic Contemptor, Plasma/Autocannon Deredeo, TAC/MM/TLC/KAC/HPC + CML Contemptor-Mortis, Relic Leviathan (all), Plasma Devastators, PI/API Hellblasters, SS + HPC + MM Stormraven, Plasma Inceptors, Plasma Veterans [1 turn]

T6 3+: 8,91W – HPC/TLC/PB + CML Relic Contemptor, Plasma Deredeo, TLC/HPC + CML Contemptor-Mortis, Relic Leviathan (all), Plasma Devastators, PI/API Hellblasters, Plasma Inceptors, SS + HPC + MM/TML Stormraven, Plasma/Melta Company Veterans [1 turn]

T6 3+/5++: 7,5W – HPC/TLC/TAC/PB + CML Relic Contemptor, Plasma Deredeo, TLC/HPC/TAC/MM + CML Contemptor-Mortis, Relic Leviathan (all), Plasma Devastators, PI/API Hellblasters, Plasma Inceptors, SS + HPC + MM/TML Stormraven, Plasma Company Veterans [1 turn]

T7 3+: 10,63W – Plasma Deredeo, Relic Leviathan (all), Plasma Devastators, PI/API Hellblasters, Plasma Inceptors, Plasma Veterans [1 turn]

T7 3+/5++: 12,3W – CMLan/SCA Leviathan, Plasma Inceptors, PI Hellblasters, Plasma Veterans, Plasma Deredeo [1 turns]

T7 3+/4++: 15,33W – CMLan/SCA Leviathans, Plasma Inceptors [2 turns]

T7 2+/3++: 14W – Relic Leviathan (all), Plasma Inceptors, PI Hellblasters, Plasma Veterans, Plasma/Autocannon Deredeo, Plasma Devastators [3 turns]

T8 3+: 13,03W – CMLan Relic Leviathan [1 turn]; HPC/TLC/PB + CML Relic Contemptor, Plasma Deredeo, Omega/Venator Sicaran, TLC/HPC Contemptor-Mortis, SCA/GFB Relic Leviathan, TMM + TLC/THL + VL Storm Eagle, TML + TLC + VL Storm Eagle, Caestus Assault Ram, Plasma Devastators, Hellblasters (all), SS + HPC + MM/TML Stormraven, SS + LC + MM Stormraven, Plasma Inceptors, Plasma/Melta Veterans, Xiphon Interceptor [2 turns]

T8 3+/5++: 24W – CMLan/SCA Leviathans, Plasma Inceptors, PI Hellblasters, Plasma Veterans [3 turns]

T8 2+: 16W – CMLan/CFB Leviathans, PI Hellblasters, Plasma Inceptors, Plasma Veterans [2 turns]

Conclusions:

1. Don't use any kind of Deathwing, Venerable Chaplain Dreadnoughts, Javelin Attack Speeder, Infernum-Pattern Razorback, Land Raiders, GW Contemptor or Sammael as your sources of ranged anti-tank. Caestus Assault Ram, Typhoon Storm Eagles, Repulsors, Missile Mortis Dreadnought and pure Melta Siege Dreadnoughts are also bad choices (too expensive or too few shots).
2. The Arachnus Laser Battery Deredeo was quite the disappointment. It only compares itself to the Anvillus Autocannon Battery Deredeo against T5 4+ and T8 2+ (and still loses). Never use one - it's not worth it at all. C-Beams/Conversion Beamers aren't that hot as well. Avoid, if possible.
3. There are 2 anti-tank specializations for the Sicaran, but likewise they aren't that hot. In fact, against T5 4+/5++, T6 4+/5++, T7 3+/4++ and T7 2+/3++, they lose by quite a margin to the default Sicaran! They only show their strength vs T8.
4. Albeit the Tarantula Sentry Turret is cheap, it's not very good. The Lascannon option is superior to the Multi-Melta one, but you can find better stuff to kill tanks with.

5. Contemptor-Mortis is a well-rounded Dreadnought.
6. Both flavors of the Vindicator are meh. The normal one is particularly bad as anti-tank.
7. Leviathans are beasts, but the Grav-Flux one isn't that interesting for anti-tank until you hit T8.
8. Venerable Dreads are indeed more cost-effective than normal Dreads, but both Contemptors seem to surpass both. Leviathans and Plasma Deredeos... no need to comment on. Mortis Dreads aren't really that good when Contemptors do their job better. Their advantage is not having the damage chart.
9. Rapier Carriers are nice and dandy. Some of them will do quite the work!
10. Devastators > Predators. It's not even a dispute. With the Killshot stratagem, AC + LC Predators can be competitive, but you'll need to spend almost 550p for that...
11. Hellblasters are awesome, but the Heavy variant leaves a lot to be desired. No reason to invest in Heavies when Plasma Devastators already exist.
12. If you want to kit your Stormraven for anti-tank purposes, then go no further than Heavy Plasma Cannon and Multi-Melta! The Typhoon version isn't that bad either (albeit without WotDA it's similar to the Lascannon variants). Avoid the Lascannon version.
13. Inceptors are the real winners (of all Primaris) in a DA army (when considering anti-tank). They can do work in all kinds of enemy vehicles/monsters.
14. Land Speeders are simply too expensive for what they do; same with Attack Bikes. The Land Speeder Vengeance can pull its weight sometimes, but it's quite risky to lose its fire capability. At least they're really fast and don't sport a damage chart.
15. Black Knights aren't pushovers in anti-tank business, but Primaris and Plasma Cannon Devastators outdo them significantly. Same thing with RW Bike Squads (which are more efficient than a minimum-sized Black Knights squad).
16. The Lascannon + 2 Plasmaguns variant for Razorbacks is almost twice as effective as the Twin Lascannon variant (if we consider using WotDA and Rapid Fire range; it's still better even without both!). Too bad its overcharge kills it instantly if the player rolls a 1 instead of doing a mortal wound.
17. Most cost-effective units in general (with WotDA):
 - Tier 1 (PPD < 20):** Plasma Inceptors, Plasma Veterans, Rapid Fire Hellblasters, Plasma Devastators
 - Tier 2 (PPD < 30):** Plasma Deredeo, Quad Rapier, Storm Cannon Leviathan, Assault Hellblasters, Black Knights, LC + PG Razorback, Plasma Cannon Veteran, Plasma RW Squad, Meltagun Veterans
 - Tier 3 (PPD < 40):** HPC/PB + CML Relic Contemptor, TLC/TAC/MM/HPC + CML Contemptor-Mortis, Laser Rapier, CMLan/GFB Leviathan, HPC + ML (Venerable) Dread, Heavy Hellblasters, Land Speeder Vengeance, Melta/Lascannon Devastators, Melta RW Squad
18. Most cost-effective units in general (without WotDA):
 - Tier 1 (PPD < 20):** none
 - Tier 2 (PPD < 30):** Plasma Inceptors, Plasma Veterans, Rapid Fire Hellblasters, Plasma Devastators, Plasma Deredeo, Quad Rapier, Storm Cannon Leviathan, Meltagun Veterans
 - Tier 3 (PPD < 40):** Plasma RW Squad, Assault Hellblasters, Black Knights, LC + PG Razorback, TLC/TAC/MM/HPC + CML Contemptor-Mortis, Laser Rapier, CMLan/GFB Leviathan, Melta/Lascannon Devastators, Melta RW Squad

-----END RANGED ANTI-TANK-----

-----START MELEE ANTI-TANK-----

T5 4+ (ex: TX4 Piranha)

- [13,19] Company Champion 1x Blade of Caliban
- [16,64] Company Veterans 5x Thunder Hammer
- [16,71] Lieutenant 1x TH
- [17,16] Lieutenant 1x Mace of Redemption
- [17,45] Company Master 1x TH
- [17,69] Relic Contemptor Dreadnought 2x Dreadnought Chainfist
- [17,87] Company Master 1x MoR
- [17,99] Venerable Chaplain Dreadnought 2x Dreadnought Close Weapon
- [18,02] Venerable Dreadnought 1x DCW
- [19,33] Dreadnought 1x DCW

T5 4+/5++ (ex: Raider)

- [19,68] Company Champion 1x BoC
- [24,84] Company Veterans 5x TH
- [24,94] Lieutenant 1x TH
- [25,62] Lieutenant 1x MoR
- [26,05] Company Master 1x TH
- [26,40] Relic Contemptor Dread 2x DCF
- [26,67] Company Master 1x MoR
- [26,85] Venerable Chaplain Dread 2x DCW
- [26,90] Venerable Dread 1x DCW
- [27,71] Deathwing Knights 1x Flail of the Unforgiven + 4x Mace of Absolution

T6 4+ (ex: Ghost Ark)

- [13,19] Company Champion 1x BoC
- [16,64] Company Veterans 5x TH
- [16,71] Lieutenant 1x TH
- [17,16] Lieutenant 1x MoR
- [17,45] Company Master 1x TH
- [17,69] Relic Contemptor Dreadnought 2x DCF
- [17,87] Company Master 1x MoR
- [17,99] Venerable Chaplain Dreadnought 2x DCW
- [18,02] Venerable Dreadnought 1x DCW
- [19,33] Dreadnought 1x DCW

T6 4+/5++ (ex: War Walker)

- [19,68] Company Champion 1x BoC
- [24,84] Company Veterans 5x TH
- [24,94] Lieutenant 1x TH
- [25,62] Lieutenant 1x MoR
- [26,05] Company Master 1x TH
- [26,40] Relic Contemptor Dread 2x DCF
- [26,67] Company Master 1x MoR
- [26,85] Venerable Chaplain Dread 2x DCW
- [26,90] Venerable Dread 1x DCW

- [27,71] Techmarine 1x MoR + 2x Servo-Arm

T6 3+ (ex: Basilisk)

- [15,89] Company Champion 1x BoC
- [17,69] Relic Contemptor Dread 2x DCF
- [20,05] Company Veterans 5x TH
- [20,14] Lieutenant 1x TH
- [20,68] Lieutenant 1x MoR
- [20,72] Siege Dreadnought 1x Seismic Hammer
- [21,03] Company Master 1x TH
- [21,53] Company Master 1x MoR
- [21,67] Venerable Chaplain Dread 2x DCW
- [21,72] Venerable Dreadnought 1x DCW

T6 3+/5++ (ex: Daemon Prince)

- [19,68] Company Champion 1x BoC
- [24,84] Company Veterans 5x TH
- [24,94] Lieutenant 1x TH
- [25,62] Lieutenant 1x MoR
- [26,05] Company Master 1x TH
- [26,40] Relic Contemptor Dread 2x DCF
- [26,67] Company Master 1x MoR
- [26,85] Venerable Chaplain Dread 2x DCW
- [26,90] Venerable Dread 1x DCW
- [28,24] Techmarine 1x MoR + 2x Servo-Arm

T7 3+ (ex: Rhino)

- [17,69] Relic Contemptor Dread 2x DCF
- [20,05] Company Veterans 5x TH
- [20,14] Lieutenant 1x TH
- [21,03] Company Master 1x TH
- [21,29] Company Champion 1x BoC
- [21,67] Venerable Chaplain Dread 2x DCW
- [23,54] Relic Contemptor Dread 2x DCW
- [24,05] GW Contemptor 1x DCW
- [24,66] Company Master with JP 1x TH
- [24,72] Lieutenant with JP 1x TH

T7 3+/5++ (ex: Heldrake)

- [24,84] Company Veterans 5x TH
- [24,94] Lieutenant 1x TH
- [26,05] Company Master 1x TH
- [26,37] Company Champion 1x BoC
- [26,40] Relic Contemptor Dread 2x DCF
- [26,85] Venerable Chaplain Dread 2x DCW
- [29,17] Relic Contemptor Dread 2x DCW
- [29,79] GW Contemptor 1x DCW

- [30,55] Company Master with JP 1x TH
- [30,63] Lieutenant with JP 1x TH

T7 3+/4++ (ex: Hive Tyrant)

- [33,29] Company Veterans 5x TH
- [33,43] Lieutenant 1x TH
- [34,91] Company Master 1x TH
- [35,34] Company Champion 1x BoC
- [35,38] Relic Contemptor Dread 2x DCF
- [35,98] Venerable Chaplain Dread 2x DCW
- [39,08] Relic Contemptor Dread 2x DCW
- [39,92] GW Contemptor 1x DCW
- [40,94] Company Master with JP 1x TH
- [41,04] Lieutenant with JP 1x TH

T7 2+/3++ (ex: Riptide)

- [50,44] Company Veterans 5x TH
- [50,64] Lieutenant 1x TH
- [52,89] Company Master 1x TH
- [53,55] Company Champion 1x BoC
- [53,61] Relic Contemptor Dread 2x DCF
- [54,51] Venerable Chaplain Dread 2x DCW
- [59,21] Relic Contemptor Dread 2x DCW
- [60,48] GW Contemptor 1x DCW
- [62,02] Company Master with JP 1x TH
- [62,18] Lieutenant with JP 1x TH

T8 3 + (ex: Leman Russ)

- [21,92] Relic Contemptor Dread 2x DCF
- [25,67] Siege Dread 1x SH
- [26,85] Venerable Chaplain Dread 2x DCW
- [26,87] Company Veterans 5x TH
- [26,90] Venerable Dread 1x DCW
- [26,98] Lieutenant 1x TH
- [28,18] Company Master 1x TH
- [28,85] Relic Leviathan 2x Siege Drill and Dread 1x DCW
- [29,17] Relic Contemptor Dread 2x DCW
- [29,79] GW Contemptor 1x DCW

T8 3+/5++ (ex: Imperial Knight)

- [32,71] Relic Contemptor Dread 2x DCF
- [33,26] Venerable Chaplain Dread 2x DCW
- [33,29] Company Veterans 5x TH
- [33,33] Venerable Dread 1x DCW
- [33,43] Lieutenant 1x TH
- [34,91] Company Master 1x TH
- [35,74] Venerable Dread 1x DCW

- [36,13] Relic Contemptor Dread 2x DCW
- [36,90] GW Contemptor 1x DCW
- [38,32] Siege Dread 1x SH

T8 2 + (ex: Land Raider)

- [26,40] Relic Contemptor Dread 2x DCF
- [30,93] Siege Dread 1x SH
- [33,26] Venerable Chaplain Dread 2x DCW
- [33,29] Company Veterans 5x TH
- [33,33] Venerable Dread 1x DCW
- [33,43] Lieutenant 1x TH
- [34,76] Relic Leviathan 2x Siege Drill and Dread 1x DCW
- [34,91] Company Master 1x TH
- [35,74] Dreadnought 1x DCW
- [36,13] Relic Contemptor Dread 2x DCW

General PPD

- [26,65] Relic Contemptor Dread 2x DCF
- [26,92] Company Veterans 5x TH
- [26,93] Company Champion 1x BoC
- [27,03] Lieutenant 1x TH
- [28,23] Company Master 1x TH
- [28,51] Venerable Chaplain Dread 2x DCW
- [30,97] Relic Contemptor Dread 2x DCW
- [31,12] Venerable Dreadnought 1x DCW
- [31,63] GW Contemptor 1x DCW
- [33,10] Company Master with JP 1x TH
- [33,19] Lieutenant with JP 1xTH
- [33,38] Dreadnought 1x DCW
- [34,08] Siege Dreadnought 1x SH
- [34,38] DW Terminators 5x TH
- [34,82] DW Knights 1x FotU + 4x MoA
- [35,04] Lieutenant 1x MoR
- [35,26] Techmarine 1x TH + 2x S-A
- [35,99] Techmarine 1x MoR + 2x S-A and Company Veterans 5x PF
- [36,27] Interrogator-Chaplain 1x TH
- [36,48] Company Master 1x MoR

Average Wounds per model per bracket and the most efficient unit to kill one faster:

T5 4+: 5,42W – Everything on the spreadsheet, except: Characters [exception²: Belial, TH Company Master (all), Sammael (charging)], Aggressors, Assault Marines [1 turn]

T5 4+/5++: 8W – DW Knights [1 turn]; Same as T5 4+ (exception²: MoR Company Master) [2 turns]

T6 4+: 11,55W – Same as T5 4+/5++ [2 turns]

T6 4+/5++: 8W – DW Knights [1 turn]; Same as T5 4+/5++ [2 turns]

T6 3+: 8,91W – CF Relic Contemptor, SD Relic Leviathan, TH Veterans, TH DW Terminators, DW Knights [1 turn]

T6 3+/5++: 7,5W – DW Knights [1 turn]; Same as T5 4+/5++ (exception²: TH + S-A Techmarine (on foot or bike) [2 turns]

T7 3+: 10,63W – CF Relic Contemptor, SD Relic Leviathan [1 turn]; Same as T5 4+/5++ (except: MoR Company Master, PF + PS Terminators, DCW Dreadnought) [2 turns]

T7 3+/5++: 12,3W – Venerable Chaplain Dread DCW, Relic Contemptor (all), SD Relic Leviathan, TH Company Veterans, TH DW Terminators, DW Knights [2 turns]

T7 3+/4++: 15,33W – CF Relic Contemptor, SD Relic Leviathan, TH Veterans, TH DW Terminators, DW Knights [3 turns]

T7 2+/3++: 14W – CF Relic Contemptor, SD Relic Leviathan, TH Veterans, TH DW Terminators, DW Knights [4 turns]

T8 3+: 13,03W – Venerable Chaplain Dread, Relic Contemptor (all), Relic Leviathan (all), SH Siege Dread, TH Veterans, TH DW Terminators, DW Knights [2 turns]

T8 3+/5++: 24W – CF Relic Contemptor, Relic Leviathan (all), TH Veterans, TH Terminators, DW Knights [4 turns]

T8 2+: 16W – SD Relic Leviathan [2 turns]; DCW Venerable Chaplain Dread, Relic Contemptor (all), SC Relic Leviathan, TH Veterans, DW Knights, TH Terminators [3 turns]

Conclusions:

1. Deathwing Knights works well in almost all brackets but isn't the most cost-effective unit out there. They are very interesting vs invulnerable-heavy enemies.
2. Relic Contemptor Dreadnoughts with Chainfists are awesome!
3. Surprisingly, the most cost-effective spot for a Mace of Redemption to be used against vehicles/monsters is in a Lieutenant. The lack of invulnerable is a problem, though.
4. Assault Marines are terribad vs vehicles/monsters.
5. Company Veterans with TH/SS (except the sergeant, forced to use only a combat shield) outdo the Deathwing Knights by almost 9 PPD, in general. Of course, if we take in consideration the latter 2+/3++ (vs 3+/3++), 2W (vs 1W) and DS capacity (vs none), the Knights might get the lead.
6. Worst units: PF/TH Deathwing Ancient, Eviscerator Assault Marines, PF Interrogator-Chaplain (bike or no bike).
7. Thunder Hammer is better than Powerfist in a general way, which is better than Chainfist.
8. PF Chaplain > PF Interrogator-Chaplain. TH Interrogator-Chaplain > both.
9. Although there is no Bike unit among the top 10 per bracket or the top 20 general,
10. The Relic Leviathan, although powerful, is too expensive for the job. For 61,32% of the Siege Drill Leviathan's price, you get a Chainfist Relic Contemptor with +1", -1T, -2W, FnP 6 +, -1 invul – but 35,78% more efficient.
11. Most cost-effective units:

Tier 1: none

Tier 2: Relic Contemptor Dreadnought 2x Dreadnought Chainfist, Company Champion 1x Blade of Caliban, Company Veterans 5x Thunder Hammers, Lieutenant 1x TH (JP/no JP), Company Master 1x TH (JP/no JP), Venerable Chaplain Dreadnought 2x Dreadnought Close Weapon

Tier 3: Relic Contemptor Dreadnought 2x DCW, Siege Dreadnought 1x Seismic Hammer, Interrogator-Chaplain 1x TH, Lieutenant 1x Mace of Redemption, Lieutenant 1x Power Fist, Company Master 1x MoR, Company Master 1x PF, Company Master in Cataphractii 1x TH, Techmarine TH/MoR + 2x Servo-Arms, Aggressor Squad, Company Veterans 5x PF, GW Contemptor 1x DCW, Deathwing Knights, DW Terminators 5x TH, (Venerable) Dreadnought 1x DCW

-----END MELEE ANTI-TANK-----