


1850 Pts - Space Wolves - Aaron Aleong 1st NovaOpen 2015

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|---|---|--|----|----|-----|---|----|---|-----|----|---------|------|
| : Combined Arms Detachment (19 770 pts) | | | | | | | | | | | | |
| Sammael | 1 | | 6 | 5 | 4 | 5 | 3 | 5 | 3/4 | 10 | 3+/4(i) | 200 |
| (CAA:DA, pg. 100); JetBikes (Character); Frag Grenades; Krak Grenades; Iron Halo; Teleport Homer; Bolt Pistol; Plasma Cannon; Raven Sword; Twin-Linked Storm Bolters; Eternal Warrior; Fearless; Grim Resolve; Hammer of Wrath; Hatred (Chaos Space Marines); Hit & Run; Independent Character; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Swift Vengeance; Very Bulky; Warlord ; Rapid Manoeuvre | | | | | | | | | | | | |
| <i>Raven Sword</i> | 1 | S User; AP 2; Melee, Master-crafted. (see CAA:DA, pg. 100). | | | | | | | | | | [0] |
| Ravenwing Command Squad | 4 | | 4 | 4 | 4 | 5 | 1 | 4 | 2 | 9 | 3+ | 295 |
| (CAA:DA, pg. 119); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x4); Corvus Hammer (x4); Ravenwing Company Banner: Friendly units with the Dark Angels Faction within 12" of a model equipped with the Ravenwing Company Banner-roll failed Morale checks, Pinning tests and Fear tests. In addition, all friendly models with the Ravenwing special rule in the same unit as this banner automatically pass Initiative tests when attempting to Hit & Run and roll one additional dice when determining the distance of a Hit & Run move whilst the bearer is alive. (See CAA:DA, pg. 153).; Ravenwing Apothecary; Ravenwing Champion; Plasma Talon (x4); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky | | | | | | | | | | | | |
| Ravenwing Apothecary | 1 | | 4 | 4 | 4 | 5 | 1 | 4 | 2 | 9 | 3+ | [30] |
| Bikes (Character); Frag Grenades; Krak Grenades; Narthecium; Space Marine Bike; Teleport Homer; Bolt Pistol; Corvus Hammer; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky | | | | | | | | | | | | |
| Ravenwing Champion | 1 | | 5 | 4 | 4 | 5 | 1 | 4 | 2 | 9 | 3+ | [5] |
| Bikes (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Blade of Caliban; Bolt Pistol; Plasma Talon (x1); And They Shall Know No Fear; Grim Resolve; Hammer of Wrath; Hit & Run; Honour or Death; Jink; Ravenwing; Relentless; Scout; Skilled Rider; Stubborn; Very Bulky | | | | | | | | | | | | |
| Scout Squad | 4 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 4+ | 55 |
| (CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 4+ | [11] |
| Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn | | | | | | | | | | | | |
| Tactical Squad | 4 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 105 |
| (CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | [14] |
| Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn | | | | | | | | | | | | |
| Rhino | 1 | Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: - | | | | | | | | | | [35] |
| (CAA:DA, pg. 120); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair | | | | | | | | | | | | |
| Chaplain | 1 | | 5 | 4 | 4/6 | 4 | 2 | 4 | 2/3 | 10 | 3+/4(i) | 115 |
| (CAA:DA, pg. 107); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Grim Resolve; Independent Character; Stubborn; Zealot; Auspex; Space Marine Bike | | | | | | | | | | | | |
| <i>Space Marine Bike</i> | 1 | See Bike as described in the WH40K rulebook. Fitted with TL Bolters. | | | | | | | | | | [0] |
| Twin-Linked Boltgun (x1) | | | | | | | | | | | | |
| Combined Arms Detachment | 1 | Grp: Detachment | | | | | | | | | | 0 |

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|--|--|---|----|----|------|---|----|-----|-----|----|---------|------|
| Formation: Librarius Conclave (4 λ, 255 pts) | | | | | | | | | | | | |
| Librarius Conclave [CR] | 1 | Comm:  | | | | | | | | | | 255 |
| | (CAA:SM, pg. 182); Librarian (HQ); Librarian (HQ); Librarian (HQ); Empyric Channeling | | | | | | | | | | | |
| Librarian (HQ) [CR] | 1 | | 5 | 4 | 4/5 | 5 | 2 | 4/1 | 2/3 | 10 | 3+ | [85] |
| | (CAA:SM, pg. 131); Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; And They Shall Know No Fear; Independent Character; It Will Not Die; Machine Empathy; Psyker (Mastery Level 1); The Flesh is Weak; Space Marine Bike; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination ; Pyromancy ; Telekinesis ; Telepathy | | | | | | | | | | | |
| Space Marine Bike [CR] | 1 | See Bike as described in the WH40K rulebook. Fitted with TL Bolters. | | | | | | | | | | [0] |
| | Twin-Linked Boltgun (x1) | | | | | | | | | | | |
| Librarian (HQ) [CR] | 1 | | 5 | 4 | 4/5 | 5 | 2 | 4/1 | 2/3 | 10 | 3+ | [85] |
| | (CAA:SM, pg. 131); Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; And They Shall Know No Fear; Independent Character; It Will Not Die; Machine Empathy; Psyker (Mastery Level 1); The Flesh is Weak; Space Marine Bike; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination ; Pyromancy ; Telekinesis ; Telepathy | | | | | | | | | | | |
| Space Marine Bike [CR] | 1 | See Bike as described in the WH40K rulebook. Fitted with TL Bolters. | | | | | | | | | | [0] |
| | Twin-Linked Boltgun (x1) | | | | | | | | | | | |
| Librarian (HQ) [CR] | 1 | | 5 | 4 | 4/5 | 5 | 2 | 4/1 | 2/3 | 10 | 3+ | [85] |
| | (CAA:SM, pg. 131); Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; And They Shall Know No Fear; Independent Character; It Will Not Die; Machine Empathy; Psyker (Mastery Level 1); The Flesh is Weak; Space Marine Bike; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination ; Pyromancy ; Telekinesis ; Telepathy | | | | | | | | | | | |
| Space Marine Bike [CR] | 1 | See Bike as described in the WH40K rulebook. Fitted with TL Bolters. | | | | | | | | | | [0] |
| | Twin-Linked Boltgun (x1) | | | | | | | | | | | |
| : Combined Arms Detachment (18 λ, 823 pts) | | | | | | | | | | | | |
| Wolf Guard Battle Leader in Power Armour (HQ) [SW] | 1 | | 5 | 5 | 5/10 | 5 | 3 | 5/1 | 4 | 9 | 2+/3(i) | 218 |
| | (C:SW, pg. 56); Infantry (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Fenrisian Wolves; Runic Armour; Storm Shield (x1); Thunder Hammer (x1); The Wulfen Stone; Acute Senses; And They Shall Know No Fear; Counter-attack; Furious Charge; Independent Character; Rage; Rending | | | | | | | | | | | |
| Fenrisian Wolves [SW] | 1 | | 4 | - | 4 | 4 | 1 | 4 | 2 | 5 | 6+ | [8] |
| | (C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet | | | | | | | | | | | |
| The Wulfen Stone [SW] | 1 | The bearer of the Wulfen Stone, and his unit, have the Furious Charge special rule. In addition, the bearer has the Rage special rule. (See C:SW, pg. 100). | | | | | | | | | | [0] |
| Rune Priest in Power Armour (HQ) [SW] | 1 | | 5 | 4 | 4/5 | 5 | 2 | 4/1 | 2/3 | 10 | 3+ | 80 |
| | (C:SW, pg. 52); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Space Marine Bike; Twin-Linked Boltgun (x1); Acute Senses; Adamantium Will; And They Shall Know No Fear; Counter-attack; Hammer of Wrath; Independent Character; Jink; Psyker (Mastery Level 1); Relentless; Very Bulky; Biomancy ; Tempestas ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination ; Telekinesis | | | | | | | | | | | |
| Iron Priest (Elite) [SW] | 1 | | 4 | 4 | 5/10 | 5 | 2 | 4/1 | 3/4 | 8 | 2+/6(i) | 105 |
| | (C:SW, pg. 62); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending | | | | | | | | | | | |
| Iron Priest (Elite) [SW] | 1 | | 4 | 4 | 5/10 | 5 | 2 | 4/1 | 3/4 | 8 | 2+/6(i) | 105 |
| | (C:SW, pg. 62); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending | | | | | | | | | | | |
| Iron Priest (Elite) [SW] | 1 | | 4 | 4 | 5/10 | 5 | 2 | 4/1 | 3/4 | 8 | 2+/6(i) | 105 |
| | (C:SW, pg. 62); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending | | | | | | | | | | | |

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost | |
|-------------------------------|---|---|----|----|---|---|----|---|-----|----|-------------|------|------|
| Grey Hunters (Troops) [SW] | 5 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 110 | |
| | (C:SW, pg. 60); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Boltgun (x5); Flamer (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Rhino | | | | | | | | | | | | |
| Rhino [SW] | 1 | Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: - | | | | | | | | | | | [35] |
| | (C:SW, pg. 72); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair | | | | | | | | | | | | |
| Blood Claws (Troops) [SW] | 5 | | 3 | 3 | 4 | 4 | 1 | 4 | 1/2 | 8 | 3+ | 100 | |
| | (C:SW, pg. 58); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Chainsword (x5); Flamer; Acute Senses; And They Shall Know No Fear; Counter-attack; Rage; Rhino | | | | | | | | | | | | |
| Rhino [SW] | 1 | Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: - | | | | | | | | | | | [35] |
| | (C:SW, pg. 72); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair | | | | | | | | | | | | |
| Combined Arms Detachment [SW] | 1 | Grp: Detachment | | | | | | | | | | | 0 |
| Total Cost: | | | | | | | | | | | 1848 | | |

Option Footnotes

| Warlord Traits | |
|------------------------------------|---|
| Rapid Manoeuvre | Your Warlord and his unit add 3" to their maximum move distance when they move Flat Out, Turbo-boost, Run and make charge moves. (See CAA:DA, pg. 148.) |
| Warlord | See WH40k, pg. 124. |
| Special Issue Wargear | |
| Space Marine Bike | Models equipped with Space Marine bikes change their unit type to Bike, as described in Warhammer 40,000: The Rules. Space Marine Bike are fitted with twin-linked boltguns. (See C:SW, pg. 98). |
| Relics | |
| Raven Sword | S User; AP 2; Melee, Master-crafted. (see CAA:DA, pg. 100). |
| The Wulfen Stone | The bearer of the Wulfen Stone, and his unit, have the Furious Charge special rule. In addition, the bearer has the Rage special rule. (See C:SW, pg. 100). |
| Psychic Powers | |
| Biomancy | 0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192). |
| Daemonology: Malefic Powers | 0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195). |
| Daemonology: Sanctic Powers | 0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194). |
| Divination | 0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scier's Gaze (see Warhammer 40,000: The Rules, pg. 193). |
| Pyromancy | 0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196). |
| Telekinesis | 0 - Assault, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197). |
| Telepathy | 0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198). |
| Tempestas | 0 - Living Lightning, 1 - Storm Caller, 2 - Tempest's Wrath, 3 - Thunderclap, 4 - Murderous Hurricane, 5 - Fury of the Wolf Spirits, 6 - Jaws of the World Wolf (see C:SW, pg. 101). |
| Special Rules | |
| Acute Senses | Acute Senses (see WH40k, pg. 157). |
| Adamantium Will | Adamantium Will (see WH40k, pg. 157). |
| And They Shall Know No Fear | And They Shall Know No Fear (see WH40k, pg. 157). |
| 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 Immobilized result suffered earlier in the battle; this is effective immediately. (See C:SW, pg. 62). |
| Chapter Tactics (Iron Hands) | Chapter Tactics (Iron Hands) (see CAA:SM, pg. 189-190). |
| Combat Squads | Combat Squads |
| Counter-attack | Counter-attack (see WH40k, pg. 163). |

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| Empyric Channeling | At the start of the Psychic phase, you can nominate one Librarian from this Formation. If you do this, the nominated Librarian has access to any psychic powers known by other Librarians from this Formation within 12" until the end of the phase; however, other Librarians from this Formation within 12" of the nominated Librarian cannot manifest psychic powers until the end of the phase. Furthermore, when the nominated Librarian makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is one other Librarian from this Formation within 12", or 2+ rather than 4+ if there are two or more other Librarians from this Formation within 12". (See CAA:SM, pg. 183). |
| Eternal Warrior | Eternal Warrior (see WH40k, pg. 163). |
| Fearless | Fearless (see WH40k, pg. 163). |
| Fleet | Fleet (see WH40k, pg. 164). |
| Furious Charge | Furious Charge (see WH40k, pg. 164). |
| Grim Resolve | Models with this special rule have the Stubbhorn special rule and, unless Jinking, count their Ballistic Skill as 2 when firing Overwatch. (See CAA:DA, pg. 148). |
| Hammer of Wrath | Hammer of Wrath (see WH40k, pp. 91 & 165). |
| Hatred (Chaos Space Marines) | Hatred (see WH40k, pg. 165). |
| Hit & Run | Hit & Run (see WH40k, pg. 165). |
| Honour or Death | A model with this special rule must issue and accept a challenge whenever possible. If there is more than one friendly model in combat with this rule, you may select which model issue or accepts this challenge. (See CAA:DA, pg. 113). |
| Independent Character | Independent Character (see WH40k, pg. 166). |
| Infiltrate | Infiltrate (see WH40k, pg. 167). |
| It Will Not Die | It Will Not Die (see WH40k, pg. 167). |
| Jink | Jink (see WH40k, pg. 167). |
| Machine Empathy | Irons Hands characters and vehicles have the It Will Not Die special rule. Furthermore, Iron Hands Techmarines add 1 to their Blessing of the Ommissiah rolls. (See CAA:SM, pg. 190). |
| Move Through Cover | Move Through Cover (see WH40k, pg. 168). |
| Psyker (Mastery Level 1) | Psyker (see WH40k, pg. 170). |
| Rage | Rage (see WH40k, pg. 170). |
| Ravenwing | A model with this special rule can re-roll failed cover saves when it Jinks. (See CAA:DA, pg. 148). |
| Relentless | Relentless (see WH40k, pg. 170). |
| Rending | Rending (see WH40k, pg. 170). |
| Repair | If a Rhino is Immobilized, the in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilized. Note that a successful Repair does not restore a Hull Point. |
| Scout | Scout (see WH40k, pg. 171). |
| Skilled Rider | Skilled Rider (see WH40k, pg. 171). |
| Stubborn | Stubborn (see WH40k, pg. 172). |
| Swift Vengeance | Sammael can fire up to two ranged weapons in the Shooting phase. (See CAA:DA, pg. 100). |
| The Flesh is Weak | Non-vehicle Iron Hands models have the Feel No Pain (6+) special rule. If they have the Feel No Pain rule from another source, they instead add +1 to the result of any Feel No Pain rolls. (See CAA:SM, pg. 190). |
| Very Bulky | Very Bulky (see WH40k, pg. 35). |
| Zealot | Zealot (see WH40k, pg. 43). |

Unit Type

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|----------------------------------|---------------------------------|
| Beasts | See WH40K rulebook, pgs. 44-49. |
| Bikes | See WH40K rulebook, pgs. 44-49. |
| Bikes (Character) | See WH40K rulebook, pgs. 44-49. |
| Infantry | See WH40K rulebook, pgs. 44-49. |
| Infantry (Character) | See WH40K rulebook, pgs. 44-49. |
| JetBikes (Character) | See WH40K rulebook, pgs. 44-49. |
| Vehicle (Tank, Transport) | See WH40K rulebook, pgs. 44-49. |

Wargear

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| Auspex | A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase. (See CAA:DA, pg. 194). |
| Blade of Caliban | S +1; AP 3; Melee. |
| Bolt Pistol | 12" Range; S 4; AP 5; Pistol. |
| Boltgun | Range 24"; S 4; AP 5; Rapid Fire. |
| Chainsword | S User; AP -; Melee. |
| Corvus Hammer | S +1; AP -; Melee, Rending. |
| Crozius Arcanum | S +2; AP 4; Melee, Concussive. |
| Flamer | Template; S 4; AP 5; Assault 1. |

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| Force Axe | S +1; AP 2; Melee, Force, Unwieldy. |
| Frag Grenades | Range 8"; S 3; AP -; Assault 1, Blast. |
| Iron Halo | Confers a 4+ Invulnerable save. |
| Krak Grenades | Range 8"; S 6; AP 4; Assault 1. |
| Nartheicum | As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule. (See CAA:DA, pg. 152). |
| Plasma Cannon | Range 36"; S 7; AP 2; Heavy 1, Blast, Gets Hot! |
| Plasma Talon | 18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-linked. |
| Power Armour | Power Armour (see C:SM, pg. 126). |
| Psychic Hood | Psychic Hood (see WH40k, pg. 26). |
| Rosarius | Confers a 4+ Invulnerable save. |
| Runic Armour | Runic Armour confers a 2+ Armour save and a 6+ invulnerable save. (See C:SW, pg. 99). |
| Runic Axe | S +1; AP 2; Melee, Force, Unwieldy, Ward. (See C:SW, pg. 97). |
| Searchlight | (see WH40k, pg. 98). |
| Servo-Arm | S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg. 97). |
| Smoke Launchers | (see WH40k, pg. 98). |
| Space Marine Bike | See Bike as described in the WH40K rulebook. Fitted with TL Bolters. |
| Storm Bolter | Range 24"; S 4; AP 5; Assault 2. |
| Storm Shield | A model with a storm shield has a 3+ invulnerable save. However, he can never claim the +1 bonus Attack for being armed with two Melee weapons in an assault. (See C:SW, pg. 98). |
| Teleport Homer | Teleport Homer (see C:DA, pg. 64). |
| Thunder Hammer | S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy. |
| Thunderwolf Mount | Models with a Thunderwolf Mount change their unit type to Cavalry, as described in Warhammer 40,000: The Rules. All close combat attacks made by a model with a Thunderwolf mount have the Rending special rule. In addition, a model upgraded to have a Thunderwolf mount increases their Strength, Toughness, Attacks, and Wounds characteristics by 1 (these bonuses are already included in the profiles of models that have a Thunderwolf mount as part of their standard wargear. (See C:SW, pg. 98). |
| Twin-Linked Boltgun | 24" Range; S4; AP5; Rapid Fire, Linked |
| Twin-Linked Storm Bolters | 24" Range; S 4; AP 5; Assault 2, Linked |

Roster Design Information

Army Special Rules:

Combat Squads (CAA:DA, pg. 148)

Deathwing (CAA:DA, pg. 148)

Grim Resolve (CAA:DA, pg. 148)

Ravenwing (CAA:DA, pg. 148)