










1850 Pts - White Scars - Julio Rodriguez 9th NovaOpen 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Gladius Strike Force (93 , 1815 pts)												
Battle Company	1	Core, 										1650
(CAA:SM, pg. 174); Chaplain; Kor'sarro Khan; Command Squad; Command Squad; Assault Squad; Assault Squad; Devastator Squad; Devastator Squad; Ironclad Dreadnoughts; Ironclad Dreadnoughts; Fear; Fearless; Objective Secured; Tactical Flexibility												
Chaplain	1		5	4	4/6	4	2	4	2/3	10	3+/4(i)	[95]
(CAA:SM, pg. 134); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Zealot; Auspex												
Kor'sarro Khan	1		6	5	4	4	3	5	3/4	10	3+/4(i)	[125]
(CAA:SM, pg. 121); Furious Charge; Infantry (Character); Frag Grenades; Krak Grenades; Iron Halo; Bolt Pistol; Moonfang; And They Shall Know No Fear; Born in the Saddle; Born in the Saddle; Chapter Tactics (White Scars); Chapter Tactics (White Scars); Fight on the Move; Fight on the Move; Furious Charge; Hit & Run; Hit & Run; Independent Character; Master of the Hunt; Warlord ; Storm of Fire												
Command Squad	4		4	4	4	4	1	4	2	9	3+	[145]
(CAA:SM, pg. 138); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Meltagun (x4); Apothecary; And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run												
Apothecary	1		4	4	4	4	1	4	2/3	9	3+	[15]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Narthecium; Bolt Pistol; Chainsword; And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run												
Command Squad	5		4	4	4	4	1	4	2/3	9	3+	[110]
(CAA:SM, pg. 138); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x5); Chainsword (x1); Flamer (x4); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Drop Pod												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[0]
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[70]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[70]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[0]
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[70]
(CAA:SM, pg. 150); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Chainsword (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Razorback												
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
(CAA:SM, pg. 157); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[70]
(CAA:SM, pg. 150); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Chainsword (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[70]
(CAA:SM, pg. 160); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:SM, pg. 157); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[70]
(CAA:SM, pg. 160); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Ironclad Dreadnoughts	1	Grp:  WS: 4 BS: 4 St: 6 In: 4 At: 4 FA: 13 SA: 13 RA: 10 HP: 3 Save: -										[145]
(CAA:SM, pg. 146); Drop Pod												
Ironclad Dreadnought	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 4 FA: 13 SA: 13 RA: 10 HP: 3 Save: -										[145]
Chapter Tactics (White Scars); Vehicle (Walker); Extra Armour; Searchlight; Smoke Launchers; Meltagun; Power Fist; Seismic Hammer; Heavy Flamer; Born in the Saddle; Fight on the Move; Hammer of Wrath; Hit & Run; Move Through Cover												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Ironclad Dreadnoughts	1	Grp:  WS: 4 BS: 4 St: 6 In: 4 At: 4 FA: 13 SA: 13 RA: 10 HP: 3 Save: -										[290]
(CAA:SM, pg. 146); Ironclad Dreadnought												
Ironclad Dreadnought	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 4 FA: 13 SA: 13 RA: 10 HP: 3 Save: -										[145]
Chapter Tactics (White Scars); Vehicle (Walker); Extra Armour; Searchlight; Smoke Launchers; Meltagun; Power Fist; Seismic Hammer; Storm Bolter; Ironclad Assault Launchers; Born in the Saddle; Fight on the Move; Hammer of Wrath; Hit & Run; Move Through Cover												
Ironclad Dreadnought	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 4 FA: 13 SA: 13 RA: 10 HP: 3 Save: -										[145]
Chapter Tactics (White Scars); Vehicle (Walker); Extra Armour; Searchlight; Smoke Launchers; Meltagun; Power Fist; Seismic Hammer; Storm Bolter; Ironclad Assault Launchers; Born in the Saddle; Fight on the Move; Hammer of Wrath; Hit & Run; Move Through Cover												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
10th Company Task Force	1	Auxilia ☠										165
(CAA:SM, pg. 179); Scout Squad; Scout Squad; Scout Squad; Concealed Positions; The Trap is Sprung												
Scout Squad	4	☠	4	4	4	4	1	4	1	8	4+	[55]
(CAA:SM, pg. 136); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Infiltrate; Move Through Cover; Scout												
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; Infiltrate; Move Through Cover; Scout												
Scout Squad	4	☠	4	4	4	4	1	4	1/2	8	4+	[55]
(CAA:SM, pg. 136); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Close Combat Weapon (x4); Sergeant; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Infiltrate; Move Through Cover; Scout												
Sergeant	1		4	4	4	4	1	4	1/2	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Scout Squad	4	☠	4	4	4	4	1	4	1	8	4+	[55]
(CAA:SM, pg. 136); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Infiltrate; Move Through Cover; Scout												
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; Infiltrate; Move Through Cover; Scout												
Gladius Strike Force	1	Grp: Detachment										0
Codex Astartes; Company Support												
: Inquisitorial Detachment (1 ⚔, 34 pts)												
Ordo Xenos Inquisitor (HQ) [Inq]	1		4	4	3	3	3	4	3/4	10	4+	34
(Codex: Inquisition); Infantry (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Bolt Pistol; Chainsword; Servo-skulls (x3); Independent Character; Stubborn												
Inquisitorial Detachment [Inq]	1	Grp: Detachment										0
Total Cost:											1849	

Option Footnotes

Warlord Traits	
Storm of Fire	At the start of each of your Shooting phases, nominate one friendly unit within 12" of your Warlord that is drawn from the same Chapter as your Warlord. That unit's ranged weapons have the Rending special rule until the end of the phase. (See CAA:SM, pg. 188)
Warlord	See WH40k, pg. 124.
Relics	
Moonfang	S User; AP 3; Melee, Prey's Bane.
Doctrines	
Assault Doctrine	Affected models can re-roll To Hit rolls of 1 in the Assault phase of this turn. Affected models in Assault Squads, Bike Squads, Attack Bike Squad and Centurion Assault Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Assault phase of this turn. (See CAA:SM, pg. 189).
Devastator Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting phase of this turn. Affected models in Devastator and Centurion Devastator Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting phase of this turn. (See CAA:SM, pg. 189).
Tactical Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting and Assault phases of this turn. Affected models in Tactical Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting and Assault phases of this turn. (See CAA:SM, pg. 189).

Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Born in the Saddle	White Scars models with the Bike Unit type have the Skilled Rider special rule and add 1 to their Strength when resolving hits caused by the Hammer of Wrath special rule. (See CAA:SM, pg. 190).
Chapter Tactics (White Scars)	Chapter Tactics (White Scars) (see CAA:SM, pg. 189-190).
Codex Astartes	If your army contains one or more Gladius Strike Forces, you can enact each of the Combat Doctrines once per game. When each Combat Doctrine is enacted, all models in your army with the Chapter Tactics rule that are part of a Gladius Strike Force are affected. (See CAA:SM, pg. 112).
Combat Squads	Combat Squads
Company Support	If a Gladius Strike Force includes two Battle Demi-companies, one including a Captain and the other including a Chaplain, the together they form a Battle Company. Any unit from th Battle company that has the option to take a Rhino, Razorback or Drop Pod as a Dedicated Transport may take one at no points cost. (See CAA:SM, pg. 112).
Concealed Positions	Each unit from this Formation that deploys using the Infiltrate rule and does not have the Stealth special rule in Concealed. A Concealed unit has the Stealth special rule until it moves, Runs, Turbo Boosts, Charges or Falls Back, at which point it immediately loses the Stealth special rulefor the rest of the battle. (See CAA: SM, pg. 179).
Drop Pod Assault	Drop Pods and unit embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fight on the Move	White Scars models have the Hit & Run special rule. A unit coposed entirely of White Scars models can re-roll the dice when determining Run moves. (See CAA:SM, pg. 190).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point.
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.
Infiltrate	Infiltrate (see WH40k, pg. 167).
Master of the Hunt	If Kor'sarro Khan is your Warlord, friendly White Scars models that have th Bike unit type, or are embarked on a Rhino or Razorback, have the Scouts special rule. In addition, if Kor'sarror Khan slays the enemy Warlord in a challenge, you immediately score D3 extra Victory Points. (See CAA:SM, pg. 121).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Objective Secured	A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule. (See CAA:SM, pg. 174).
Repair	If a Rhino is Immobilized, the in subsequent turns, it mat 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 successfull Repair does not restore a Hull Point.
Scout	Scout (see WH40k, pg. 171).
Stubborn	Stubborn (see WH40k, pg. 172).
Tactical Flexibility	If your army contains one or more Battle Demi-Companies, you can choose to enact the Tactical Doctrine once per game. When the Doctrione is enacted, all models in your army with the Chapter Tactics rule that are part of a Battle Demi-Company are affected. (See CAA:SM, pg. 174).
The Trap is Sprung	During the first game turn, all units from this Formation have the Precision Shots special rule. (See CAA: SM, pg. 179).
Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.

Wargear	
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:SM, pg. 194).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Carapace Armour	Confers a 4+ Armour Save.
Chainsword	S User; AP -; Melee.
Close Combat Weapon	S User; AP -; Melee.
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Extra Armour	Extra Armour (see WH40k, pg. 98).
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Iron Halo	An iron halo confers a 4+ invulnerable save. (See CAA:SM, pg. 195).
Ironclad Assault Launchers	Ironclad Assault Launchers; see (C:SM, pg. 103).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Nartheicum	As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule. (See CAA:SM, pg. 195).
Power Armour	Power Armour (see C:SM, pg. 126).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Psyk-out Grenades	Psyk-out Grenades (see Codex: Inquisition).
Rosarius	Confers a 4+ Invulnerable save.
Searchlight	(see WH40k, pg. 98).
Seismic Hammer	S x2; AP 1; Melee, Concussive, Specialist Weapon, Unwieldy.
Servo-skulls	Servo-skulls (see C:GK, pg. 62).
Signum	At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If he does so, one model in his unit is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made. (See CAA:SM, pg. 195).
Smoke Launchers	(see WH40k, pg. 98).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked

Roster Design Information

Army Special Rules:

Combat Squads (CAA:SM, pg. 188)