



## 1850 Pts - Dark Angels - Aaron Aleong 8th Overall LVO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (29  915 pts)</b>												
Chaplain	1		5	4	4/6	5	2	4	2/3	10	3+/4(i)	115
(CAA:DA, pg. 107); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Grim Resolve; Hammer of Wrath; Independent Character; Jink; Relentless; Stubborn; Very Bulky; Zealot; Melta Bombs; Space Marine Bike												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Ravenwing Command Squad	1		4	4	4/5	5	1	4	2/3	9	3+	175
(CAA:DA, pg. 119); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x1); Corvus Hammer (x1); 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 (x1); 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	5	1	4	2/3	9	3+	[30]
<b>Bikes</b> (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]
<b>Bikes</b> (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												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	105
(CAA:DA, pg. 110); <b>Infantry</b> ; 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]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; 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); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	105
(CAA:DA, pg. 110); <b>Infantry</b> ; 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]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; 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); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Scout Squad	4		4	4	4	4	1	4	1	8	4+	55
(CAA:DA, pg. 111); <b>Infantry</b> ; 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]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				35
(CAA:DA, pg. 120); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Space Marine Rapier Weapons Battery (IA)	2		-	-	-	7	2	-	-	-	3+	110
	(IA2 - 2E, pg. 202); <b>Artillery</b> ; Laser Destroyer (x2); Explosive Demise; Extremely Bulky											
Space Marine Crew	4		4	4	4	4	1	4	1	8	3+	[0]
	Assault Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear											
Azrael	1		6	5	4/6	4	4	5	4/5	10	2+/4(i)	215
	(CAA:DA, pg. 139); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Lion Helm; Master-crafted Combi-Plasmagun; Sword of Secrets; Deathwing; Fear; Fearless; Feel No Pain; Grim Resolve; Hatred (Chaos Space Marines); Independent Character; Master Tactician; Rites of Battle; Stubborn; Supreme Strategist; <b>Warlord</b>											
Lion Helm	1	The Lion Helm is carried by a Relic Bearer. The Lion Helm confers a 4+ invulnerable save to Azrael, all models in his unit, and any vehicle he is embarked in. (see CAA:DA, pg. 139).										[0]
Sword of Secrets	1	S +2; AP 3; Melee, Master-crafted. (see CAA:DA, pg. 139).										[0]
Combined Arms Detachment	1	Grp: Detachment										0
<b>: Company of the Great Wolf Detachment (10 <math>\lambda</math>, 480 pts)</b>												
Wolf Guard Battle Leader in Power Armour (HQ) [CoF]	1		5	5	5/10	5	3	5/1	4	9	2+/3(i)	165
	(C:SW, pg. 56); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Thunderwolf Mount; Runic Armour; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending											
Iron Priest (Elite) [CoF]	1		4	4	5/10	5	2	4/1	3/4	8	2+/6(i)	150
	(C:SW, pg. 62); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending											
Cyberwolf [CoF]	3		4	-	4	5	1	4	3	6	4+	[45]
	(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet											
Iron Priest (Elite) [CoF]	1		4	4	5/10	5	2	4/1	3/4	8	2+/6(i)	165
	(C:SW, pg. 62); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending											
Cyberwolf [CoF]	4		4	-	4	5	1	4	3	6	4+	[60]
	(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet											
Company of the Great Wolf Detachment [CoF]	1	Grp: Detachment										0
	First Among Equals; Kingsguard; Preferred Enemy (Characters); Sagaborn											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Librarius Conclave (5 , 445 pts)</b>												
Librarius Conclave [WS]	1	Comm: 										445
(CAA:SM, pg. 182); Librarian (HQ); Librarian (HQ); Librarian (HQ); Librarian (HQ); Empyric Channeling												
Librarian (HQ) [WS]	1		5	4	4/5	4	2	4/1	2/3	10	3+	[115]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Wrath of the Heavens; <b>Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Telepathy</b>												
<i>Wrath of the Heavens</i> [WS]	1	Wrath of the Heavens is a Space Marine bike, and cannot be taken by models equipped with Terminator Armour or a jump pack. When a model riding Wrath of the Heavens Turbo-boosts, it can move up to 18" and pass over units and terrain as though it were a Jetbike. (See Kauyon - The Rules, pg. 38).										[25]
Librarian (HQ) [WS]	1		5	4/5	4/5	5	2	4/1	2/3	10	3+	[130]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); The Hunter's Eye; And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; <b>Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Telepathy</b>												
<i>The Hunter's Eye</i> [WS]	1	A model equipped with the Hunter's Eye adds one to his Ballistic Skill and all his ranged weapons have the Ignores Cover special rule. Whilst a model equipped with the Hunter's Eye is part of a unit, all other ranged weapons carried by models in that unit also have the Ignores Cover special rule. (See Kauyon - The Rules, pg. 38).										[20]
<i>Space Marine Bike</i> [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [WS]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[110]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; <b>Biomancy; Daemonology: Malefic Powers; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Telepathy</b>												
<i>Space Marine Bike</i> [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [WS]	1		5	4	4	4	2	4	2/3	10	3+	[90]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Sword; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); <b>Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Telepathy</b>												
											<b>Total Cost:</b>	<b>1840</b>

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Relics	
Lion Helm	The Lion Helm is carried by a Relic Bearer. The Lion Helm confers a 4+ invulnerable save to Azrael, all models in his unit, and any vehicle he is embarked in. (see CAA:DA, pg. 139).
Sword of Secrets	S +2; AP 3; Melee, Master-crafted. (see CAA:DA, pg. 139).
Wrath of the Heavens	Wrath of the Heavens is a Space Marine bike, and cannot be taken by models equipped with Terminator Armour or a jump pack. When a model riding Wrath of the Heavens Turbo-boosts, it can move up to 18" and pass over units and terrain as though it were a Jetbike. (See Kauyon - The Rules, pg. 38).
Psychic Powers	
<b>Biomancy</b>	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).

<b>Daemonology: Malefic Powers</b>	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).
<b>Daemonology: Sanctic Powers</b>	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).
<b>Divination</b>	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
<b>Pyromancy</b>	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).
<b>Telekinesis</b>	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
<b>Telepathy</b>	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
<b>Special Rules</b>	
Acute Senses	Acute Senses (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).
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).
Combat Squads	Combat Squads
Counter-attack	Counter-attack (see WH40k, pg. 163).
Deathwing	A model with this special rule has the Fearless and Hatred (Chaos Space Marines) rule. (See CAA:DA, pg. 148).
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).
Explosive Demise	See FW Website PDF.
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fight on the Move	White Scars models have the Hit & Run special rule. A unit composed entirely of White Scars models can re-roll the dice when determining Run moves. (See CAA:SM, pg. 190).
First Among Equals	All Wolf Guard Battle Leaders, Wolf Guard Pack Leaders, Wolf Guard Terminator Leaders and Thunderwolf Cavalry Pack Leaders that are part of a Detachment or Formation presented in this book have the Preferred enemy (Characters) special rule when fighting in a challenge. (See Champions of Fenris, pg. 48).
Fleet	Fleet (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).
Grimnar's Right Hand	If this detachment is your Primary Detachment, you can re-roll the result when rolling on the Champions of Fenris Warlord Traits Table. (See Champions of Fenris, pg. 50).
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 issues or accepts this challenge. (See CAA:DA, pg. 113).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).

Kingsguard	The following models have +1 WS in their profile when chosen as part of this detachment: Wolf Guard, Wolf Guard Pack Leader, Wolf Guard Terminator, Wolf Guard Terminator Leader, Thunderwolf Cavalry, Thunderwolf Cavalry Pack Leader. (See Champions of Fenris, pg. 50).
Master Tactician	An army that includes Azrael adds +1 to any Seize the Initiative rolls it makes. (See CAA:DA, pg. 139).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 2)	Psyker (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.
Rites of Battle	All friendly models with the Dark Angels Faction can use Azrael's Leadership value in place of their own. (See CAA:DA, pg. 139).
Sagaborn	Characters that are part of a Detachment or Formation presented in this book must always issue and accept a challenge whenever possible. If you have several models in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. (See Champions of Fenris, pg. 48).
Scout	Scout (see WH40k, pg. 171).
Skilled Rider	Skilled Rider (see WH40k, pg. 171).
Stubborn	Stubborn (see WH40k, pg. 172).
Supreme Strategist	When determining Warlord Traits of Azrael, choose any trait from the Dark Angels Warlord Traits table. (See CAA:DA, pg. 139).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
<b>Upgrades</b>	
Increase Mastery Level	
<b>Unit Type</b>	
<b>Artillery</b>	See WH40K rulebook, pgs. 44-49.
<b>Beasts</b>	See WH40K rulebook, pgs. 44-49.
<b>Bikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Bikes (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle (Tank, Transport)</b>	See WH40K rulebook, pgs. 44-49.
<b>Wargear</b>	
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
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.
Corvus Hammer	S +1; AP -; Melee, Rending.
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Force Sword	S User; AP 3; Melee, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Laser Destroyer	Range 36"; S 9; AP 2; Ordnance 1, Twin-linked.
Master-crafted Combi-Plasmagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire, Master-crafted. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle), Master-crafted.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Narthecium	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 Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-linked.
Power Armour	Power Armour (see C:SM, pg. 126).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
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).
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
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
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.

### 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)