

## 1850 Pts - White Scars - Steve Sisk 3rd Overall LVO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Gladius Strike Force (80  1850 pts)</b>												
Battle Company	1	Core, 										1555
(CAA:SM, pg. 174); Chaplain; Kor'sarro Khan; Command Squad; Command Squad; Assault Squad; Assault Squad; Devastator Squad; Devastator Squad; Objective Secured; Tactical Flexibility												
Chaplain	1		5	4/5	4/6	4	2	4	2/3	10	3+/4(i)	[120]
(CAA:SM, pg. 134); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; The Hunter's Eye; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Zealot; Auspex; Melta Bombs												
<i>The Hunter's Eye</i>	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]
Kor'sarro Khan	1		6	5	4	4	3	5	3/4	10	3+/4(i)	[125]
(CAA:SM, pg. 121); Furious Charge; <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Iron Halo; Bolt Pistol; Moonfang; And They Shall Know No Fear; Born in the Saddle; Chapter Tactics (White Scars); Fight on the Move; Furious Charge; Hit & Run; Independent Character; Master of the Hunt; <b>Warlord</b> ; Storm of Fire												
Command Squad	5		4	4	4	4	1	4	2	9	3+	[145]
(CAA:SM, pg. 138); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x5); Meltagun (x5); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Razorback												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[5]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Flamer; Dozer Blade												
Command Squad	5		4	4	4	4	1	4	2/3	9	3+	[95]
(CAA:SM, pg. 138); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x5); Chainsword (x5); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Razorback												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[5]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter; Dozer Blade												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[120]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Plasma gun; 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+	[24]
Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Plasmagun (x1); 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: -										[25]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Lascannon and TL Plasma Gun; Dozer Blade												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[110]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Flamer; 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+	[24]
Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Flamer (x1); 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: -										[25]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Lascannon; Dozer Blade												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[115]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; 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; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Meltagun (x1); 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: -				[25]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Lascannon and TL Plasma Gun; Dozer Blade												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[120]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Plasma gun; 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+	[24]
Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Plasmagun (x1); 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: -				[25]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Assault Cannon; Dozer Blade												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[115]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; 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; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Meltagun (x1); 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: -				[25]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Assault Cannon; Dozer Blade												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[105]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Heavy Bolter; 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); <b>Infantry</b> (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												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[25]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Assault Cannon; Dozer Blade												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[85]
(CAA:SM, pg. 150); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x2); Chainsword (x4); Flamer (x2); 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); <b>Infantry</b> (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: -				[5]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter; Dozer Blade												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[85]
(CAA:SM, pg. 150); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x2); Chainsword (x4); Flamer (x2); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Razorback												

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); <b>Infantry</b> (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: -				[5]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter; Dozer Blade												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[125]
(CAA:SM, pg. 160); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon (x1); 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); <b>Infantry</b> (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: -				[20]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Lascannon												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[90]
(CAA:SM, pg. 160); Chapter Tactics (White Scars); <b>Infantry</b> ; 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); <b>Infantry</b> (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: -				[20]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Lascannon												
Anti-Air Defense Force	1	Auxiliar 										295
(CAA:SM, pg. 175); Skyspear Autotargeting												
Hunters	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[70]
(CAA:SM, pg. 166)												
Hunter	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[70]
<b>Vehicle</b> (Tank); Searchlight; Skyspear Missile Launcher; Smoke Launchers												
Stalkers	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[225]
(CAA:SM, pg. 167); Stalker; Skystorm												
Stalker	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[75]
<b>Vehicle</b> (Tank); Icarus Stormcannon Array; Searchlight; Smoke Launchers												
Stalker	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[75]
<b>Vehicle</b> (Tank); Icarus Stormcannon Array; Searchlight; Smoke Launchers												
Stalker	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[75]
<b>Vehicle</b> (Tank); Icarus Stormcannon Array; Searchlight; Smoke Launchers												
Gladius Strike Force	1	Grp: Detachment										0
Codex Astartes; Company Support												
<b>Total Cost:</b>											<b>1850</b>	

#### 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)
<b>Warlord</b>	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, together they form a Battle Company. Any unit from the 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).
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).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Master of the Hunt	If Kor'sarro Khan is your Warlord, friendly White Scars models that have the Bike unit type, or are embarked on a Rhino or Razorback, have the Scouts special rule. In addition, if Kor'sarro Khan slays the enemy Warlord in a challenge, you immediately score D3 extra Victory Points. (See CAA:SM, pg. 121).
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).
Savant Interlocution	Whilst this unit includes three Hunters, each model's Sykspear missile launcher can re-roll the dice when resolving its Savant Lock special rule.
Skyspear Autotargeting	If a Hunter from this Formation causes a hit on an enemy flyer or Flying Monstrous Creature when firing its skyspear missile launcher, all Stalkers in this Formation add 1 to their Ballistic Skill until the end of the phase when firing at that same target unit. (See CAA:SM, pg. 175).
Skystorm	Whilst this unit includes three Stalkers, each model's Icarus stormcannon array has the Ignores Cover special rule.
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 Doctrine 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).
Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle (Tank)</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle (Tank, Transport)</b>	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.
Chainsword	S User; AP -; Melee.

Combi-Flamer	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Flamer: Template; S 4; AP 5; Assault 1 (once per battle).
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Combi-Plasmagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle).
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Dozer Blade	(see WH40k, pg. 98).
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	When rolling To Wound with a grav-weapon, or to determine its effects on a vehicle, the bearer can re-roll the result. (See CAA:SM, pg. 194).
Grav-cannon	24" Range; S *; AP 2; Salvo 3/5, Concussive, Graviton (see C:SM, pg. 121).
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Icarus Stormcannon Array	One Target: 48" Range; S 7; AP 4; Heavy 3, Interceptor, Skyfire. Two Targets: 48" Range; S 7; AP 4; Heavy 3, Interceptor, Skyfire (see C:SM, pg. 192).
Iron Halo	An iron halo confers a 4+ invulnerable save. (See CAA:SM, pg. 195).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lascannon and TL Plasma Gun	48" Range; S 9; AP 2; Heavy 1. 24" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-linked.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Power Armour	Power Armour (see C:SM, pg. 126).
Rosarius	Confers a 4+ Invulnerable save.
Searchlight	(see WH40k, pg. 98).
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).
Skyspear Missile Launcher	60" Range; S 7; AP 2; Heavy 1, Armourbane, Savant Lock, Skyfire.
Smoke Launchers	(see WH40k, pg. 98).
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Twin-Linked Heavy Flamer	Template; S5; AP4; Assault 1, Twin-linked.
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked

### Roster Design Information

Army Special Rules:

*Combat Squads* (CAA:SM, pg. 188)