








# ▲ 1850 Pts - White Scars - Aaron Aleong 1st Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (15 , 650 pts)</b>												
Chaplain	1		5	4	4/8	5	2	4/1	2/3	10	3+/4(i)	150
(CAA:DA, pg. 107); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Lightning Claw (x1); Power Fist (x1); Grim Resolve; Hammer of Wrath; Independent Character; Jink; Relentless; Stubborn; Very Bulky; Zealot; 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												
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												
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												
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Allied Detachment (7 <math>\frac{1}{2}</math>, 175 pts)</b>												
Sanguinary Priest (HQ) [BA]	1		5	4	4/8	5	2	4/1	2/3	10	3+	120
(C:BA, pg. 60); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Blood Chalice; Narthecium; Power Armour; Lightning Claw (x1); Power Fist (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Furious Charge; Hammer of Wrath; Independent Character; Jink; Relentless; Very Bulky; Space Marine Bike												
Scout Squad (Troops) [BA]	4		3	3	4	4	1	4	1	8	4+	55
(C:BA, pg. 66); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Furious Charge; Infiltrate; Move Through Cover; Scout												
Sergeant [BA]	1		4	4	4	4	1	4	1	8	4+	[11]
(C:BA, pg. 66); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Furious Charge; Infiltrate; Move Through Cover; Scout												
Allied Detachment [BA]	1	Grp: Detachment										0
<b>: Combined Arms Detachment (9 <math>\frac{1}{2}</math>, 233 pts)</b>												
Techmarine (HQ) [WS]	1		4	5	4/5	5	2	4/1	2/3	9	2+	110
(CAA:SM, pg. 132-133); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Power Axe; Servo-Harness; And They Shall Know No Fear; Blessing of the Ommissiah; Bolster Defenses; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Space Marine Bike												
Space Marine Bike [WS]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Bike Squad (Troops) [WS]	2		4	4	4	5	1	4	1	8	3+	63
(CAA:SM, pg. 152); Chapter Tactics (White Scars); Skilled Rider; <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol (x2); Twin-Linked Boltgun (x2); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hammer of Wrath; Hit & Run; Jink; Mounted Assault; Relentless; Very Bulky												
Biker Sergeant [WS]	1		4	4	4	5	1	4	1	8	3+	[21]
Chapter Tactics (White Scars); Skilled Rider; <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Twin-Linked Boltgun (x1); Born in the Saddle; Combat Squads; Fight on the Move; Hammer of Wrath; Hit & Run; Jink; Relentless; Very Bulky												
Scout Squad (Troops) [WS]	4		4	4	4	4	1	4	1	8	4+	60
(CAA:SM, pg. 136); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Sniper Rifle (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Infiltrate; Move Through Cover; Scout												
Sergeant [WS]	1		4	4	4	4	1	4	1	8	4+	[12]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Sniper Rifle; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Combined Arms Detachment [WS]	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Librarius Conclave (5 ⚔, 375 pts)</b>												
Librarius Conclave [WS]	1	Comm: ☛										375
	(CAA:SM, pg. 182); Librarian (HQ); Librarian (HQ); Librarian (HQ); Librarian (HQ); Empyric Channeling											
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>											
Space Marine Bike [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>											
Space Marine Bike [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	4	2	4/1	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 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); <b>Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Telepathy</b>											
Librarian (HQ) [WS]	1		5	4	4/6	4	2	4	2/3	10	3+	[65]
	(CAA:SM, pg. 131); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 1); <b>Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Pyromancy; Telekinesis; Telepathy</b>											
<b>: Company of the Great Wolf Detachment (12 ⚔, 415 pts)</b>												
Iron Priest (HQ) [CoF]	1		5	4	5/10	5	3	4/1	3	9	2+/6(i)	185
	(Curse o/t Wulfen - The Rules, pg. 34); <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											
Iron Priest (HQ) [CoF]	1		5	4	5/10	5	3	4/1	3	9	2+/6(i)	185
	(Curse o/t Wulfen - The Rules, pg. 34); <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											
Lone Wolf in Power Armour (Elite) [CoF]	1		5	4	4	4	2	4	2/3	8	3+	20
	(C:SW, pg. 65); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Chainsword; A Glorious Death; Acute Senses; Counter-attack; Eternal Warrior; Fearless; Feel No Pain; Monster Hunter; Pack of One											
Lone Wolf in Power Armour (Elite) [CoF]	1		5	4	4	4	2	4	2/3	8	3+	25
	(C:SW, pg. 65); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Chainsword; Melta Bombs; A Glorious Death; Acute Senses; Counter-attack; Eternal Warrior; Fearless; Feel No Pain; Monster Hunter; Pack of One											
Company of the Great Wolf Detachment [CoF]	1	Grp: Detachment										0
	First Among Equals; Kingsguard; Preferred Enemy (Characters); Sagaborn											
											<b>Total Cost:</b>	<b>1848</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).
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 - Assault, 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).
Special Rules	
A Glorious Death	Lone Wolf units are never scoring units. (See C:SW, pg. 65).
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).
Blessing of the Omnissiah	Blessing of the Omnissiah (See CAA:SM, pg. 132).
Bolster Defenses	Bolster Defences (See CAA:SM, pg. 133).
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).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
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).
Furious Charge	Furious Charge (see WH40k, pg. 164).

Grim Resolve	Models with this special rule have the Stubboporn 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 Chapions 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 issue 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).
Monster Hunter	Monster Hunter (see WH40k, pg. 168).
Mounted Assault	If a unit with this special rule is chosen as part of a Detachment that contains at least one independent character with the Space Marines Faction equipped with a Space Marine Bike, the unit's Battlefield Role changes to Troops. (See CAA: SM, pg. 152).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Pack of One	Lone Wolf units cannot be joined by units with the Independent Character special rule. (See C:SW, pg. 65).
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
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).
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 ofr 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).

#### Upgrades

Increase Mastery Level	
------------------------	--

#### Unit Type

<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.

#### Wargear

Blade of Caliban	S +1; AP 3; Melee.
Blood Chalice	All models with the Blood Angels Factions in a unit that includes at least one model with a blood chalice add +1 to their Weapon Skill (see C:BA, pg. 105).
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.
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.

Lightning Claw	S User; AP 3; Melee, Shred, Specialist Weapon.
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).
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 Talon	18" Range; S 7; AP 2; Rapid Fire, Gets Hot, Twin-linked.
Power Armour	Power Armour (see C:SM, pg. 126).
Power Axe	S +1; AP 2; Melee, Unwieldy.
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).
Scout Armour	Scout Armour (see C:BA, pg. 104).
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg. 97).
Servo-Harness	A servo-harness gives the bearer two servo-arms, a plasma cutter and a flamer. In the Shooting phase, the bearer can fire both harness-mounted weapons, or one harness mounted weapon and another weapon. (See CAA:SM, pg. 195). Two Servo-Arms: S x2; AP 1; Melee, Unwieldy, Specialist Weapon. Plasma Cutter: 12" Range; S 7; AP 2; Assault 1, Gets Hot, Twin-linked. Flamer: Template; S 4 : AP 5; Assault 1.
Sniper Rifle	Range 36"; S X; AP 6; Heavy 1, Sniper.
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
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	
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.

### 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)