

1850 Pts - White Scars - Andrew Gonyo 17th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Gladius Strike Force (67 , 1385 pts)												
Battle Company	1	Core, 										1205
(CAA:SM, pg. 174); Captain in Terminator Armour; Chaplain; Assault Squad; Assault Squad; Devastator Squad; Devastator Squad; Objective Secured; Tactical Flexibility												
Captain in Terminator Armour	1		6	5	4/8	4	3	5/1	3	10	2+4(i)	[130]
(CAA:SM, pg. 130); Chapter Tactics (White Scars); Infantry (Character); Iron Halo; Terminator Armour; Storm Bolter; Power Fist; And They Shall Know No Fear; Born in the Saddle; Bulky; Deep Strike; Fight on the Move; Hit & Run; Independent Character; Relentless; Warlord												
Chaplain	1		5	4/5	4/6	4	2	4	2/3	10	3+4(i)	[115]
(CAA:SM, pg. 134); Chapter Tactics (White Scars); Infantry (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												
<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]
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												
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; Drop Pod												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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; 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; 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+	[80]
(CAA:SM, pg. 150); Chapter Tactics (White Scars); Infantry ; 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; Drop Pod												
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												
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+	[80]
(CAA:SM, pg. 150); Chapter Tactics (White Scars); Infantry ; 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; Drop Pod												
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												
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												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[140]
(CAA:SM, pg. 160); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x2); Grav-cannon (x2); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Drop Pod												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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											
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											
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[210]
	(CAA:SM, pg. 160); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Grav-cannon (x4); 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; Signum; 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											
Suppression Force	1	Auxiliai 										180
	(CAA:SM, pg. 185); Datalink Telemetry											
Land Speeders	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[50]
	(CAA:SM, pg. 155)											
Land Speeder	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[50]
	Vehicle (Skimmer, Fast); Heavy Flamer; Heavy Flamer; Deep Strike; Jink											
Whirlwinds	1	Grp:	BS: 4	FA: 13	SA: 11	RA: 10	HP: 3	Save: -				[130]
	(CAA:SM, pg. 164); Whirlwind											
Whirlwind	1	Grp:	BS: 4	FA: 13	SA: 11	RA: 10	HP: 3	Save: -				[65]
	Vehicle (Tank); Searchlight; Smoke Launchers; Whirlwind Multiple Missile Launcher											
Whirlwind	1	Grp:	BS: 4	FA: 13	SA: 11	RA: 10	HP: 3	Save: -				[65]
	Vehicle (Tank); Searchlight; Smoke Launchers; Whirlwind Multiple Missile Launcher											
Gladius Strike Force	1	Grp: Detachment										0
	Codex Astartes; Company Support											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Optimized Stealth Cadre (12 ⁺, 465 pts)												
Optimized Stealth Cadre [Tau]	1	Auxilia ☒										465
(C:TE, pg. 109); The Wall of Mirrors												
XV25 Stealth Battlesuits (Elite) [Tau]	1											[90]
(C:TE, pg. 87)												
Stealth Shas'ui [Tau]	1		2	3	4	3	1	2	2	8	3+	[30]
Jet Pack Infantry ; Photon Grenades; Blacksun Filter; Multi-tracker; Burst Cannon; Bulky; Deep Strike; Infiltrate; Night Vision; Relentless; Shrouded; Stealth; Supporting Fire												
Stealth Shas'ui [Tau]	1		2	3	4	3	1	2	2	8	3+	[30]
Jet Pack Infantry ; Photon Grenades; Blacksun Filter; Multi-tracker; Burst Cannon; Bulky; Deep Strike; Infiltrate; Night Vision; Relentless; Shrouded; Stealth; Supporting Fire												
Stealth Shas'ui [Tau]	1		2	3	4	3	1	2	2	8	3+	[30]
Jet Pack Infantry ; Photon Grenades; Blacksun Filter; Multi-tracker; Burst Cannon; Bulky; Deep Strike; Infiltrate; Night Vision; Relentless; Shrouded; Stealth; Supporting Fire												
XV25 Stealth Battlesuits (Elite) [Tau]	1											[90]
(C:TE, pg. 87)												
Stealth Shas'ui [Tau]	1		2	3	4	3	1	2	2	8	3+	[30]
Jet Pack Infantry ; Photon Grenades; Blacksun Filter; Multi-tracker; Burst Cannon; Bulky; Deep Strike; Infiltrate; Night Vision; Relentless; Shrouded; Stealth; Supporting Fire												
Stealth Shas'ui [Tau]	1		2	3	4	3	1	2	2	8	3+	[30]
Jet Pack Infantry ; Photon Grenades; Blacksun Filter; Multi-tracker; Burst Cannon; Bulky; Deep Strike; Infiltrate; Night Vision; Relentless; Shrouded; Stealth; Supporting Fire												
Stealth Shas'ui [Tau]	1		2	3	4	3	1	2	2	8	3+	[30]
Jet Pack Infantry ; Photon Grenades; Blacksun Filter; Multi-tracker; Burst Cannon; Bulky; Deep Strike; Infiltrate; Night Vision; Relentless; Shrouded; Stealth; Supporting Fire												
XV95 Ghostkeel Battlesuits (Elite) [Tau]	1											[285]
(C:TE, pg. 90); Ghostkeel Shas'vre												
Ghostkeel Shas'vre [Tau]	1		2	3	6	5	4	2	3	9	3+	[145]
Blacksun Filter; Multi-Tracker; MV5 Stealth Drones; Jet Pack Monstrous Creature ; Ghostkeel Battlesuit; Ghostkeel Electowarfare Suite; Holophoton Countermeasures; Cyclic Ion Raker; Twin Linked Fusion Blaster; Target Lock; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Move Through Cover; Night Vision; Relentless; Smash; Stealth; Supporting Fire												
MV5 Stealth Drones [Tau]	2	-	2	2	3	5	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Bulky; Deep Strike; Relentless; Stealth Field												
Ghostkeel Shas'vre [Tau]	1		2	3	6	5	4	2	3	9	3+	[140]
Blacksun Filter; Multi-Tracker; MV5 Stealth Drones; Jet Pack Monstrous Creature ; Ghostkeel Battlesuit; Ghostkeel Electowarfare Suite; Holophoton Countermeasures; Cyclic Ion Raker; Twin Linked Fusion Blaster; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Move Through Cover; Night Vision; Relentless; Smash; Stealth; Supporting Fire												
MV5 Stealth Drones [Tau]	2	-	2	2	3	5	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Bulky; Deep Strike; Relentless; Stealth Field												
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
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).
Anti-grav Upwash	Whilst this unit includes three Land Speeders, it can move an additional 6" when moving Flat Out.
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).
Bulky	Bulky (see WH40k, pg. 159).
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).
Datalink Telemetry	One Land Speeder from this Formation can nominate an enemy unit within 18" and in line of sight in its Shooting phase. It cannot do this in the same turn it moves Flat Out. Until the end of the phase, all shooting attacks made with Whirlwind multiple missile launchers by models in this Formation against the nominated can re-roll To Hit and are treated as having an infinite range. (See CAA:SM, pg. 185).
Deep Strike	Deep Strike (see WH40k, pg. 162).
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).
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).
Fire Team	
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).
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Night Vision	Night Vision (see WH40k, pg. 40).
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).
Relentless	Relentless (see WH40k, pg. 170).
Shrouded	Shrouded (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
Stealth	Stealth (see WH40k, pg. 172).
Stealth Field	See C:TE pg. 27.
Supporting Fire	When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Note that a unit can still only fire Overwatch once each phase. (See C:TE, pg. 116.)
Suppressive Bombardment	Whilst this unit includes three Whirlwinds, each model's Whirlwind multiple missile launcher has the Pinning and Shred special rules (regardless of which missile type it fires).
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 Wall of Mirrors	At the start of your Shooting phase, this Formation can network their stealth fields to create a Wall of Mirrors. If you do so, then the weapons used by the Formation's Ghostkeels, and by any unit of Stealth Battlesuits from this Formation that are within 6" of a Ghostkeel from this Formation, have the Ignores Cover special rule, and these models add 1 to their Ballistic Skill for that Shooting phase. In addition, their weapons are assumed to strike their rear armour of any vehicle that they hit, no matter what its actual facing. (See C:TE, pg. 109.)
Zealot	Zealot (see WH40k, pg. 43).

Support Systems	
Target Lock	A model with a target lock can shoot at a different target to the rest of his unit. (See C:TE, pg. 124.)
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jet Pack Infantry	See WH40K rulebook, pgs. 44-49.
Jet Pack Infantry (Drone)	See WH40K rulebook, pgs. 44-49.
Jet Pack Monstrous Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	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).
Blacksun Filter	A model with a blacksun filter has the Night Vision special rule and is immune to the effects of the Blind special rule. (See C:TE, pg. 122.)
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Burst Cannon	18" Range; S 5; AP 5; Assault 4.
Chainsword	S User; AP -; Melee.
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Cyclic Ion Raker	Standard: 24" Range; S 7; AP 4; Assault 6. Overcharge: 24" Range; S 8; AP 4; Heavy 1, Large Blast, Gets Hot. (See C:TE, pg. 118.)
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Ghostkeel Battlesuit	Ghostkeel Battlesuit. (See C:TE, pg. 125.)
Ghostkeel Electowarfare Suite	The cover save bonus for having the Stealth and/or Shrouded special rules is doubled for this model against attacks made at a range greater than 12" (to a maximum of 2+ cover save). (See C:TE, pg. 122.)
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 Flamer	Template; S 5; AP 4; Assault 1.
Holophoton Countermeasures	Once per battle, in the enemy Shooting phase, a model equipped with holophoton countermeasures can disrupt the targeting systems used by one enemy unit that is targeting it or the unit it belongs to. Declare that the unit will use the holophoton countermeasures after the enemy unit has chosen it as a target, but before any hit rolls are made. The enemy unit can only make Snap Shots in that shooting phase. (See C:TE, pg. 123.)
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.
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Multi-tracker	A model with multi-tracker can fire an additional weapon in each Shooting phase. (See C:TE, pg. 122.)
Photon Grenades	8" Range; S 1; AP -; Assault 1, Blast, Blind.
Power Armour	Power Armour (see C:SM, pg. 126).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
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).
Smoke Launchers	(see WH40k, pg. 98).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Terminator Armour	Terminator Armour (see C:SM, pg. 126).
Twin Linked Fusion Blaster	18" Range; S 8; AP 1; Assault 1, Melta, Twin Linked (See C:TE, pg. 65, iPad pg. 94).
Whirlwind Multiple Missile Launcher	Vengeance Missiles: Range: 12 - 48"; S5; AP4; Ordnance 1, Barrage, Large Blast. Incendiary Missiles: Range: 12 - 48"; S4; AP5; Ordnance 1, Barrage, Large Blast, Ignores Cover.

Roster Design Information

Army Special Rules:

Combat Squads (CAA:SM, pg. 188)