




## 1850 Pts - White Scars - Aaron Aleong - Midwest Conquest 3rd Place

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (16  775 pts)</b>												
Interrogator-Chaplain	1		5	5	4/8	5	3	5/1	3/4	10	3+/4(i)	170
(CAA:DA, pg. 102); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Rosarius; Power Fist; Space Marine Bike; Lightning Claw (x1); Deathwing; Fear; Fearless; Grim Resolve; Hammer of Wrath; Hatred (Chaos Space Marines); Independent Character; Jink; Preferred Enemy (Chaos Space Marines); Relentless; Stubborn; Very Bulky; Zealot												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Techmarine	1		4	5	4/5	5	2	4/1	2/3	9	2+	110
(CAA:DA, pg. 132-133); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Power Axe; Servo-Harness; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Grim Resolve; Hammer of Wrath; Independent Character; Jink; Relentless; Stubborn; Very Bulky; 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	2		4	4	4/5	5	1	4	2/3	9	3+	170
(CAA:DA, pg. 119); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Teleport Homer; Bolt Pistol (x2); Corvus Hammer (x2); 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; Plasma Talon (x2); 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												
Scout Squad	4		4	4	4	4	1	4	1/2	8	4+	55
(CAA:DA, pg. 111); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Close Combat Weapon (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	1/2	8	4+	[11]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Close Combat Weapon; 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>: Combined Arms Detachment (20 <math>\ddagger</math>, 490 pts)</b>												
Iron Priest (HQ) [SW]	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 [SW]	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) [SW]	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 [SW]	4		4	-	4	5	1	4	3	6	4+	[60]
(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet												
Blood Claws (Troops) [SW]	5		3	3	4	4	1	4	1/2	8	3+	60
(C:SW, pg. 58); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Chainsword (x5); Acute Senses; And They Shall Know No Fear; Counter-attack; Rage												
Blood Claws (Troops) [SW]	5		3	3	4	4	1	4	1/2	8	3+	60
(C:SW, pg. 58); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Chainsword (x5); Acute Senses; And They Shall Know No Fear; Counter-attack; Rage												
Combined Arms Detachment [SW]	1	Grp: Detachment										0
<b>: Allied Detachment (5 <math>\ddagger</math>, 163 pts)</b>												
Techmarine (HQ) [WS]	1		4	5	4/8	5	2	4/1	2/3	9	2+	100
(CAA:SM, pg. 132-133); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Servo-Arm; Bolt Pistol; Lightning Claw (x1); 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											[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												
Allied Detachment [WS]	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Librarius Conclave (5 , 420 pts)</b>												
Librarius Conclave [WS]	1	Comm: 										420
(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; Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; 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	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; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; 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	4/5	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; Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy</b>												
Librarian (HQ) [WS]	1		5	4	4/6	4	2	4	2/3	10	3+	[105]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); <b>Jump Units</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Born in the Saddle; Bulky; Deep Strike; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 2); Jump Pack; <b>Biomancy; Daemonology; Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy</b>												
											<b>Total Cost:</b>	<b>1848</b>