

**▲ 1850 Pts - White Scars - Frankie Giampapa 1st Overall Scorched Earth
GT 2016**

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: 10th Company Task Force (75 \times, 1710 pts)												
Battle Company	1	Core, ☠										1545
(CAA:SM, pg. 174); Chaplain; Kor'sarro Khan; Command Squad; Attack Bike Squad; Attack Bike Squad; Devastator Squad; Devastator Squad; Objective Secured; Tactical Flexibility												
Chaplain	1	☠	5	4	4/6	5	2	4	2/3	10	3+/4(i)	[120]
(CAA:SM, pg. 134); Chapter Tactics (White Scars); Skilled Rider; Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Born in the Saddle; Fight on the Move; Hammer of Wrath; Hit & Run; Independent Character; Jink; Relentless; Very Bulky; Zealot; Auspex; 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)												
Kor'sarro Khan	1	☠	6	5	4	5	3	5	3/4	10	3+/4(i)	[150]
(CAA:SM, pg. 121); Furious Charge; Skilled Rider; Bikes (Character); Frag Grenades; Krak Grenades; Iron Halo; Bolt Pistol; Moonfang; Moondrakkan; And They Shall Know No Fear; Born in the Saddle; Chapter Tactics (White Scars); Fight on the Move; Furious Charge; Hammer of Wrath; Hit & Run; Independent Character; Jink; Master of the Hunt; Relentless; Very Bulky; Warlord ; Storm of Fire												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Command Squad	4	☠	4	4	4	5	1	4	2	9	3+	[220]
(CAA:SM, pg. 138); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Melta Bombs (x3); Equip with Space Marine Bikes; Meltagun (x4); Apothecary; Twin-Linked Boltgun (x4); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Razorback												
Apothecary	1		4	4	4	5	1	4	2/3	9	3+	[15]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Narthecium; Bolt Pistol; Chainsword; Space Marine Bike; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Born in the Saddle; 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); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Lascannon; Dozer Blade												
Tactical Squad	4	☠	4	4	4	4	1	4	1	8	3+	[120]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Chapter Tactics (White Scars); Infantry (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												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[5]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
Tactical Squad	4	☠	4	4	4	4	1	4	1	8	3+	[120]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Boltgun; Combi-Meltagun (x1); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[5]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[120]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Chapter Tactics (White Scars); Infantry (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												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[5]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[95]
(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; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Chapter Tactics (White Scars); Infantry (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												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[5]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[120]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon; And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Chapter Tactics (White Scars); Infantry (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												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[5]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[90]
(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+	[24]
Chapter Tactics (White Scars); Infantry (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												
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												
Attack Bike Squad	1		4	4	4	5	2	4	2	8	3+	[50]
(CAA:SM, pg. 153); Chapter Tactics (White Scars); Skilled Rider; Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Multi-melta (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hammer of Wrath; Hit & Run; Jink; Relentless; Very Bulky												
Attack Bike Squad	1		4	4	4	5	2	4	2	8	3+	[50]
(CAA:SM, pg. 153); Chapter Tactics (White Scars); Skilled Rider; Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Multi-melta (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hammer of Wrath; Hit & Run; Jink; Relentless; Very Bulky												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[145]
(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; Rhino												

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												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[5]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[145]
(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; Rhino												
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												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[5]
(CAA:SM, pg. 156); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
10th Company Task Force	1	Auxiliary										165
(CAA:SM, pg. 179); Scout Squad; Scout Squad; Scout Squad; Concealed Positions; The Trap is Sprung												
Scout Squad	4		4	4	4	4	1	4	1	8	4+	[55]
(CAA:SM, pg. 136); 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; Infiltrate; Move Through Cover; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Scout Squad	4		4	4	4	4	1	4	1	8	4+	[55]
(CAA:SM, pg. 136); 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; Infiltrate; Move Through Cover; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Scout Squad	4		4	4	4	4	1	4	1	8	4+	[55]
(CAA:SM, pg. 136); 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; Infiltrate; Move Through Cover; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
: Officio Assassinorum Detachment (1 ⚔, 140 pts)												
Culexus Assassin (Elite) [OA]	1		8	8	4	4	3	7	4	10	-4(i)	140
(Officio Assassinorum *updated in WD 65); (Mont'ka - The Rules, pg. 60); Infantry (Character); Psyk-out Grenades; Etherium; Animus Speculum; Fear; Fearless; Independent Operative; Infiltrate; Life Drain; Lightning Reflexes; Move Through Cover; No Escape; Preferred Enemy (Psykers); Psychic Abomination												
Officio Assassinorum Detachment [OA]	1	Grp: Detachment										0
(Mont'ka - The Rules, pg. 56)												
Total Cost:											1850	

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)

Warlord	See WH40k, pg. 124.
Relics	
Moonfang	S User; AP 3; Melee, Prey's Bane.
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).
Combat Squads	Combat Squads
Concealed Positions	Each unit from this Formation that deploys using the Infiltrate rule and does not have the Stealth special rule in Concealed. A Concealed unit has the Stealth special rule until it moves, Runs, Turbo Boosts, Charges or Falls Back, at which point it immediately loses the Stealth special rule for the rest of the battle. (See CAA: SM, pg. 179).
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).
Fearless	Fearless (see WH40k, pg. 163).
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).
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).
Independent Operative	A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
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).
Life Drain	Armour saves cannot be taken against Wounds inflicted by a Culexus Assassin's close combat attacks. Any close combat attack inflicted by a Culexus Assassin that rolls a 6 To Wound has the Instant Death special rule. Any close combat attack inflicted by a Culexus Assassin that is allocated to a Pysker has the Instant Death special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 60).
Lightning Reflexes	A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
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).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
No Escape	Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
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).
Preferred Enemy (Psykers)	Preferred Enemy (see WH40k, pg. 169).
Psychic Abomination	Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge and only harness Warp Charge points on a 6. A Culexus Assassin can never be targeted or affected by psychic power - other units in the Culexus Assassin's vicinity that are hit by beam or nova powers, or by Witchfire powers that use templates, are hit/ affected normally. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus Assassin or vice versa. (See Officio Assassinorum or Mont'ka - The Rules, pg. 60).
Relentless	Relentless (see WH40k, pg. 170).

Repair	If a Rhino is Immobilized, the in subsequent turns, it mat 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 successfull Repair does not restore a Hull Point.
Scout	Scout (see WH40k, pg. 171).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
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 Trap is Sprung	During the first game turn, all units from this Formation have the Precision Shots special rule. (See CAA:SM, pg. 179).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
Bikes	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Animus Speculum	18" Range; S 5; AP 1; Assault X, Absorbed Warp Charge (see Officio Assasinorum or Mont'ka - The Rules, pg. 67).
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-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Dozer Blade	(see WH40k, pg. 98).
Equip with Space Marine Bikes	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Etherium	Whenever enemy units target a Culexus Assassin with shooting or close combat attack, the shots/attacks are always resolved as if the attacking unit had a Ballistic Skill and Weapon Skill of 1 (see Officio Assasinorum or Mont'ka - The Rules, pg. 67).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	When rolling To Wound with a grav-weapon, or to deterkine 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).
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.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Moondrakkan	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Nartheicum	As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule. (See CAA:SM, pg. 195).
Power Armour	Power Armour (see C:SM, pg. 126).
Psyk-out Grenades	Shooting: When a unit armed with psyk-out grenades maks a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon. 8" Range; S 2; AP -; Assault 1, Blast, Psi-shock. Assault: Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal. (See Officio Assasinorum or Mont'ka - The Rules, pg. 65.)
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 e 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).
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.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked

Roster Design Information

Army Special Rules:

Combat Squads (CAA:SM, pg. 188)