







1850 Pts - Clan Raukaan - Adam Napier 3rd Overall Terracon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Gladius Strike Force (75 1848 pts)												
Battle Company	1	Core, 										1635
(CAA:SM, pg. 174); Captain in Terminator Armour; Chaplain; Command Squad; Attack Bike Squad; Attack Bike Squad; Devastator Squad; Devastator Squad; Dreadnoughts; Dreadnoughts; Objective Secured; Tactical Flexibility												
Captain in Terminator Armour	1		6	5	4/8	4	3	5/1	3	10	2+/4(i)	[175]
(CAA:SM, pg. 130); Chapter Tactics (Iron Hands); Infantry (Character); Iron Halo; Terminator Armour; Storm Bolter; Power Fist; The Gorgon's Chain; And They Shall Know No Fear; Bulky; Deep Strike; Independent Character; It Will Not Die; Machine Empathy; Relentless; The Flesh is Weak; Warlord												
<i>The Gorgon's Chain</i>	1	(See Clan Raukaan Supplement / Angels of Death, pg. 89).										[45]
Chaplain	1		5	4	4/6	4	2	4	2/3	10	3+/4(i)	[95]
(CAA:SM, pg. 134); Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Independent Character; It Will Not Die; Machine Empathy; The Flesh is Weak; Zealot; Auspex												
Command Squad	5		4	4	4	4	1	4	2/3	9	3+	[120]
(CAA:SM, pg. 138); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x5); Chainsword (x2); Meltagun (x3); And They Shall Know No Fear; It Will Not Die; The Flesh is Weak; Drop Pod												
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+	[110]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon; And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
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+	[110]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon; And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
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+	[110]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon; And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
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+	[105]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
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 Assault Cannon; Dozer Blade												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[105]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
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 Assault Cannon; Dozer Blade												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[95]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
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; Lascannon and TL Plasma Gun; Dozer Blade												
Attack Bike Squad	1		4	4	4	5	2	4	2	8	3+	[50]
(CAA:SM, pg. 153); Chapter Tactics (Iron Hands); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Multi-melta (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Hammer of Wrath; It Will Not Die; Jink; Relentless; The Flesh is Weak; Very Bulky												
Attack Bike Squad	1		4	4	4	5	2	4	2	8	3+	[50]
(CAA:SM, pg. 153); Chapter Tactics (Iron Hands); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Multi-melta (x1); Twin-Linked Boltgun (x1); And They Shall Know No Fear; Hammer of Wrath; It Will Not Die; Jink; Relentless; The Flesh is Weak; Very Bulky												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[150]
(CAA:SM, pg. 160); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x1); Lascannon (x3); And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[20]
(CAA:SM, pg. 157); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Lascannon and TL Plasma Gun												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[140]
(CAA:SM, pg. 160); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x2); Grav-cannon (x2); And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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										
Dreadnoughts	1	Grp:  WS: 4 BS: 4 St: 6 In: 4 At: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[110]
		(CAA: Space Marines, pg. 144); Drop Pod										
Dreadnought	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[110]
		Chapter Tactics (Iron Hands); Vehicle (Walker); Searchlight; Smoke Launchers; Multi-melta; Power Fist; Heavy Flamer; Hammer of Wrath; It Will Not Die; Machine Empathy										
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										
Dreadnoughts	1	Grp:  WS: 4 BS: 4 St: 6 In: 4 At: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[110]
		(CAA: Space Marines, pg. 144); Drop Pod										
Dreadnought	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[110]
		Chapter Tactics (Iron Hands); Vehicle (Walker); Searchlight; Smoke Launchers; Multi-melta; Power Fist; Heavy Flamer; Hammer of Wrath; It Will Not Die; Machine Empathy										
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										
10th Company Task Force	1	Auxiliai 										213
		(CAA:SM, pg. 179); Scout Bike Squad; Scout Bike Squad; Scout Squad; Concealed Positions; The Trap is Sprung										
Scout Bike Squad	2		4	4	4	5	1	4	1	8	4+	[84]
		(CAA:SM, pg. 151); Chapter Tactics (Iron Hands); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Shotgun; Cluster Mines; Twin-Linked Boltgun (x2); And They Shall Know No Fear; Combat Squads; Hammer of Wrath; Infiltrate; It Will Not Die; Jink; Relentless; Scout; The Flesh is Weak; Very Bulky										
Scout Biker Sergeant	1		4	4	4	5	1	4	1	8	4+	[28]
		(C:SM, pg. 85 & 174); Chapter Tactics (Iron Hands); Bikes (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Shotgun; Cluster Mines; Locator Beacon; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Combat Squads; Hammer of Wrath; Infiltrate; It Will Not Die; Jink; Machine Empathy; Relentless; Scout; The Flesh is Weak; Very Bulky										
Scout Bike Squad	2		4	4	4	5	1	4	1	8	4+	[74]
		(CAA:SM, pg. 151); Chapter Tactics (Iron Hands); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Shotgun; Cluster Mines; Twin-Linked Boltgun (x2); And They Shall Know No Fear; Combat Squads; Hammer of Wrath; Infiltrate; It Will Not Die; Jink; Relentless; Scout; The Flesh is Weak; Very Bulky										
Scout Biker Sergeant	1		4	4	4	5	1	4	1	8	4+	[18]
		(C:SM, pg. 85 & 174); Chapter Tactics (Iron Hands); Bikes (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Shotgun; Cluster Mines; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Combat Squads; Hammer of Wrath; Infiltrate; It Will Not Die; Jink; Machine Empathy; Relentless; Scout; The Flesh is Weak; Very Bulky										
Scout Squad	4		4	4	4	4	1	4	1	8	4+	[55]
		(CAA:SM, pg. 136); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Infiltrate; It Will Not Die; Move Through Cover; Scout; The Flesh is Weak										
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										
Gladius Strike Force	1	Grp: Detachment										0
		Codex Astartes; Company Support										
Total Cost:											1848	

Option Footnotes	
Warlord Traits	
Warlord	See WH40k, pg. 124.
Relics	
The Gorgon's Chain	The bearer of the Gorgon's Chain has the following special rules, depending on how many unsaved Wounds he has suffered during the battle: 0 Wounds - Bearer has a 3+ invulnerable save, +1 to his Feel No Pain rolls and the Eternal Warrior USR. 1 Wound suffered - The bearer has a 3+ invulnerable save and the Eternal Warrior USR. 2 Wounds suffered - The Bearer has a 3+ invulnerable save. 3 Wounds suffered - The Bearer has a 4+ invulnerable save. Each time the bearer suffers an unsaved Wound or recovers a Wound as a result of the It Will Not Die USR, the effects of the Gorgon's Chain change immediately; you should roll the bearer's save individually. (See Clan Raukaan Supplement / Angels of Death, pg. 89).
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).
Bulky	Bulky (see WH40k, pg. 159).
Chapter Tactics (Iron Hands)	Chapter Tactics (Iron Hands) (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).
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).
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.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 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).
It Will Not Die	It Will Not Die (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Machine Empathy	Iron Hands characters and vehicles have the It Will Not Die special rule. Furthermore, Iron Hands Techmarines add 1 to their Blessing of the Ommissiah rolls. (See CAA:SM, pg. 190).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).

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).
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).
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 Flesh is Weak	Non-vehicle Iron Hands models have the Feel No Pain (6+) special rule. If they have the Feel No Pain rule from another source, they instead add +1 to the result of any Feel No Pain rolls. (See CAA:SM, pg. 190).
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.
Vehicle (Walker)	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.
Cluster Mines	After your army deploys, Scouts redeploy and Infiltrators deploy, but before the roll to Seize the Initiative, each unit with cluster mines in your army may booby-trap a single piece of battlefield terrain on the table. The piece of battlefield terrain should be marked with a small marker to remind both players that it has been booby-trapped. Enemy models treat booby-trapped pieces of battlefield terrain as dangerous terrain. Note that having multiple units booby-trap the same piece of battlefield terrain has no additional effect. A unit with cluster mines which begins the game in Reserve may still booby-trap a piece of battlefield terrain. (See CAA:SM, pg. 194).
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Dozer Blade	(see WH40k, pg. 98).
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).
Heavy Flamer	Template; S 5; AP 4; Assault 1.
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	Range: 48"; S 9; AP 2; Heavy 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.
Locator Beacon	Friendly units do not scatter when they Deep Strike, so longs as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used. (See CAA:SM, pg. 195).
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
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).
Shotgun	Range 12"; S 4; AP -; Assault 2.

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.
Terminator Armour	Terminator Armour (see C:SM, pg. 126).
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked

Roster Design Information

Army Special Rules:

Chapter Tactics: Iron Hands

March of the Ancients

Scions of the Forge

Gifts of the Gorgon

Warlord Traits