

# 1850 Pts - White Scars - Arthur Oliver 1st Overall Edmonton Onslaught 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (22 人, 1033 pts)</b>												
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; <b>Bikes</b> (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; <b>Warlord</b> ; Storm of Fire												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Bike Squad	2		4	4	4	5	1	4	1	8	3+	93
(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); Grav-gun (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	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												
Bike Squad	2		4	4	4	5	1	4	1	8	3+	93
(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); Grav-gun (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	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												
Bike Squad	2		4	4	4	5	1	4	1	8	3+	93
(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); Grav-gun (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	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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Bike Squad	2		4	4	4	5	1	4	1	8	3+	83
	(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); Meltagun (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	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											
Bike Squad	2		4	4	4	5	1	4	1	8	3+	83
	(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); Meltagun (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	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											
Stormtalon Gunship	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 11	HP: 2	Save: -				115
	(CAA:SM, pg. 159); <b>Vehicle</b> (Flyer w/ Hover mode); Ceramite Plating; Twin-Linked Assault Cannon; Skyhammer Missile Launcher; Strafing Run; Vectored Afterburners											
Stormtalon Gunship	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 11	HP: 2	Save: -				115
	(CAA:SM, pg. 159); <b>Vehicle</b> (Flyer w/ Hover mode); Ceramite Plating; Twin-Linked Assault Cannon; Skyhammer Missile Launcher; Strafing Run; Vectored Afterburners											
Stormtalon Gunship	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 11	HP: 2	Save: -				115
	(CAA:SM, pg. 159); <b>Vehicle</b> (Flyer w/ Hover mode); Ceramite Plating; Twin-Linked Assault Cannon; Skyhammer Missile Launcher; Strafing Run; Vectored Afterburners											
Combined Arms Detachment	1	Grp: Detachment										0
<b>: Combined Arms Detachment (22 , 816 pts)</b>												
Autarch Skyrunner (HQ) [EL]	1		6	6	3	4	3	6	3	10	3+4(i)	90
	(C:EC, pg. 108); <b>Eldar Jetbike</b> ; <b>Infantry</b> (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Banshee Mask; TL Shuriken Catapults (x1); Eldar Jetbike; Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; The Path of Command											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Eldar Hornet Squadron (IA) (Fast) [EL]	1											80
	(The Doom of Mymeara - 2E, pg. 192); Ghostwalk Matrix; Move Through Cover											
Eldar Hornet (IA) [EL]	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -				[80]
	(The Doom of Mymeara - 2E, pg. 192); <b>Vehicle</b> (Skimmer, Fast); Star Engines; Shuriken Cannon (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Eldar Hornet Squadron (IA) (Fast)	1											80
[EL]	(The Doom of Mymeara - 2E, pg. 192); Ghostwalk Matrix; Move Through Cover											
Eldar Hornet (IA) [EL]	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -				[80]
	(The Doom of Mymeara - 2E, pg. 192); <b>Vehicle</b> (Skimmer, Fast); Star Engines; Shuriken Cannon (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover											
Eldar Hornet Squadron (IA) (Fast)	1											80
[EL]	(The Doom of Mymeara - 2E, pg. 192); Ghostwalk Matrix; Move Through Cover											
Eldar Hornet (IA) [EL]	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -				[80]
	(The Doom of Mymeara - 2E, pg. 192); <b>Vehicle</b> (Skimmer, Fast); Star Engines; Shuriken Cannon (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover											
Combined Arms Detachment [EL]	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1849</b>	

### 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)
<b>Warlord</b>	See WH40k, pg. 124.
Relics	
Moonfang	S User; AP 3; Melee, Prey's Bane.
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
Ancient Doom	See C:E, pg. 25.
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Battle Focus	See C:EC, pg. 148.
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
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).
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
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).
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).
Relentless	Relentless (see WH40k, pg. 170).
Scout	Scout (see WH40k, pg. 171).
Skilled Rider	Skilled Rider (see WH40k, pg. 171).
Skimmer Assault	A vehicle with this special rule that moves Flat Out may fire all its weapons as Snap Shots in the same turn. (See IA11 - 2E, pg. 171.)
Strafing Run	Strafing Run (see WH40k, pg. 172).
The Path of Command	See C:CE, pg. 108.
Vectored Afterburners	When Zooming, a Stormtalon Gunship can move an additional 6" if it moves Flat Out. When Hovering, a Stormtalon Gunship receives +1 to its Jink cover saves (other cover saves are unaffected).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
<b>Bikes</b>	See WH40K rulebook, pgs. 44-49.

<b>Bikes</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Eldar Jetbike</b>	See WH40k, pg. 45.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Skimmer, Fast)	See WH40K rulebook, pgs. 44-49.
Wargear	
Banshee Mask	See C:E, pg. 153.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Ceramite Plating	Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less (see C:BA, pg. 107).
Eldar Jetbike	See WH40k, pg. 45.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Ghostwalk Matrix	See C:EC, pg. 154.
Grav-gun	18" Range; S *: AP 2; Salvo 2/3, Concussive, Graviton (see WH40K, pg. 177).
Heavy Aspect Armour	See C:E, pg. 65.
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.
Mesh Armour	See C:E, pg. 65.
Moondrakkan	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Shuriken Cannon	24"R; S6; AP5; Assault 3, Bladestorm (C:EC, pg. 150).
Skyhammer Missile Launcher	60" Range; S 7; AP 4; Heavy 3.
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Star Engines	See C:EC, pg. 154.
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Weapons	
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Plasma Grenades	8"R, S4, AP4, Assault 1, Blast. See WH40k, pg. 62.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).

### Roster Design Information

Army Special Rules:

*Combat Squads* (CAA:SM, pg. 188)