

# 1850 Pts - White Scars - Thomas Oakey 1st Overall Rattler GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Gladius Strike Force (78 , 1849 pts)</b>												
Battle Company	1	Core, 										1325
(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)	[110]
(CAA:SM, pg. 134); Chapter Tactics (White Scars); Skilled Rider; <b>Bikes</b> (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; 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; <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)												
Command Squad	4		4	4	4	5	1	4	2/3	9	3+/3(i)	[215]
(CAA:SM, pg. 138); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Chainsword (x4); Melta Bombs (x1); Storm Shield (x4); Equip with Space Marine Bikes; Banner of the Eagle: May only be taken by a model that may take items from the Space Marine Standards list. Friendly White Scars units within 12" of a model with the Banner of the Eagle have the Fleet and Furious Charge special rules. (See Kauyon - The Rules, pg. 38 / CS: Angels of Death, pg. 76.); Apothecary; Twin-Linked Boltgun (x4); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run												
Banner of the Eagle	1	(See Kauyon - The Rules, pg. 38 / CS: Angels of Death, pg. 76.)										[30]
Apothecary	1		4	4	4	5	1	4	2/3	9	3+	[15]
Chapter Tactics (White Scars); <b>Infantry</b> (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												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; 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; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); <b>Infantry</b> (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												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; 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; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (White Scars); <b>Infantry</b> (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												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
	(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; 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; Razorback											
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
	Chapter Tactics (White Scars); <b>Infantry</b> (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											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
	(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter											
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
	(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; 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; Razorback											
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
	Chapter Tactics (White Scars); <b>Infantry</b> (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											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
	(CAA:SM, pg. 157); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter											
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
	(CAA:SM, pg. 135); Chapter Tactics (White Scars); <b>Infantry</b> ; 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); <b>Infantry</b> (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); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity, or; <b>One Thunderfire Cannon</b> and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System											
Attack Bike Squad	1		4	4	4	5	2	4	2	8	3+	[40]
	(CAA:SM, pg. 153); Chapter Tactics (White Scars); Skilled Rider; <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Heavy Bolter (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+	[40]
	(CAA:SM, pg. 153); Chapter Tactics (White Scars); Skilled Rider; <b>Bikes</b> ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Heavy Bolter (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); <b>Infantry</b> ; 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); <b>Infantry</b> (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); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> 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); <b>Infantry</b> ; 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); <b>Infantry</b> (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); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
10th Company Task Force	1	Auxiliary 										219
(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+	[73]
(CAA:SM, pg. 136); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Camo Cloaks; Heavy Bolter; 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+	[13]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; Camo Cloaks; 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+	[73]
(CAA:SM, pg. 136); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Camo Cloaks; Heavy Bolter; 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+	[13]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; Camo Cloaks; 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+	[73]
(CAA:SM, pg. 136); Chapter Tactics (White Scars); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Camo Cloaks; Heavy Bolter; 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+	[13]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; Camo Cloaks; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Librarius Conclave	1	Comm: 										305
(CAA:SM, pg. 182); Librarian; Librarian; Librarian; Empyric Channeling												
Librarian	1		5	4	4	5	2	4	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 Sword; 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; Librarian; Technomancy; Pyromancy; Telekinesis; Telepathy</b>												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian	1		5	4	4	5	2	4	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 Sword; 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; Librarian; Technomancy; Pyromancy; Telekinesis; Telepathy</b>												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian	1		5	4/5	4	4	2	4	2/3	10	3+	[85]
(CAA:SM, pg. 131); Chapter Tactics (White Scars); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Sword; The Hunter's Eye: 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 / CS: Angels of Death, pg. 76.); And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 1); <b>Biomancy; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarian; Technomancy; Pyromancy; Telekinesis; Telepathy</b>												
The Hunter's Eye	1	(See Kauyon - The Rules, pg. 38 / CS: Angels of Death, pg. 76.)										[20]
Gladius Strike Force	1	Grp: Detachment										0
Codex Astartes; Company Support												
<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)
Warlord	See WH40k, pg. 124.
Relics	
Moonfang	S User; AP 3; Melee, Prey's Bane.
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).
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).

<b>Daemonology: Sanctic Powers</b>	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
<b>Divination</b>	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
<b>Fulmination</b>	0 - Electrosurge, 1 - Electroshield, 2 - Electropulse, 3 - Lightning Arc, 4 - Fists of Lightning, 5 - Magnetokinesis, 6 - Electrodisplacement (see CS: Angels of Death, pg. 110).
<b>Geokinesis</b>	0 - Chasm, 1 - Earth Blood, 2 - Scorched Earth, 3 - Landquake, 4 - Phase Form, 5 - Warp Quake, 6 - Shifting Worldscape (see CS: Angels of Death, pg. 111).
<b>Librarius</b>	0 - The Emperor's Wrath, 1 - Veil of Time, 2 - Fury of the Ancients, 3 - Psychic Fortress, 4 - Might of Heroes, 5 - Psychic Scourge, 6 - Null Zone (see CS: Angels of Death, pg. 108).
<b>Pyromancy</b>	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
<b>Technomancy</b>	0 - Subvert Machine, 1 - Blessing of the Machine, 2 - Machine Curse, 3 - Reforge, 4 - Warpmetal Armour, 5 - Fury of Mars, 6 - Machine Flense (see CS: Angels of Death, pg. 109).
<b>Telekinesis</b>	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
<b>Telepathy</b>	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
<b>Special Rules</b>	
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).
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).
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.
Empyric Channeling	At the start of the Psychic phase, you can nominate one Librarian from this Formation. If you do this, the nominated Librarian has access to any psychic powers known by other Librarians from this Formation within 12" until the end of the phase; however, other Librarians from this Formation within 12" of the nominated Librarian cannot manifest psychic powers until the end of the phase. Furthermore, when the nominated Librarian makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is one other Librarian from this Formation within 12", or 2+ rather than 4+ if there are two or more other Librarians from this Formation within 12". (See CAA:SM, pg. 183).
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).
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).

Master of the Hunt	If Kor'sarro Khan is your Warlord, friendly White Scars models that have th Bike unit type, or are embarked on a Rhino or Razorback, have the Scouts special rule. In addition, if Kor'sarror 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).
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).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
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 successfult 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).
Upgrades	
Increase Mastery Level	
Unit Type	
<b>Bikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Bikes</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Tank, Transport)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	24" Range; S 4; AP 5; Rapid Fire.
Camo Cloaks	A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save. (See CAA:SM, pg. 194).
Chainsword	S User; AP -; Melee.
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.
Force Sword	S User; AP 3; Melee, Force.
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 Bolter	Range 36"; S5; AP4; Heavy 3.
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.
Narthecium	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).
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
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.
Storm Shield	Storm Shield
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked

**Roster Design Information**

Army Special Rules:

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