








1850 Pts - White Scars - Todd Johansson 3rd Overall Harvester of Souls 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Gladius Strike Force (91 , 1798 pts)												
Battle Company	1	Core, 										1625
(CAA:SM, pg. 174); Chaplain; Kor'sarro Khan; Command Squad; Command Squad; Assault Squad; Assault Squad; Devastator Squad; Devastator Squad; Objective Secured; Tactical Flexibility												
Chaplain	1		5	4/5	4/6	4	2	4	2/3	10	3+4(i)	[110]
(CAA:SM, pg. 134); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; 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.); Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Zealot												
<i>The Hunter's Eye</i>	1	(See Kauyon - The Rules, pg. 38 / CS: Angels of Death, pg. 76.)										[20]
Kor'sarro Khan	1		6	5	4	4	3	5	3/4	10	3+4(i)	[125]
(CAA:SM, pg. 121); Furious Charge; Infantry (Character); Frag Grenades; Krak Grenades; Iron Halo; Bolt Pistol; Moonfang; And They Shall Know No Fear; Born in the Saddle; Chapter Tactics (White Scars); Fight on the Move; Furious Charge; Hit & Run; Independent Character; Master of the Hunt; Warlord ; Storm of Fire												
Command Squad	4		4	4	4	4	1	4	2	9	3+	[150]
(CAA:SM, pg. 138); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Melta Bombs (x1); Meltagun (x4); Apothecary; And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Drop Pod												
Apothecary	1		4	4	4	4	1	4	2/3	9	3+	[15]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Narthecium; Bolt Pistol; Chainsword; And They Shall Know No Fear; Born in the Saddle; 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												
Command Squad	4		4	4	4	4	1	4	2	9	3+	[150]
(CAA:SM, pg. 138); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Melta Bombs (x1); Meltagun (x4); Apothecary; And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Drop Pod												
Apothecary	1		4	4	4	4	1	4	2/3	9	3+	[15]
Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Narthecium; Bolt Pistol; Chainsword; And They Shall Know No Fear; Born in the Saddle; 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												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[110]
(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+	[14]
Chapter Tactics (White Scars); Infantry (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												
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+	[110]
(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+	[14]
Chapter Tactics (White Scars); Infantry (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												
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 (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+	[14]
Chapter Tactics (White Scars); Infantry (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												
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 (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+	[14]
Chapter Tactics (White Scars); Infantry (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												
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+	[100]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Heavy Bolter; 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); Infantry (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: -				[20]
(CAA:SM, pg. 157); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Lascannon and TL Plasma Gun												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[100]
(CAA:SM, pg. 135); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Heavy Bolter; 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); Infantry (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: -				[20]
(CAA:SM, pg. 157); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Lascannon and TL Plasma Gun												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[80]
(CAA:SM, pg. 150); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x2); Chainsword (x4); Flamer (x2); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Drop Pod												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
	Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; 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											
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[80]
	(CAA:SM, pg. 150); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x2); Chainsword (x4); Flamer (x2); 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	1/2	8	3+	[14]
	Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; 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											
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											
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											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
10th Company Task Force	1	Auxilia										173
(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+	[63]
(CAA:SM, pg. 136); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); 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+	[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												
Gladius Strike Force	1	Grp: Detachment										0
Codex Astartes; Company Support												
: Inquisitorial Detachment (1 $\frac{1}{2}$, 52 pts)												
Ordo Xenos Inquisitor (HQ) [Inq]	1		4	4	3	3	3	4	3	10	3+	52
(Codex: Inquisition); Infantry (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Bolt Pistol; Servo-skulls (x3); Power Armour; Combi-Meltagun (x1); Independent Character; Stubborn												
Inquisitorial Detachment [Inq]	1	Grp: Detachment										0
											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.
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).
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 rulefor 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) automtically 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.
Fight on the Move	White Scars models have the Hit & Run special rule. A unit cposed 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).
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).
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).
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 successful Repair does not restore a Hull Point.
Scout	Scout (see WH40k, pg. 171).
Stubborn	Stubborn (see WH40k, pg. 172).
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).
Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
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	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	24" Range; 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).
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	When rolling To Wound with a grav-weapon, or to determine 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.
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.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Meltagun	12" Range; S 8; AP 1; Assault 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	Psyk-out Grenades (see Codex: Inquisition).
Rosarius	Confers a 4+ Invulnerable save.
Searchlight	(see WH40k, pg. 98).
Servo-skulls	Servo-skulls (see C:GK, pg. 62).
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).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.

Roster Design Information

Army Special Rules:

Combat Squads (CAA:SM, pg. 188)