



1850 Pts - Astra Militarum - Wesley Pauley 2nd Overall Onslaught Edmondson 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (60 人, 645 pts)												
Company Command Squad	1											160
(Codex: Astra Militarum, iPad pg. 135); Master of Ordnance; Lord Castellan Creed												
Veteran	4		3	4	3	3	1	3	1	7	5+	[24]
(Codex: Astra Militarum, iPad pg. 149); Infantry ; Lasgun (x4); Frag Grenades; Flak Armour												
Master of Ordnance	1		3	4	3	3	1	3	1	7	5+	[20]
Infantry ; Close Combat Weapon; Frag Grenades; Flak Armour; Artillery Bombardment												
Lord Castellan Creed	1		4	4	3	3	3	3	3	10	4+/5(i)	[80]
(Codex: Astra Militarum, iPad pg. 137); Infantry (Character); 2 x Hot-shot Las Pistols; Frag Grenades; Carapace Armour; Refractor field; Supreme Commander; Tactical Genius; Voice of Command; Warlord												
Ministorum Priest	1		3	3	3	3	1	3	2/3	7	5+/4(i)	25
(Codex: Astra Militarum, iPad pg. 142); Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Rosarius; Independent Character; War Hymns; Zealot												
Ministorum Priest	1		3	3	3	3	1	3	2/3	7	5+/4(i)	25
(Codex: Astra Militarum, iPad pg. 142); Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Rosarius; Independent Character; War Hymns; Zealot												
Veteran Squad	1											125
add Heavy Weapons Team; Veteran Heavy Weapons Team												
Veteran	7		3	4	3	3	1	3	1	7	5+	[87]
(Codex: Astra Militarum, iPad pg. 149); Infantry ; Lasgun (x4); Frag Grenades; Plasma gun (x3); Flak Armour												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[6]
Automatic Unit Type; Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
Veteran Heavy Weapons Team	1		3	4	3	3	2	3	2	7	5+	[32]
Infantry ; Lasgun; Frag Grenades; Lascannon; Flak Armour; Heavy Weapon Team												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Infantry Platoon	1											310
	(Codex: Astra Militarum, iPad pg. 145); Infantry Squad; Infantry Squad											
Platoon Command Squad	0											[50]
	(Codex: Astra Militarum, iPad pg. 145); Guardsman (x2); Platoon Commander; add Heavy Weapons Team; Heavy Weapons Team											
Guardsman	2		3	3	3	3	1	3	1	7	5+	[10]
	Infantry; Lasgun (x2); Frag Grenades; Flak Armour											
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[10]
	Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Voice of Command											
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]
	Infantry; Lasgun; Frag Grenades; Lascannon; Flak Armour; Heavy Weapon Team											
Infantry Squad	0											[70]
	(Codex: Astra Militarum, iPad pg. 146); add Heavy Weapons Team; Heavy Weapons Team; Combined Squad											
Guardsman	7		3	3	3	3	1	3	1	7	5+	[35]
	Infantry; Lasgun (x7); Frag Grenades; Flak Armour											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
	Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour											
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]
	Infantry; Lasgun; Frag Grenades; Lascannon; Flak Armour; Heavy Weapon Team											
Infantry Squad	1											[50]
	(Codex: Astra Militarum, iPad pg. 146); Combined Squad											
Guardsman	9		3	3	3	3	1	3	1	7	5+	[45]
	Infantry; Lasgun (x9); Frag Grenades; Flak Armour											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
	Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour											
Infantry Squad	0											[70]
	(Codex: Astra Militarum, iPad pg. 146); add Heavy Weapons Team; Heavy Weapons Team; Combined Squad											
Guardsman	7		3	3	3	3	1	3	1	7	5+	[35]
	Infantry; Lasgun (x7); Frag Grenades; Flak Armour											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
	Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour											
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]
	Infantry; Lasgun; Frag Grenades; Lascannon; Flak Armour; Heavy Weapon Team											
Infantry Squad	0											[70]
	(Codex: Astra Militarum, iPad pg. 146); add Heavy Weapons Team; Heavy Weapons Team; Combined Squad											
Guardsman	7		3	3	3	3	1	3	1	7	5+	[35]
	Infantry; Lasgun (x7); Frag Grenades; Flak Armour											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
	Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour											
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]
	Infantry; Lasgun; Frag Grenades; Lascannon; Flak Armour; Heavy Weapon Team											
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Grimnar's War Council (8 , 620 pts)												
Grimnar's War Council [SW]	1	Detach 										620
(Champions of Fenris, pg. 55); Rune Priest in Power Armour; Conclave of War; Fearless; First Among Equals; First Among Equals; Preferred Enemy (Characters); Sagaborn; Sagaborn; Wise Council; Formation												
Iron Priest (HQ) [SW]	1		5	4	5/10	5	3	4/1	3	9	2+/6(i)	[185]
(Curse o/t Wulfen - The Rules, pg. 34); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Cyberwolf; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending												
Cyberwolf [SW]	4		4	-	4	5	1	4	3	6	4+	[60]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Njal Stormcaller (HQ) [SW]	1		5	5	4/6	4	3	4	3/4	10	2+/6(i)	[180]
(C:SW, pg. 53); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Runic Armour; Bolt Pistol; Nightwing; Staff of the Stormcaller; Acute Senses; Adamantium Will; And They Shall Know No Fear; Counter-attack; Independent Character; Lord of Tempests; Psyker (Mastery Level 3); Biomancy ; Tempestas ; Daemonology ; Malefic Powers ; Daemonology ; Sanctic Powers ; Divination ; Telekinesis												
Ulrik the Slayer (HQ) [SW]	1		6	5	4/6	4	3	5	3/4	10	3+/4(i)	[145]
(C:SW, pg. 55); Infantry (Character); Frag Grenades; Krak Grenades; Healing Balms; Power Armour; Wolf Amulet; Crozius Arcanum; Plasma Pistol; Wolf Helm of Russ; Acute Senses; Counter-attack; Fear; Fearless; Independent Character; Preferred Enemy; Slayer's Oath												
Rune Priest in Power Armour (HQ) [SW]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[110]
(C:SW, pg. 52); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Melta Bombs; Space Marine Bike; Twin-Linked Boltgun (x1); Acute Senses; Adamantium Will; And They Shall Know No Fear; Counter-attack; Hammer of Wrath; Independent Character; Jink; Psyker (Mastery Level 2); Relentless; Very Bulky; Biomancy ; Tempestas ; Daemonology ; Malefic Powers ; Daemonology ; Sanctic Powers ; Divination ; Telekinesis												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Librarius Conclave (6 , 585 pts)												
Librarius Conclave [UM]	1	Comm: 										585
(CAA:SM, pg. 182); Chief Librarian Tigurius (HQ); Librarian (HQ); Librarian (HQ); Librarian (HQ); Librarian (HQ); Empyric Channeling												
Chief Librarian Tigurius (HQ) [UM]	1		5	4	4/6	4	3	4	2/3	10	3+	[165]
(CAA:SM, pg. 117); Infantry (Character); Frag Grenades; Krak Grenades; Hood of Hellfire; Bolt Pistol; Rod of Tigurius; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Master of Prescience; Psyker (Mastery Level 3); Scions of Guilliman; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers; Divination; Pyromancy; Telekinesis; Telepathy												
Librarian (HQ) [UM]	1		5	4	4/6	5	2	4	2/3	10	3+	[110]
(CAA:SM, pg. 131); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; Biomancy; Daemonology: Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [UM]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [UM]	1		5	4	4/6	5	2	4	2/3	10	3+	[110]
(CAA:SM, pg. 131); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; Biomancy; Daemonology: Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [UM]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [UM]	1		5	4	4/6	5	2	4	2/3	10	3+	[110]
(CAA:SM, pg. 131); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Space Marine Bike; Biomancy; Daemonology: Sanctic Powers ; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [UM]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [UM]	1		5	4	4	4	2	4	2/3	10	3+	[90]
(CAA:SM, pg. 131); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Sword; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Biomancy; Daemonology: Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
											Total Cost:	1850

Option Footnotes	
Formation Type	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Issue Wargear	
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Space Marine Bike	Models equipped with Space Marine bikes change their unit type to Bike, as described in Warhammer 40,000: The Rules. Space Marine Bike are fitted with twin-linked boltguns. (See C:SW, pg. 98).
Relics	
Hood of Hellfire	The Hood of Hellfire is a psychic hood. Furthermore, it enables Tigurius to re-roll failed Psychic tests.
Nightwing	24" Range; S 3; AP -; Assault D6. (See C:SW, pg. 53).
Rod of Tigurius	S +2; AP 4; Melee, Concussive, Force. Master-crafted, Soul Blaze.
Staff of the Stormcaller	S +2; AP 4; Melee, Concussive, Force, Wyrdbane. (See C:SW, pg. 53).
Wolf Helm of Russ	All friendly units with the Space Wolves Factin within 12" of Ulrik the Slayer have the Stubborn special rule. (See C:SW, pg. 55).

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).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	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).
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Fulmination	0 - Electrosurge, 1 - Electroshield, 2 - Electropulse, 3 - Lightning Arc, 4 - Fists of Lightning, 5 - Magnetokinesis, 6 - Electrodisplacement (see CS: Angels of Death, pg. 110).
Geokinesis	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).
Librarius	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).
Pyromancy	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).
Technomancy	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).
Telekinesis	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).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Tempestas	0 - Living Lightning, 1 - Storm Caller, 2 - Tempest's Wrath, 3 - Thunderclap, 4 - Murderous Hurricane, 5 - Fury of the Wolf Spirits, 6 - Jaws of the World Wolf (see C:SW, pg. 101).
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Artillery Bombardment	Artillery Bombardment (see "Codex: Astra Militarum", iPad pg. 135). Range: Infinite; S 9; AP 3; Ordnance 1, Barrage, Large Blast.
Battlesmith	In each of your Shooting phases, instead of firing his weapons, an Iron Priest can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add +1 for each Servitor with a servo-arm in his unit. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilized result suffered earlier in the battle; this is effective immediately. (See C:SW, pg. 62).
Chapter Tactics (Ultramarines)	Chapter Tactics (Ultramarines) (see CAA:SM, pg. 189-190).
Combined Squad	Combined Squad (see "Codex: Astra Militarum", iPad pg. 146).
Conclave of War	If deployed as a single unit, all of the models in this Formation lose the Independent Character special rule, though they remain characters. Furthermore, no Independent Characters can join this unit with the exception of Logan Grimnar (unless he is mounted on Stormrider) and Arjac Rockfist. However, the Formation's Fearless special rule is replaced with the Zealot special rule for as long as Logan Grimnar remains with the unit. (See Champions of Fenris, pg. 55).
Counter-attack	Counter-attack (see WH40k, pg. 163).

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).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
First Among Equals	All Wolf Guard Battle Leaders, Wolf Guard Pack Leaders, Wolf Guard Terminator Leaders and Thunderwolf Cavalry Pack Leaders that are part of a Detachment or Formation presented in this book have the Preferred enemy (Characters) special rule when fighting in a challenge. (See Champions of Fenris, pg. 48).
Fleet	Fleet (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Heavy Weapon Team	Heavy Weapon Team (see "Codex: Astra Militarum", iPad pg. 129).
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Lord of Tempests	Njal Stormcaller can re-roll a single failed Psychic test each turn when attempting to manifest psychic power from the Tempestas discipline. (See C:SW, pg. 53).
Master of Prescience	When generating psychic powers, Tigurius may re-roll any roll of the dice to see which powers he knows. In addition, if your army contains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same Detachment. (See CAA:SM, pg. 117).
Preferred Enemy	Preferred Enemy (see WH40k, pg. 169).
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Rending	Rending (see WH40k, pg. 170).
Sagaborn	Characters that are part of a Detachment or Formation presented in this book must always issue and accept a challenge whenever possible. If you have several models in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. (See Champions of Fenris, pg. 48).
Scions of Guilliman	If your army contains any Ultramarines units, you can choose to enact the Devastator Doctrine, Assault Doctrine, and Tactical Doctrine once each per game. When one of these Combat Doctrines is enacted, all Ultramarines models in your army are affected. (See CAA:SM, pg. 189).
Slayer's Oath	Ulrik the Slayer, and all friendly units with the Space Wolves Faction within 6" of hi, have the Preferred Enemy special rule. (See C:SW, pg. 55).
Supreme Commander	Supreme Commander (see "Codex: Astra Militarum", iPad pg. 137).
Tactical Genius	Tactical Genius (see "Codex: Astra Militarum", iPad pg. 137).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Voice of Command	Voice of Command (see "Codex: Astra Militarum", iPad pg. 135).
War Hymns	War Hymns (see "Codex: Astra Militarum", iPad pg. 142).
Wise Council	An army that includes this Formation can re-roll the dice when determining who deploys first, and adds to the dice roll when attempting to Seize the Initiative. (See Champions of Fenris, pg. 55).
Zealot	Zealot (see WH40k, pg. 43).
Upgrades	
Increase Mastery Level	
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Beasts	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.
Wargear	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	24" Range; S 4; AP 5; Rapid Fire.
Carapace Armour	Confers a 4+ Armour Save.
Crozius Arcanum	S +2; AP 4; Melee, Concussive. (See C:SW, pg. 97).
Flak Armour	Confers a 5+ Armour Save.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Force Sword	S User; AP 3; Melee, Force.

Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Healing Balms	As long as the model with healing balms is alive, all models in his unit have the Feel No Pain (6+) special rule. (See C:SW, pg, 98).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Power Armour	Power Armour confers a 3+ Armour save. (See C:SW, pg. 99).
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Refractor field	5+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 119).
Rosarius	4+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 120).
Runic Armour	Runic Armour confers a 2+ Armour save and a 6+ invulnerable save. (See C:SW, pg. 99).
Runic Axe	S +1; AP 2; Melee, Force, Unwieldy, Ward. (See C:SW, pg, 97).
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg, 97).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Thunder Hammer	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy.
Thunderwolf Mount	Models with a Thunderwolf Mount change their unit type to Cavalry, as described in Warhammer 40,000: The Rules. All close combat attacks made by a model with a Thunderwolf mount have the Rending special rule. In addition, a model upgraded to have a Thunderwolf mount increases their Strength, Toughness, Attacks, and Wounds characteristics by 1 (these bonuses are already included in the profiles of models that have a Thunderwolf mount as part of their standard wargear. (See C:SW, pg. 98).
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Upgrade to Psyker (Mastery Level 2)	
Wolf Amulet	A Wolf Amulet confers a 4+ invulnerable save. (See C:SW, pg, 98).
Weapons	
2 x Hot-shot Las Pistols	Range: 6"; S 3; AP 3; Pistol.
Close Combat Weapon	S User; AP - ; Melee.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Lascannon	Range: 48"; S 9; AP 2; Heavy 1.
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!

Roster Design Information

Army Special Rules:

Heavy Weapons Team (C:AM, pg. 27)