

Unlimited Pts - Space Marines - - Scouti Vindici - 13th - 1747pts

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ (10⁺, 775 pts)												
Space Marine Captain	1											155
...in Terminator Armour												
...in Terminator Armour	1		6	5	4	4	3	5	3/4	10	2+4(i)	[155]
Lightning Claw; Lightning Claw												
Terminator Assault Squad	6		4	4	4/8	4	1	4/1	2/3	9	2+3(i)	620
Thunder Hammer & Storm Shield (x3); Land Raider Crusader												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	2+3(i)	[40]
Thunder Hammer & Storm Shield (x1)												
Land Raider Crusader	1	Grp:	BS: 5	FA: 14	SA: 14	RA: 14						[340]
Multi-Melta; Pintle-mounted Storm Bolter; Brother-Sergeant Chronus												
Brother-Sergeant Chronus	1		4	5	4	4	1	4	2+1	9	3+	[70]
Infantry; Tank Commander. If his vehicle is destroyed, gains: And They Shall Know No Fear, Combat Tactics, Independent Character; Servo Arm												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops (16⁺, 472 pts)												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	180
Razorback												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[38]
Bolt Pistol; Power Weapon (x1)												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[75]
Searchlight; Smoke Launchers; Twin Linked Lascannon												
Scout Squad	4		3	3	4	4	1	4	1	8	4+	147
Camo Cloaks; Sniper Rifle (x3); Missile Launcher; Sergeant Telion												
Sergeant Telion	1		5	6	4	4	1	4	2	9	4+	[0]
Scout Squad	4		3	3	4	4	1	4	1/2	8	4+	145
Camo Cloaks; Combat Blade (x2); Shotgun (x1); Heavy Bolter w/Hellfire Shells												
Sergeant Rufus	1		4	4	4/8	4	1	4/1	2	9	4+	[58]
Camo Cloaks; Melta Bombs; Teleport Homer; Bolt Pistol; Power Fist (x1)												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite (11⁺, 345 pts)												
Sternguard Veteran Squad	9		4	4	4	4	1	4	2	9	3+	345
Combi-Meltagun (x2); Heavy Bolter (x1); Heavy Flamer (x1); Drop Pod												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[50]
Bolter; Power Fist (x1)												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12						[45]
Locator Beacon; Drop Pod Assault												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack (3⁺, 155 pts)												
Attack Bike Squad	1		4	4	4	4/5	2	4	2	8	3+	40
Land Speeder Storm HB	1	Grp:	BS: 3	FA: 10	SA: 10	RA: 10						50
Land Speeder Storm MM	1	Grp:	BS: 3	FA: 10	SA: 10	RA: 10						65
Multi-Melta												
Total Cost:											1747	

Option Footnotes	
Special Rules	
Drop Pod Assault	At the beginning of your first turn, you must choose half of your Drop Pods to make a Drop Pod Assault. Units making a Drop Pod assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod cannot assault in the turn it arrives.
Wargear	
Camo Cloaks	Confers Stealth.
Iron Halo	Confers a 4+ Invulnerable save.
Locator Beacon	If a unit wishes to Deep Strike and chooses to do so within 6" of a model carrying a locator beacon, then it won't scatter. Note that the Locator Beacon must already be on the table at the start of the turn for it to be used.
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Multi-Melta	24" Range; S8; AP1; Heavy 1; Melta.
Pintle-mounted Storm Bolter	24" Range; S4; AP5; Assault 2. Treated as an additional defensive weapon.
Searchlight	Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.
Servo Arm	Extra Close Combat attack made at Strength 8 and Initiative 1, ignoring Armour Saves.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Teleport Homer	If Terminators wish to teleport within 6" of a model with this, they will not scatter.
Terminator Armour	Relentless; Cannot perform a Sweeping Advance; 2+ Armour Save and a 5+ Invulnerable Save; May always start the game in reserve and arrive using the Deep Strike rules even if it is not part of the mission being played; count as two models for transport capacity and may not embark on Rhinos or Razorbacks.
Weapons	
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Combat Blade	If used with another close combat weapon, +1 attack in close combat.
Combi-Meltagun	24" Range; S4; AP5; Rapid Fire (Bolter) 12" Range; S8; AP1; Assault 1; Melta (Meltagun - once per battle)
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Heavy Bolter w/Hellfire Shells	Use one of the two profiles when firing: Range: 36"; S5; AP4; Heavy 3. Range: 36"; S1; AP-; Heavy 1, Blast, Poisoned (2+).
Heavy Flamer	Template; S5; AP4; Assault 1
Lightning Claw	Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat.
Lightning Claws (pair)	Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat.
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
Multi-Melta	24" Range; S8; AP1; Heavy 1; Melta.
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Shotgun	12" Range; S4; AP-; Assault 2
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning
Thunder Hammer & Storm Shield	Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens. 3+ Invulnerable Save.
Twin Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked

Roster Notes

The Regiment:

The "Niflheim 13th" was created from what was left in the battered regiments that participated in the Hel Segundo Campaign.

During the fight to liberate the moon Nifleheim from the Ork menace warboss Red Skullz, Cadian, Catachan and Vostroyan Regiments were reduced to scraps. Combined into one new regiment, they were baptized after the moon that caused their cooperation combined with a number designating their new assignment to the 13th Crusade.

The Third Patrol:

8th Company, Third Platoon have been assigned to protect the two Hydra Flak Tanks "TAMBORA" and "VATNAJÖKULL" in the outer perimeters of any battlefield. Their role is to secure vital objectives and keep crossroads open for the main effort to pass through, and they are also occasionally sent on support missions requested by fellow crusaders. To act as their eyes and ears they have been assigned three ratling scouts, callsign "GODSMACK".

Validation Report

d-1. Formatting: Competition Output; c-1. File Version: 1.20 For Bug Reports/www.ab40k.org; a-1. Scenario: Normal Mission; 1. Chapter: Codex Chapter

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 55.2

% Fast: 8.9

% Heavy: 0

% HQ: 8.9






Model Count: 40

% Troops: 27

% Wargear: 0

Files version: 1.19

Faith Points: 0

Group	Min	Max	Used
	1	2	1
	0	3	2
	2	6	3
	0	3	3
	0	3	0