1850 Pts - Codex: Space Marines - - Scouti Vindici - 13th -

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Pathfinders (6⚔, 160 pts)													
Land Speeder Storm	1	Grp: ❖ BS: 3 FA: 10 SA: 10 RA: 10										50	
Scout Squad	4	▶	3	3	4	4	1	4	1/2	8	4+	110	
		Combat Blade (x2); Shotgun (x2)											
Sergeant Rufus	1		4	4	4	4	1	4	2/3	9	4+	[45]	
		Melta Bombs; Teleport Homer; Bolt Pistol; Power Weapon (x1)											
First Wave (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]	
		Bolt Pistol; Power Fist (x1)											
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12										[45]	
		Locator Beacon; Drop Pod Assault											
The Tank (9⚔, 725 pts)													
Space Marine Captain in Terminator Armour	1	⬚	6	5	4	4	3	5	3/4	10	2+/4(i)	155	
		Lightning Claw; Lightning Claw											
Terminator Assault Squad	5	⟷	4	4	4/8	4	1	4/1	2/3	9	2+/3(i)	570	
		Thunder Hammer & Storm Shield (x2); 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										[330]	
		Multi-melta; 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											
Troops: Tactical Squad (10⚔, 237 pts)													
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]	
Tactical Squad	4	▶	4	4	4	4	1	4	1	8	3+	90	
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[23]	
		Bolt Pistol; Chainsword (x1)											
Reserves (11⚔, 380 pts)													
Terminator Squad	4	⟷	4	4	4/8	4	1	4/1	2	9	2+/5(i)	235	
		Chain Fist (x1); Cyclone Missile Launcher											
Sergeant	1		4	4	4	4	1	4	2	9	2+/5(i)	[40]	
Scout Squad	4	▶	3	3	4	4	1	4	1/2	8	4+	80	
		Combat Blade (x3); Shotgun (x1)											
Sergeant Buckshot	1		4	4	4	4	1	4	2	9	4+	[15]	
		Melta Bombs; Bolt Pistol; Shotgun											
Land Speeder Storm	1	Grp: ❖ BS: 3 FA: 10 SA: 10 RA: 10										65	
		Multi-melta											
										Total Cost:		**1847**	

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.
Servo Arm	Extra Close Combat attack made at Strength 8 and Initiative 1, ignoring Armour Saves.
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
Chain Fist	Ignores armour saves, strikes last, doubles strength, 2D6 + strength for AP.
Chainsword	If used with another close combat weapon, +1 attack in close combat.
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)
Cyclone Missile Launcher	Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2.
Heavy Bolter	36" Range; S5; AP4; Heavy 3
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
Storm Bolter	24" Range; S4; AP5; Assault 2
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.

Validation Report

d-1. Formatting: Competition Output; c-1. File Version: 1.24 For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission; 1. Chapter: Codex Chapter
Roster satisfies all enforced validation rules

Roster Statistics
% Elite: 62.3
% Fast: 6.2
% Heavy: 0
% HQ: 8.4
Model Count: 47
% Troops: 23.1
% Wargear: 0
Files version: 1.24
Faith Points: 0

Group	Min	Max	Used
☻	1	2	1
⊡	0	3	3
▷	2	6	4
⬡	0	3	2
⬢	0	3	0