

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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Pathfinders (12⁺, 315 pts)												
LSS MM	1	Grp:	BS: 3	FA: 10	SA: 10	RA: 10						65
	Multi-melta											
Scout Squad	4		3	3	4	4	1	4	1/2	8	4+	90
	Combat Blade (x3); Shotgun (x1)											
Sergeant Buckshot	1		4	4	4	4	1	4	2	9	4+	[25]
	Teleport Homer; Bolt Pistol; Shotgun											
LSS HB	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											
Troops: Tactical Squad (12⁺, 338 pts)												
Scout Squad	5		3	3	4	4	1	4	1	8	4+	163
	Camo Cloaks; Sniper Rifle (x4); 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+	175
	Razorback											
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[23]
	Bolt Pistol; Chainsword (x1)											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[85]
	Searchlight; Smoke Launchers; Pintle-mounted Storm Bolter; Twin-Linked Lascannon											
Reserves (16⁺, 850 pts)												
Space Marine Chaplain in Power Armour	1		5	4	4	4	2	4	2/3	10	3+/4(i)	125
	Digital Weapons; Jump Pack											
Vanguard Veteran Squad	1											490
	Equip with Jump Packs; Vet 2LC; Veteran BP PW; Veteran BP PW; Veteran BP PW; Veteran BP PW; Veteran PP CS; Veteran PP CS; Veteran PP CS; Veteran PP CS											
Sergeant	1		4	4	4/6	4	1	4	2	9	3+	[70]
	Jump Pack; Relic Blade											
Vet 2LC	1		4	4	4	4	1	4	2/3	9	3+	[60]
	Jump Pack; Lightning Claw (x2)											
Veteran BP PW	1		4	4	4	4	1	4	2/3	9	3+	[45]
	Jump Pack; Bolt Pistol; Power Weapon (x1)											
Veteran BP PW	1		4	4	4	4	1	4	2/3	9	3+	[45]
	Jump Pack; Bolt Pistol; Power Weapon (x1)											
Veteran BP PW	1		4	4	4	4	1	4	2/3	9	3+	[45]
	Jump Pack; Bolt Pistol; Power Weapon (x1)											
Veteran BP PW	1		4	4	4	4	1	4	2/3	9	3+	[45]
	Jump Pack; Bolt Pistol; Power Weapon (x1)											
Veteran PP CS	1		4	4	4	4	1	4	2/3	9	3+	[45]
	Jump Pack; Chainsword; Plasma Pistol (x1)											
Veteran PP CS	1		4	4	4	4	1	4	2/3	9	3+	[45]
	Jump Pack; Chainsword; Plasma Pistol (x1)											
Veteran PP CS	1		4	4	4	4	1	4	2/3	9	3+	[45]
	Jump Pack; Chainsword; Plasma Pistol (x1)											
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]

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
											Total Cost:	1848

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.
Digital Weapons	May re-roll a single failed roll to wound in each Assault Phase.
Equip with Jump Packs	Jump Infantry; May be held in reserve and arrive via Deep Strike.
Jump Pack	Jump Infantry; May be held in reserve and arrive via Deep Strike.
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)
Pintle-mounted Storm Bolter	24" Range; S4; AP5; Assault 2. Treated as an additional defensive weapon.
Rosarius	Confers a 4+ Invulnerable save. See C:WH, pg. 22 OR Wargear, pg. 56.
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.
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).
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)
Crozius Arcanum	Ignores armour saves in close combat (p42 WH40K 5E)
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.
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.
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Relic Blade	Counts as a Power Weapon whose hits are resolved at a Strength of 6. No extra attack for an additional close combat weapon.
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
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked

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: 31.4

% Fast: 32.7

% Heavy: 0

% HQ: 6.8






Model Count: 51

% Troops: 29.1

% Wargear: 0

Files version: 1.24

Faith Points: 0

Group	Min	Max	Used
	1	2	1
	0	3	2
	2	6	4
	0	3	3
	0	3	0