











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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Space Marine Scout Company (105⁺, 2742 pts)												
Space Marine Scout Company	1	Format										2742
	Land Speeder Storm; Land Speeder Storm; Land Speeder Storm; Land Speeder Storm; Scout Bike Squad; Scout Bike Squad; Scout Squad; Scout Squad; Scout Squad; Scout Squad; Scout Squad; Scout Squad; Scout Squad; Scout Squad											
Space Marine Captain	1											[155]
	Infantry; And They Shall Know No Fear; Combat Tactics; Independent Character. ; ...in Terminator Armour											
...in Terminator Armour	1		6	5	4	4	3	5	3/4	10	2+4(i)	[155]
	Lightning Claw; Lightning Claw											
Land Speeder Storm	1	Grp: BS: 3 FA: 10 SA: 10 RA: 10										[60]
	Heavy Flamer											
Land Speeder Storm	1	Grp: BS: 3 FA: 10 SA: 10 RA: 10										[85]
	Assault Cannon											
Land Speeder Storm	1	Grp: BS: 3 FA: 10 SA: 10 RA: 10										[85]
	Assault Cannon											
Land Speeder Storm	1	Grp: BS: 3 FA: 10 SA: 10 RA: 10										[65]
	Multi-Melta											
Scout Bike Squad	9		3	3	4	4/5	1	4	1	8	4+	[295]
	Frag Grenades; Krak Grenades; Scout Armour; Space Marine Bike; Cluster Mines; Bolt Pistol; Shotgun; Astartes Grenade Launcher (x3)											
Sergeant	1		4	4	4	4/5	1	4	2	9	4+	[45]
	Locator Beacon; Melta Bombs; Power Weapon											
Scout Bike Squad	9		3	3	4	4/5	1	4	1	8	4+	[290]
	Frag Grenades; Krak Grenades; Scout Armour; Space Marine Bike; Cluster Mines; Bolt Pistol; Shotgun; Astartes Grenade Launcher (x3)											
Sergeant	1		4	4	4	4/5	1	4	2	9	4+	[40]
	Locator Beacon; Melta Bombs; Combi-Flamer											
Scout Squad	9		3	3	4	4	1	4	1/2	8	4+	[200]
	Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Bolter (x4); Combat Blade (x5)											
Sergeant	1		4	4	4/8	4	1	4/1	2	9	4+	[43]
	Camo Cloaks; Melta Bombs; Bolt Pistol; Power Fist (x1)											
Scout Squad	9		3	3	4	4	1	4	1	8	4+	[180]
	Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Sniper Rifle (x8); Heavy Bolter w/Hellfire Shells											
Sergeant	1		4	4	4	4	1	4	2	9	4+	[13]
	Camo Cloaks; Bolt Pistol; Sniper Rifle											
Scout Squad	9		3	3	4	4	1	4	1	8	4+	[180]
	Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Sniper Rifle (x8); Heavy Bolter w/Hellfire Shells											
Sergeant	1		4	4	4	4	1	4	2	9	4+	[13]
	Camo Cloaks; Bolt Pistol; Sniper Rifle											
Scout Squad	9		3	3	4	4	1	4	1/2	8	4+	[180]
	Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Combat Blade (x4); Shotgun (x3); Sniper Rifle (x1); Heavy Bolter w/Hellfire Shells											
Sergeant	1		4	4	4	4	1	4	2	9	4+	[13]
	Camo Cloaks; Bolt Pistol; Shotgun											
Scout Squad	9		3	3	4	4	1	4	1	8	4+	[227]
	Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Sniper Rifle (x8); Missile Launcher; Sergeant Telion											
Sergeant Telion	1		5	6	4	4	1	4	2	9	4+	[0]
Scout Squad	9		3	3	4	4	1	4	1/2	8	4+	[180]
	Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Bolter (x2); Combat Blade (x4); Shotgun (x2); Missile Launcher											
Sergeant	1		4	4	4	4	1	4	2	9	4+	[13]
	Camo Cloaks; Bolt Pistol; Sniper Rifle											
Scout Squad	9		3	3	4	4	1	4	1	8	4+	[180]
	Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Bolter (x6); Sniper Rifle (x2); Heavy Bolter w/Hellfire Shells											
Sergeant	1		4	4	4	4	1	4	2	9	4+	[13]
	Camo Cloaks; Bolt Pistol; Bolter											
Scout Squad	9		3	3	4	4	1	4	1/2	8	4+	[180]
	Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Bolter (x2); Combat Blade (x4); Shotgun (x2); Missile Launcher											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Sergeant	1		4	4	4	4	1	4	2	9	4+	[13]
Camo Cloaks; Bolt Pistol; Sniper Rifle												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Suppression Force (3⁺, 245 pts)												
Suppression Force	1	Format										245
Land Speeder Storm												
Land Speeder Storm HB	1	Grp: BS: 3 FA: 10 SA: 10 RA: 10										[50]
Whirlwind "Thunder"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[85]
Whirlwind "Vesuv"	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[85]
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Ground Support (30⁺, 1755 pts)												
Command Squad	1											200
Company Standard; Company Champion; Veteran PG BP CoyStrd; Veteran Bo FI; Veteran FI PF												
Apothecary	1		4	4	4	4	1	4	2/3	9	3+	[23]
Company Champion	1		5	4	4	4	1	4	2/3	9	3+/6(i)	[38]
Bolt Pistol; Chainsword												
Veteran PG BP CoyStrd	1		4	4	4	4	1	4	2	9	3+	[38]
Bolt Pistol; Plasmagun (x1)												
Veteran Bo FI	1		4	4	4	4	1	4	2	9	3+	[33]
Melta Bombs; Bolter; Flamer (x1)												
Veteran FI PF	1		4	4	4/8	4	1	4/1	2	9	3+	[53]
Flamer (x1); Power Fist (x1)												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	105
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[38]
Bolt Pistol; Power Weapon (x1)												
Attack Bike Squad HB	1		4	4	4	4/5	2	4	2	8	3+	40
Attack Bike Squad MM	1		4	4	4	4/5	2	4	2	8	3+	50
Multi-Melta (x1)												
Terminator Assault Squad	6		4	4	4/8	4	1	4/1	2/3	9	2+/3(i)	635
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										[355]
Extra Armor; 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												
Dreadnought AC HF	1	Grp: 	WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10									125
Heavy Flamer; Assault Cannon												
Dreadnought ML TwLas	1	Grp: 	WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 12 SA: 12 RA: 10									145
Twin Linked Lascannon; Missile Launcher												
Dreadnought MM SB	1	Grp: 	WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10									105
Devastator Squad Las PC	4		4	4	4	4	1	4	1	8	3+	250
Lascannon (x2); Plasma Cannon (x2)												
Sergeant PF PP	1		4	4	4/8	4	1	4/1	2	9	3+	[63]
Plasma Pistol (x1); Power Fist (x1)												
Thunderfire Cannon	1											100
Techmarine Gunner	1		4	4	4	4	1	4	1+2	8	2+	[0]
Servo Harness												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Teleporters (32⁺, 1475 pts)												
Space Marine Chaplain	1											125
...in Power Armour												
...in Power Armour	1		5	4	4	4	2	4	2/3	10	3+/4(i)	[125]
Digital Weapons; Jump Pack												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Vanguard Veteran Squad	1											535
	Equip with Jump Packs; Vet PP CS; Vet PP CS; Vet PP CS; Vet PP CS; Vet BP PW; Veteran 2LC; Vet BP PW; Vet BP PW; Vet BP PW											
Sergeant RB	1		4	4	4/6	4	1	4	2	9	3+	[75]
	Jump Pack; Melta Bombs; Relic Blade											
Vet PP CS	1		4	4	4	4	1	4	2/3	9	3+	[45]
	Jump Pack; Chainsword; Plasma Pistol (x1)											
Vet PP CS	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Chainsword; Plasma Pistol (x1)											
Vet PP CS	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Chainsword; Plasma Pistol (x1)											
Vet PP CS	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Chainsword; Plasma Pistol (x1)											
Vet BP PW	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Bolt Pistol; Power Weapon (x1)											
Veteran 2LC	1		4	4	4	4	1	4	2/3	9	3+	[65]
	Jump Pack; Melta Bombs; Lightning Claw (x2)											
Vet BP PW	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Bolt Pistol; Power Weapon (x1)											
Vet BP PW	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Bolt Pistol; Power Weapon (x1)											
Vet BP PW	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Bolt Pistol; Power Weapon (x1)											
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											
Terminator Squad AC	4		4	4	4/8	4	1	4/1	2	9	2+5(i)	235
	Chain Fist (x1); Assault Cannon											
Sergeant	1		4	4	4	4	1	4	2	9	2+5(i)	[40]
Terminator Squad CML	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]
Total Cost:											6217	

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	
Artificer Armour	Confers a 2+ Armour save.
Camo Cloaks	Confers Stealth.
Cluster Mines	See C:SM, pg. 67.
Combat Shield	6+ Invulnerable Save.
Company Standard	Any SM unit within 12" of this always re-rolls failed Morale and Pinning tests. In addition while the Standard Bearer is alive, the Command Squad counts as scoring one extra wound in close combat for calculating the assault result.
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.
Extra Armor	Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Iron Halo	Confers a 4+ Invulnerable save.
Jump Pack	Jump Infantry; May be held in reserve and arrive via Deep Strike.
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
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.
Rosarius	Confers a 4+ Invulnerable save. See C:WH, pg. 22 OR Wargear, pg. 56.
Scout Armour	Confers a 4+ Armour Save.
Servo Arm	Extra Close Combat attack made at Strength 8 and Initiative 1, ignoring Armour Saves.
Servo Harness	Two extra Close Combat attacks made at Strength 8 and Initiative 1, ignoring Armour Saves. Plasma cutter fired as a Twin-linked plasma pistol, but cannot be used in CC. Flamer
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
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	
Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending
Astartes Grenade Launcher	Krak: Range: 24"; S6; AP4; Rapid Fire. Frag: Range: 24"; S3; AP6; Rapid Fire, Blast.
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-Flamer	24" Range; S4; AP5; Rapid Fire (Bolter) Template ; S4; AP5; Assault 1; No cover saves (Flamer - once per battle)
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.
Dreadnought CCW	Strength 10; Ignores armour saves in close combat.
Flamer	Template; S4; AP5; Assault 1
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, Posioned (2+).
Heavy Flamer	Template; S5; AP4; Assault 1
Lascannon	48" Range; S9; AP2; Heavy 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.
Plasma Cannon	36" Range; S7; AP2; Heavy 1; Blast; Gets Hot!
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!

Plasmagun	24" Range; S7; AP2; Rapid Fire; 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
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 Niflheim 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

b-2. Apocalypse Allies: Trusted Allies only; d-1. Formatting: Competition Output; c-1. File Version: 1.20 For Bug Reports/www.ab40k.org; b-1. Roster Options: Apocalypse; a-1. Scenario: Normal Mission; 1. Chapter: Codex Chapter

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 29.4

% Fast: 10.1

% Heavy: 5.6

% HQ: 2

Model Count: 172

% Troops: 1.7

% Wargear: 0

Files version: 1.19

Faith Points: 0

Group	Min	Max	Used
Formation	-	0	2
Other Units	-	0	15
Legendary Units	-	0	0