

## 1750 Pts - Space Marines - - Scouti Vindici - 13th -

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Space Marine Captain (1<sup>+</sup>, 155 pts)</b>												
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												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Elite: Dreadnought (13<sup>+</sup>, 620 pts)</b>												
Sternguard Veteran Squad	9		4	4	4	4	1	4	2	9	3+	350
Combi-Meltagun (x2); Heavy Bolter (x1); Heavy Flamer (x1); Drop Pod												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[55]
Melta Bombs; Bolter; Power Fist (x1)												
Drop Pod	1		Grp: BS: 4 FA: 12 SA: 12 RA: 12									[45]
Locator Beacon; Drop Pod Assault												
Dreadnought	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	1		Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10									125
Heavy Flamer; Assault Cannon												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Fast Attack: Vanguard Veteran Squad (7<sup>+</sup>, 380 pts)</b>												
Land Speeder Storm	1		Grp: BS: 3 FA: 10 SA: 10 RA: 10									65
Multi-Melta												
Land Speeder Storm	1		Grp: BS: 3 FA: 10 SA: 10 RA: 10									50
Vanguard Veteran Squad	1											265
Equip with Jump Packs; Veteran; Veteran; Veteran; Veteran												
Sergeant	1		4	4	4/6	4	1	4	2	9	3+	[70]
Jump Pack; Relic Blade												
Veteran	1		4	4	4	4	1	4	2/3	9	3+	[60]
Jump Pack; Lightning Claw (x2)												
Veteran	1		4	4	4	4	1	4	2/3	9	3+	[45]
Jump Pack; Bolt Pistol; Power Weapon (x1)												
Veteran	1		4	4	4	4	1	4	2/3	9	3+	[45]
Jump Pack; Bolt Pistol; Power Weapon (x1)												
Veteran	1		4	4	4	4	1	4	2/3	9	3+	[45]
Jump Pack; Chainsword; Plasma Pistol (x1)												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Troops: Scout Squad (30<sup>+</sup>, 592 pts)</b>												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	185
Flamer; Missile Launcher												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[38]
Bolt Pistol; Power Weapon (x1)												
Scout Squad	9		3	3	4	4	1	4	1/2	8	4+	227
Camo Cloaks; Combat Blade (x3); Shotgun (x2); Sniper Rifle (x3); 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
Camo Cloaks; Combat Blade (x5); Shotgun (x1); Sniper Rifle (x2); Heavy Bolter w/Hellfire Shells												
Sergeant	1		4	4	4	4	1	4	2	9	4+	[13]
Camo Cloaks; Bolt Pistol; Shotgun												
<b>Total Cost:</b>											<b>1747</b>	

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.
Equip with Jump Packs	Jump Infantry; May be held in reserve and arrive via Deep Strike.
Iron Halo	Confers a 4+ Invulnerable save.
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)
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
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
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)
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
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
Twin Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked






### 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: 35.5  
 % Fast: 21.8  
 % Heavy: 0  
 % HQ: 8.9  
 Model Count: 51  
 % Troops: 33.9  
 % Wargear: 0  
 Files version: 1.19  
 Faith Points: 0

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