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

ning C Grp Di-Mel Di-Me	ator Arr 6 Claw; Li, WS 4 tagun (x 4 bs; Bolt BS: 4 acon; Dr WS: 4 acon; Dr WS: 4 d Lasca WS: 4 mer; Assi WS: 2 MS 0 pts) BS: 3 a	5 ghtning BS 2); Hea 4 er; Powo FA: 12 op Pod 4 BS: 4 ault Can BS	S 4 vy Bolt 4/8 er Fist SA: 12 Assault 4 St: 6 inon S	4 (x1) 2 RA: 7 t 5 In: 4 2 auncher 5/10 In: 7	1 12 At: 2 1	4/1 FA: 12	A 3/4 A 2 (x1); Drop 1 2 SA: 12 R 12 SA: 12	9 A: 10	Save 2+/4(i) Save 3+ 3+	155 [155] Cost 350 [55] [45]
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Linke Grp: C y Flam Grp t , 380 Grp: C	ed Lasca WS: 4 ner; Assa WS 0 pts) BS: 3 a	nnon; M 4 BS: 4 ault Can BS	fissile I 4 St: 6 mon S	Launcher /10 In: T	4 At:		12 SA: 12			
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y Flam Grp [‡], 38(Grp:	ner; Ass WS 0 pts) BS: 3 a	ault Can BS	non S	T		<u> </u>		<u>INA. 1</u>		125
Grp *, 38(Grp:	WS 0 pts) BS: 3 a	BS	S		Wo	I	-		0	
[‡], 380 Grp:	0 pts) BS: 3 a	1			WO			T		<u> </u>
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.Melte			0 07.	10 RA	: 10					65
Grp:	BS: 3	FA: 1	0 SA:	10 RA	: 10					50
5										265
with	Jump Pa	acks; Ve	eteran; '	Veteran;	Veterar	; Veter	an			
	4	4	4/6	4	1	4	2	9	3+	[70]
Pack;	Relic I	Blade								
	4	4	4	4	1	4	2/3	9	3+	[60]
Pack;	Lightni	ng Clav	v (x2)						-,,-	
	4	4	4	4	1	4	2/3	9	3+	[45]
Pack;	Bolt Pi	stol; Po	wer We	eapon (x	:1)			1	- <u>r</u> r	
	4	4	4	4	1	4	2/3	9	3+	[45]
Pack;	Bolt Pi	stol; Po		eapon (x	:1)			1		
	4	4	4	4	1	4	2/3	9	3+	[45]
Pack;	Chains	word; P	lasma F	Pistol (x	1)					
Grp	WS	BS	S	Т	Wo	1	Α	Ld	Save	Cost
D	4	4	4	4	1	4	1	8	3+	185
	ssile Lau	incher	1					1	1	
<u>, , , , , , , , , , , , , , , , , , , </u>	4	4	4	4	1	4	2/3	9	3+	[38]
Pistol:	Power	Weapon	(x1)			-			1	
D	3	3	4	4	1	4	1/2	8	4+	227
Clos	ks: Com	bat Bla	de(x3)	: Shotgu	in (x2):	Sniper 1		, Aissile I	auncher	
• • • • • • • • • • • • • • • • • • •		out Diu	ue (113)	, bhotge	m (n2),	omperi	(110 (110), 1	1155110 1	Judifeliel	,
	1	6	4	4	1	4	2	9	4+	[0]
	3	3	4	4	1	4		8	4+	180
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ant Te		4	4	4	1	4	2	9	4+	[13]
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	ant To	ant Telion 5 3 Cloaks; Com	ant Telion 5 6 3 3 0 Cloaks; Combat Bla 5 4 4	ant Telion564 \square 334 \square OCloaks; Combat Blade (x5)S444	ant Telion5644 \square 3344 \square Cloaks; Combat Blade (x5); Shotgu \square 444	5 6 4 4 1 2 3 3 4 4 1 2 3 3 4 4 1 2 2 3 3 4 4 1 2 3 3 4 4 4 1 3 3 4 4 4 1 3 3 4 4 4 1	564414 3 3 4 4 1 4 2 Cloaks; Combat Blade (x5); Shotgun (x1); Sniper I	Sant Telion 5 6 4 4 1 4 2	Sant Telion 5 6 4 4 1 4 2 9	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$

Option Footnotes						
	Special Rules					
Drop Pod Assault	Units making a Drop Pod assault arrive on the player's first turn. The arrival of the remaining Drop P 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	Use one of the two profiles when firing:					
Shells	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					
Shotaun	close combat weapon.					
Shotgun Spinger Diffe	12" Range; S4; AP-; Assault 2					
Sniper Rifle Twin Linked Lascannon	36" Range; SX; AP6; Heavy 1; Sniper; Pinning 48" Range; S9; AP2; Heavy 1 Linked					
I will Linked Lascannon	140 Range, 57, AF2, neavy 1 Linkeu					

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 S	Min	Max	Used
8	1	2	1
	0	3	3
D	2	6	3
8	0	3	3
8	0	3	0