

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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ (7⁺, 430 pts)												
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												
Command Squad	1											275
Company Standard; Company Champion; Veteran PG BP CoyStrd; Veteran Bo FI; Veteran FI PF; Razorback												
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)												
Razorback	1		Grp: BS: 4 FA: 11 SA: 11 RA: 10									[75]
Searchlight; Smoke Launchers; Twin Linked Lascannon												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops (40⁺, 822 pts)												
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	8	4+	227
Camo Cloaks; 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+	215
Camo Cloaks; Combat Blade (x7); Shotgun (x2)												
Sergeant Rufus	1		4	4	4/8	4	1	4/1	2	9	4+	[58]
Camo Cloaks; Melta Bombs; Teleport Homer; Bolt Pistol; Power Fist (x1)												
Scout Squad	9		3	3	4	4	1	4	1/2	8	4+	195
Camo Cloaks; Combat Blade (x3); Shotgun (x1); Sniper Rifle (x4); Heavy Bolter w/Hellfire Shells												
Sgt Buckshot	1		4	4	4	4	1	4	2	9	4+	[28]
Camo Cloaks; Teleport Homer; Bolt Pistol; Shotgun												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite (30⁺, 1450 pts)												
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												
Sternguard Veteran Squad	9		4	4	4	4	1	4	2	9	3+	345
Combi-Meltagun (x1); Combi-Plasmagun (x1); 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, CML, 2CF	9		4	4	4/8	4	1	4/1	2	9	2+5(i)	470
Chain Fist (x2); Assault Cannon; 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
Fast Attack (13⁺, 780 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											540
	Equip with Jump Packs; Vet BP PW; Vet BP PW; Vet BP PW; Vet BP PW; Vet 2LC; Vet CS PP; Vet CS PP; Vet CS PP; Vet CS PP											
Sgt Relic Blade	1		4	4	4/6	4	1	4	2	9	3+	[75]
	Jump Pack; Melta Bombs; Relic Blade											
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)											
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 2LC	1		4	4	4	4	1	4	2/3	9	3+	[65]
	Jump Pack; Melta Bombs; Lightning Claw (x2)											
Vet CS PP	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Chainsword; Plasma Pistol (x1)											
Vet CS PP	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Chainsword; Plasma Pistol (x1)											
Vet CS PP	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Chainsword; Plasma Pistol (x1)											
Vet CS PP	1		4	4	4	4	1	4	2/3	9	3+	[50]
	Jump Pack; Melta Bombs; Chainsword; Plasma Pistol (x1)											
Land Speeder Storm HB	1	Grp:	BS: 3	FA: 10	SA: 10	RA: 10						50
Land Speeder Storm MM	1	Grp:	BS: 3	FA: 10	SA: 10	RA: 10						65
	Multi-Melta											
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support (7⁺, 435 pts)												
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											
Whirlwind	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						85
Total Cost:												3917

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.
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.
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)
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.
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.
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
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	
Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending
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)
Combi-Plasmagun	24" Range; S4; AP5; Rapid Fire (Bolter) 24" Range; S7; AP2; Rapid Fire; Gets Hot! (Plasmagun - 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.
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






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: 37
 % Fast: 16.7
 % Heavy: 11.1
 % HQ: 7.1
 Model Count: 97
 % Troops: 21
 % Wargear: 0
 Files version: 1.19
 Faith Points: 0

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