

## 1000 Pts - Space Marines - Scouti Vindici 10th

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Commander (1<del>1</del>, 165 pts)</b>												
Captain John Anderson	1											165
<b>Unit Type:</b> Infantry; ...in Terminator Armour; And They Shall Know No Fear; Combat Tactics; Independent Character												
...in Terminator Armour	1		6	5	4	4	3	5	3/4	10	2+/4(i)	[165]
Iron Halo; Digital Weapons; Lightning Claw; Lightning Claw												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Squad Telion (10<del>1</del>, 227 pts)</b>												
Scout Squad	9		3	3	4	4	1	4	1	8	4+	227
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Sniper Rifle (x8); Missile Launcher; Sergeant Telion; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Sergeant Telion	1		5	6	4	4	1	4	2	9	4+	[0]
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Stalker Pattern Boltgun; Acute Senses; And They Shall Know No Fear; Combat Tactics; Eye of Vengeance; Infiltrate; Move Through Cover; Scouts; Stealth; Voice of Experience												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Pathfinders (10<del>1</del>, 200 pts)</b>												
Scout Squad	9		3	3	4	4	1	4	1/2	8	4+	200
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x9); Combat Blade (x5); Sniper Rifle (x3); Heavy Bolter w/Hellfire Shells; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Sgt Homer Snipe	1		4	4	4	4	1	4	2	9	4+	[33]
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Melta Bombs; Teleport Homer; Bolt Pistol; Sniper Rifle; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Attack Squad Alpha (6<del>1</del>, 160 pts)</b>												
Scout Squad	4		3	3	4	4	1	4	1/2	8	4+	95
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x4); Combat Blade (x2); Shotgun (x2); And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Sgt Blade	1		4	4	4	4	1	4	2/3	9	4+	[18]
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Melta Bombs; Bolt Pistol; Combat Blade; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Land Speeder Storm	1	Grp:	BS: 3	FA: 10	SA: 10	RA: 10						65
<b>Unit Type:</b> Vehicle (Open-topped); <b>Unit Type:</b> Vehicle (Skimmer, Fast); <b>Transport Capacity:</b> 5 models; Cerberus Launcher; Jamming Beacon; Multi-Melta; Deep Strike; Scouts												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Attack Squad Bravo (6<del>1</del>, 145 pts)</b>												
Scout Squad	4		3	3	4	4	1	4	1/2	8	4+	95
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x4); Combat Blade (x3); Shotgun (x1); And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Sgt Buckshot	1		4	4	4	4	1	4	2	9	4+	[18]
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Melta Bombs; Bolt Pistol; Shotgun; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Land Speeder Storm	1	Grp:	BS: 3	FA: 10	SA: 10	RA: 10						50
<b>Unit Type:</b> Vehicle (Open-topped); <b>Unit Type:</b> Vehicle (Skimmer, Fast); <b>Transport Capacity:</b> 5 models; Cerberus Launcher; Jamming Beacon; Heavy Bolter; Deep Strike; Scouts												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Heavy Suppressor (1x, 100 pts)</b>												
Thunderfire Cannon "Anna"	1											100
<b>Unit Type:</b> Artillery; Thunderfire Cannon												
Techmarine Ballfred	1		4	4	4	4	1	4	1+2	8	2+	[0]
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Artificer Armour; Servo Harness; Bolt Pistol; Thunderfire Cannon; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Combat Tactics; Independent Character; Servo Harness												
<b>Total Cost:</b>											<b>997</b>	

Option Footnotes	
Special Rules	
Acute Senses	May reroll Night Fighting distances, conditions apply (p75 WH40K 5E)
And They Shall Know No Fear	Automatically pass tests to regroup, can test if under 50%, conditions apply (p74 WH40K)
Blessing of the Ommissiah	If in base contact with a damage vehicle during the Shooting phase, may attempt to repair it instead of firing.
Bolster Defenses	Each Techmarine can bolster a single ruin in your deployment area before the game begins. The ruin's cover save is increased by one for the duration of the game. A ruin can only be bolstered once.
Combat Squads	A ten-man unit has the option of breaking down into two five-man squads.
Combat Tactics	A non-fearless Space Marine unit can choose to automatically fail any Morale check it is called upon to take.
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Eye of Vengeance	
Independent Character	(See WH40k, pg. 50.)
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Stealth	Improve cover save by +1, conditions apply (p76 WH40K 5E)
Voice of Experience	
Unit Type	
<b>Unit Type:</b> Artillery	Unit Type: Artillery (p.55 WH40k) 1) Armour Rating 10. Any Penetrating or glancing hits wil Destroy the gun. if Crew are killed, the gun is removed. 2) Move as Infantry. 3) One crewmen must be within 2" of gun, to shoot. 4) Ranges are from Gun model. Gun and 1 crewman must have LOS to fire (if not a Guess Weapon). 5) Hit as Normal for Template/Blast markers. Otherwise shots are randomized between crew and Gun. Roll D6 (1-4 Crew, 5-6 Gun). 6) May not assault if gun are still present. 7) Guns and Crew take random assault hits. 8) If Only guns are assaulted, hits are automatic. 9) Only Engaged crew can fight in an assault. 10) Fall-back as Infantry. if subject to sweeping advance, unit automaticly loses Initive and is wiped out, if guns are still viable.
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
<b>Unit Type:</b> Vehicle (Open-topped)	Unit Type: Vehicle (Open-topped) (WH40k, pg. 70)
<b>Unit Type:</b> Vehicle (Skimmer, Fast)	Unit Type: Vehicle (Skimmer, Fast) (WH40k, pp. 70-71)
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Camo Cloaks	Confers Stealth.
Cerberus Launcher	See C:SM, pg. 75.
Digital Weapons	May re-roll a single failed roll to wound in each Assault Phase.
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.
Jamming Beacon	See C:SM, pg. 75.
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Scout Armour	Confers a 4+ Armour Save.
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
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
Combat Blade	If used with another close combat weapon, +1 attack in close combat.
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+).
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.
Shotgun	12" Range; S4; AP-; Assault 2
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning
Stalker Pattern Boltgun	Range: 36"; S4; AP5; Heavy 2, Rending, Pinning.
Thunderfire Cannon	May choose one of the following options when firing, See C:SM, pg. 73: Surface Detonation: Range: 60"; S6; AP5; Heavy 4, Blast. Airburst: Range: 60"; S5; AP6; Heavy 4, Blast, Ignores Cover. Subterranean Blast: Range: 60"; S4; AP-; Heavy 4, Blast, Tremor.

### Roster Statistics

% Elite: 0.0  
 % Fast: 11.5  
 % Heavy: 10.0  
 % HQ: 16.5  
 Model Count: 34  
 % Troops: 61.9  
 % Wargear: 0.0  
 Files version: 1.11  
 Faith Points: 0