

1000 Pts - Space Marines - Scouti Vindici 1st

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Terminator Assault Squad (6x, 345 pts)												
Space Marine Chaplain	1											145
Unit Type: Infantry; ...in Terminator Armour; Combat Tactics; Fearless; Honour of the Chapter; Independent Character; Liturgies of Battle												
...in Terminator Armour	1		5	4	4	4	2	4	2	10	2+/4(i)	[145]
Rosarius; Crozius Arcanum; Digital Weapons; Melta Bombs; Storm Bolter												
Terminator Assault Squad	4		4	4	4/8	4	1	4/1	2/3	9	2+/3(i)	200
Unit Type: Infantry; Lightning Claws (pair) (x3); Thunder Hammer & Storm Shield (x1); And They Shall Know No Fear; Combat Squads; Combat Tactics												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	2+/3(i)	[40]
Unit Type: Infantry; Thunder Hammer & Storm Shield (x1); And They Shall Know No Fear; Combat Squads; Combat Tactics												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Naughts (3x, 295 pts)												
Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10		170
Unit Type: Vehicle (Walker); Searchlight; Smoke Launchers; Dreadnought CCW; Multi-Melta; Storm Bolter; Drop Pod												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12						[65]
Unit Type: Vehicle (Open-topped); Transport Capacity: 12 models; Locator Beacon; Deathwind Missile Launcher; Drop Pod Assault; Immobile; Inertial Guidance System												
Dreadnaught, "Mike"	1	Grp:	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10		125
Unit Type: Vehicle (Walker); Searchlight; Smoke Launchers; Dreadnought CCW; Heavy Flamer; Assault Cannon												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops (10x, 252 pts)												
Scout Squad	4		3	3	4	4	1	4	1	8	4+	147
Unit Type: Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x4); Sniper Rifle (x3); 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]
Unit Type: 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												
Scout Squad	4		3	3	4	4	1	4	1	8	4+	105
Unit Type: Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x4); Sniper Rifle (x3); Heavy Bolter w/Hellfire Shells; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Sergeant	1		4	4	4	4	1	4	2	9	4+	[18]
Unit Type: Infantry; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Melta Bombs; 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
Heavy (1x, 105 pts)												
Whirlwind, "Vesuv"	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						105
Unit Type: Vehicle (Tank); Searchlight; Smoke Launchers; Hunter Killer Missile; Pintle-mounted Storm Bolter; Whirlwind Multiple Missile Launcher												

Total Cost: 997

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)
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.
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.
Eye of Vengeance	
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Honour of the Chapter	This model, and all members of a squad he has joined are Fearless.
Immobile	A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilized damage result.
Independent Character	(See WH40k, pg. 50.)
Inertial Guidance System	Should a Drop Pod scatter on top of impassible terrain or another model, reduce the scatter distance by the minimum required in order to avoid the obstacle.
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Liturgies of Battle	On a turn in which this model assaults, he and all models in a squad he is joined can re-roll failed rolls to hit.
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	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Vehicle (Open-topped)	Unit Type: Vehicle (Open-topped) (WH40k, pg. 70)
Unit Type: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Unit Type: Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
Camo Cloaks	Confers Stealth.
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).
Hunter Killer Missile	Unlimited range, S8; AP3; Heavy 1; One use only; See Wargear, pg. 35.
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)
Pintle-mounted Storm Bolter	24" Range; S4; AP5; Assault 2. Treated as an additional defensive weapon.
Rosarius	Confers a 4+ Invulnerable Save.
Scout Armour	Confers a 4+ Armour Save.
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.
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).
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
Crozius Arcanum	Ignores armour saves in close combat (p42 WH40K 5E)
Deathwind Missile Launcher	Range: 12"; S5; AP-; Heavy 1, Large Blast

Dreadnought CCW	Strength 10; Ignores armour saves in close combat.
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 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.
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning
Stalker Pattern Boltgun	Range: 36"; S4; AP5; Heavy 2, Rending, 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.
Whirlwind Multiple Missile Launcher	Vengeance Missiles: Range: 12 - 48"; S5; AP4; Ordnance 1, Barrage, Large Blast. Incendiary Missiles: Range: 12 - 48"; S4; AP5; Ordnance 1, Barrage, Large Blast, Ignores Cover.

Roster Statistics

% Elite: 49.6

% Fast: 0.0

% Heavy: 10.5

% HQ: 14.5

Model Count: 20

% Troops: 25.3

% Wargear: 0.0

Files version: 1.11

Faith Points: 0