

1850 Pts - Space Marines - Brian Crew Big Waagh Winner

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|--|---|----------------------------------|----|----|-----|---|----|-----|-----|----|------|-------|
| HQ: Space Marine Chaplain (1⁺, 115 pts) | | | | | | | | | | | | |
| Space Marine Chaplain | 1 | Grp: | | | | | | | | | | 115 |
| Infantry; Combat Tactics; Independent Character; Liturgies of Battle; Honour of the Chapter; ...in Power Armour | | | | | | | | | | | | |
| ...in Power Armour | 1 | | 5 | 4 | 4 | 4 | 2 | 4 | 2 | 10 | 3+/4 | [115] |
| Frag Grenades; Krak Grenades; Power Armour; Rosarius; Crozius Arcanum; Combi-Flamer | | | | | | | | | | | | |
| HQ: Kor'sarro Khan (6⁺, 405 pts) | | | | | | | | | | | | |
| Kor'sarro Khan | 1 | | 6 | 5 | 4 | 4 | 3 | 5 | 3/4 | 10 | 3+/4 | 405 |
| Infantry; And They Shall Know No Fear; Combat Tactics; Independent Character; Master of the Hunt; Chapter Tactics; Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Bolt Pistol; Moonfang; Command Squad | | | | | | | | | | | | |
| Command Squad | 4 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+/3 | [245] |
| Infantry; And They Shall Know No Fear; Combat Tactics.; Frag Grenades; Krak Grenades; Power Armour; Melta Bombs (x2); Storm Shield (x4); Bolt Pistol (x4); Lightning Claw (x4) | | | | | | | | | | | | |
| Apothecary | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2/3 | 9 | 3+ | [23] |
| Infantry; And They Shall Know No Fear; Combat Tactics.; Frag Grenades; Krak Grenades; Narthecium; Power Armour; Bolt Pistol (x1); Chainsword (x1) | | | | | | | | | | | | |
| Elite: Terminator Assault Squad (7⁺, 500 pts) | | | | | | | | | | | | |
| Terminator Assault Squad | 5 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/3 | 500 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Thunder Hammer & Storm Shield (x5); Land Raider Crusader | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2/3 | 9 | 2+/5 | [40] |
| Lightning Claws (pair) (x1) | | | | | | | | | | | | |
| Land Raider | 1 | Grp: BS: 4 FA: 14 SA: 14 RA: 14 | | | | | | | | | | [260] |
| Vehicle (Tank); Sixteen Model Capacity; Assault Vehicle; Frag Assault Launchers; Power of the Machine Spirit; Searchlight; Smoke Launchers; Multi-Melta; Hurricane Bolter (x2); Twin Linked Assault Cannon | | | | | | | | | | | | |
| Troops: Tactical Squad (6⁺, 150 pts) | | | | | | | | | | | | |
| Tactical Squad | 4 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 150 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Bolter (x4); Rhino | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [48] |
| Frag Grenades; Krak Grenades; Combi-Meltagun; Power Weapon | | | | | | | | | | | | |
| Rhino | 1 | Grp: BS: 4 FA: 11 SA: 11 RA: 10 | | | | | | | | | | [35] |
| Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter | | | | | | | | | | | | |
| Troops: Tactical Squad (6⁺, 150 pts) | | | | | | | | | | | | |
| Tactical Squad | 4 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 150 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Bolter (x4); Rhino | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [48] |
| Frag Grenades; Krak Grenades; Combi-Meltagun; Power Weapon | | | | | | | | | | | | |
| Rhino | 1 | Grp: BS: 4 FA: 11 SA: 11 RA: 10 | | | | | | | | | | [35] |
| Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter | | | | | | | | | | | | |
| Troops: Tactical Squad (6⁺, 150 pts) | | | | | | | | | | | | |
| Tactical Squad | 4 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 150 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Bolter (x4); Rhino | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [48] |
| Frag Grenades; Krak Grenades; Combi-Meltagun; Power Weapon | | | | | | | | | | | | |
| Rhino | 1 | Grp: BS: 4 FA: 11 SA: 11 RA: 10 | | | | | | | | | | [35] |
| Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter | | | | | | | | | | | | |
| Fast Attack: Land Speeder Squadron (1⁺, 60 pts) | | | | | | | | | | | | |
| Land Speeder Squadron | 1 | Grp: BS: 4 FA: 10 SA: 10 RA: 10 | | | | | | | | | | 60 |
| Vehicle(Fast, Skimmer), Deep Strike; Heavy Flamer (x1); Heavy Bolter (x1) | | | | | | | | | | | | |

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|--|---|------|-------|--------|--------|--------|----|---|---|----|-------------|------|
| Fast Attack: Land Speeder Squadron (1⁺, 60 pts) | | | | | | | | | | | | |
| Land Speeder Squadron | 1 | Grp: | BS: 4 | FA: 10 | SA: 10 | RA: 10 | | | | | | 60 |
| Vehicle(Fast, Skimmer), Deep Strike ; Heavy Flamer (x1); Heavy Bolter (x1) | | | | | | | | | | | | |
| Heavy Support: Land Raider Crusader (1⁺, 260 pts) | | | | | | | | | | | | |
| Land Raider Crusader | 1 | Grp: | BS: 4 | FA: 14 | SA: 14 | RA: 14 | | | | | | 260 |
| Vehicle (Tank); Sixteen Model Capacity; Assault Vehicle; Frag Assault Launchers; Power of the Machine Spirit; Searchlight; Smoke Launchers; Multi-Melta; Hurricane Bolter (x2); Twin Linked Assault Cannon | | | | | | | | | | | | |
| Total Cost: | | | | | | | | | | | 1850 | |

Option Footnotes

| Wargear | |
|-------------------------------|---|
| Frag Assault Launchers | See C:SM, pg. 82. |
| 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. |
| Krak Grenades | One attack with 6+D6 AP (exceptions apply p72 WH40K) |
| Melta Bombs | One attack with 8+2D6 AP (exceptions apply p72 WH40K) |
| Multi-Melta | 24" Range; S8; AP1; Heavy 1; Melta. |
| Nartheicum | As long as the Apothecary is alive, the entire unit gain Feel No Pain. |
| Power Armour | Confers a 3+ Armour Save. |
| Power of the Machine Spirit | See Codex Space Marines, page 81. |
| Rosarius | Confers a 4+ Invulnerable save. See C:WH, pg. 22 OR Wargear, pg. 56. |
| Searchlight | Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target 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. See Wargear, pg. 36. |
| 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). |
| Storm Shield | 3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save. |
| 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 |
| Bolter | 24" Range; S4; AP5; Rapid Fire |
| Chainsword | If used with another close combat weapon, +1 attack in close combat. |
| Combi-Flamer | 24" Range; S4; AP5; Rapid Fire (Bolter) Template ; S4; AP5; Assault 1; No cover saves (Flamer - once per battle) |
| Combi-Meltagun | 24" Range; S4; AP5; Rapid Fire (Bolter) 12" Range; S8; AP1; Assault 1; Melta (Meltagun - once per battle) |
| Crozius Arcanum | Ignores armour saves in close combat (p42 WH40K 5E) |
| Heavy Bolter | 36" Range; S5; AP4; Heavy 3 |
| Heavy Flamer | Template; S5; AP4; Assault 1 |
| Hurricane Bolter | Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked. |
| 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. |
| Moonfang | Power Sword; A wound roll of 6 causes Instant Death, regardless of the target's Toughness. |
| Power Weapon | Ignores armour saves in close combat (p42 WH40K 5E) |
| 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 Assault Cannon | 24" Range; S6; AP4; Heavy 4 Rending Linked |

Roster Statistics

% Elite: 27.0
% Fast: 6.5
% Heavy: 14.1
% HQ: 28.1
Model Count: 35
% Troops: 24.3
% Wargear: 0.0
Files version: 1.05
Faith Points: 0