

1500 Pts - Space Marines - 1500 Vanilla Marines Part 2

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Kor'sarro Khan (7⁺, 485 pts)													
Kor'sarro Khan	1		6	5	4	4	3	5	3/4	10	3+/4	485	
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	4/8	4	1	4/1	2	9	3+/3	[325]	
Infantry; And They Shall Know No Fear; Combat Tactics.; Frag Grenades; Krak Grenades; Power Armour; Storm Shield (x4); Bolt Pistol (x4); Lightning Claw (x3); Thunder Hammer (x1); Razorback													
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)													
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[75]	
Vehicle (Tank); Six model capacity; Searchlight; Smoke Launchers; Twin Linked Lascannon													
HQ: Space Marine Librarian (1⁺, 145 pts)													
Space Marine Librarian	1	Grp:										145	
Infantry; And They Shall Know No Fear; Combat Tactics; Independent Character; Psyker. ; ...in Terminator Armour; Null Zone; The Gate of Infinity													
...in Terminator Armour	1		5	4	4	4	2	4	2	10	2+/3	[145]	
; Psychic Hood; Force Weapon; Melta Bombs; Storm Shield													
Elite: Terminator Assault Squad (5⁺, 200 pts)													
Terminator Assault Squad	4		4	4	4/8	4	1	4/1	2	9	2+/3	200	
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Thunder Hammer & Storm Shield (x4)													
Sergeant	1		4	4	4	4	1	4	2/3	9	2+/5	[40]	
Lightning Claws (pair) (x1)													
Troops: Tactical Squad (11⁺, 270 pts)													
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	270	
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Missile Launcher; Razorback													
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[48]	
Frag Grenades; Krak Grenades; Bolter; Power Fist													
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[75]	
Vehicle (Tank); Six model capacity; Searchlight; Smoke Launchers; Twin Linked Lascannon													
Troops: Tactical Squad (11⁺, 230 pts)													
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	230	
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Meltagun; Lascannon; Drop Pod													
Sergeant	1		4	4	4	4	1	4	2	9	3+	[33]	
Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Meltagun													
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12						[35]	
Vehicle (Open-Topped); Twelve model capacity or One Dreadnought or One Thunderfire Cannon; Inertial Guidance System; Immobile; Drop Pod Assault; Storm Bolter													
Troops: Scout Squad (5⁺, 85 pts)													
Scout Squad	4		3	3	4	4	1	4	1	8	4+	85	
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts. ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Sniper Rifle (x3); Missile Launcher													
Sergeant	1		4	4	4	4	1	4	2	9	4+	[10]	
Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Sniper Rifle													
Heavy Support: Predator (1⁺, 85 pts)													
Predator	1	Grp:		BS: 4	FA: 13	SA: 11	RA: 10					85	
Vehicle (Tank); Searchlight; Smoke Launchers; Autocannon; Heavy Bolter (each side)													
Total Cost:												1500	

Option Footnotes	
Psychic Powers	
Null Zone	Used at the start of the Librarian's Shooting Phase. All enemy units within 24" of the Librarian must re-roll successful invulnerable saves for the remainder of the player turn.
The Gate of Infinity	Used at the beginning of the Librarian's Movement Phase. The Librarian and any unit he is with are removed from the tabletop and placed back anywhere within 24" via the Deep Strike rules. If alone, there is no risk, but if he is with a unit if the attempt scatters and a double is rolled one member of the unit is claimed by the warp as a casualty.
Wargear	
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)
Nartheicum	As long as the Apothecary is alive, the entire unit gain Feel No Pain.
Power Armour	Confers a 3+ Armour Save.
Psychic Hood	Allows Librarian to nullify Psychic attacks by opponent. See Codex Space Marines, page 56.
Scout Armour	Confers a 4+ Armour Save.
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	
Autocannon	48" Range; S7; AP4; Heavy 2
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-Meltagun	24" Range; S4; AP5; Rapid Fire (Bolter) 12" Range; S8; AP1; Assault 1; Melta (Meltagun - once per battle)
Flamer	Template; S4; AP5; Assault 1
Force Weapon	Ignores armour saves in close combat. If a model takes a wound but is not killed, make a psychic test; if you pass, it dies. Use against one model per combat round. (p50 WH40K 5E)
Heavy Bolter (each side)	36" Range; S5; AP4; Heavy 3
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.
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
Moonfang	Power Sword; A wound roll of 6 causes Instant Death, regardless of the target's Toughness.
Power Fist	Ignores armour saves, increases strength in close combat.
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning
Storm Bolter	24" Range; S4; AP5; Assault 2
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
Thunder Hammer	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.
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

Roster Statistics

% Elite: 13.3

% Fast: 0.0
% Heavy: 5.7
% HQ: 42.0
Model Count: 41
% Troops: 39.0
% Wargear: 0.0
Files version: 1.05
Faith Points: 0