

1500 Pts - Space Marines - 1500 Vanilla Marines Part 3

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Space Marine Captain (1⁺, 165 pts)												
Space Marine Captain	1	Grp:										165
Infantry; And They Shall Know No Fear; Combat Tactics; Independent Character. ; ...in Power Armour												
...in Power Armour	1		6	5	4/6	4/5	3	5	3	10	3+/4	[165]
; Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Space Marine Bike; Relic Blade (x1)												
Space Marine Bike	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Elite: Terminator Assault Squad (6⁺, 460 pts)												
Terminator Assault Squad	4		4	4	4/8	4	1	4/1	2	9	2+/3	460
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Thunder Hammer & Storm Shield (x4); 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												
Elite: Dreadnought (2⁺, 140 pts)												
Dreadnought	1	Grp:	WS: 4 BS: 4 St: 6/10 In: 4 At: 2 FA: 12 SA: 12 RA: 10									140
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										[35]
Vehicle (Open-Topped); Twelve model capacity or One Dreadnought or One Thunderfire Cannon; Inertial Guidance System; Immobile; Drop Pod Assault; Storm Bolter												
Troops: Space Marine Bike Squad (6⁺, 225 pts)												
Space Marine Bike Squad	4		4	4	4	4/5	1	4	1	8	3+	225
Bike; And They Shall Know No Fear; Combat Squads; Combat Tactics. ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x2); Meltagun (x2); Attack Bike												
Attack Bike	1		4	4	4	4/5	2	4	2	8	3+	[50]
Bike; And They Shall Know No Fear; Combat Squads; Combat Tactics. ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Multi-Melta												
Sergeant	1		4	4	4	4/5	1	4	2	9	3+	[55]
Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Power Weapon												
Troops: Tactical Squad (11⁺, 225 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	225
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	4	1	4	2	9	3+	[38]
Frag Grenades; Krak Grenades; Bolter; Power Weapon												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[40]
Vehicle (Tank); Six model capacity; Searchlight; Smoke Launchers; Twin Linked Heavy Bolter												
Troops: Tactical Squad (11⁺, 225 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	225
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x8); Flamer; Razorback												
Sergeant	1		4	4	4	4	1	4	2	9	3+	[38]
Frag Grenades; Krak Grenades; Bolter; Power Weapon												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[40]
Vehicle (Tank); Six model capacity; Searchlight; Smoke Launchers; Twin Linked Heavy 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 ; Multi-Melta (x1)												
Total Cost:											1500	

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)
Multi-Melta	24" Range; S8; AP1; Heavy 1; Melta.
Power Armour	Confers a 3+ Armour Save.
Power of the Machine Spirit	See Codex Space Marines, page 81.
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).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
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
Dreadnought CCW	Strength 10; Ignores armour saves in close combat.
Flamer	Template; S4; AP5; Assault 1
Hurricane Bolter	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
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.
Multi-Melta	24" Range; S8; AP1; Heavy 1; Melta.
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.
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
Twin Linked Bolter	24" Range; S4; AP5; Rapid Fire, Linked
Twin Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked

Roster Statistics

% Elite: 40.0
 % Fast: 4.0
 % Heavy: 0.0
 % HQ: 11.0
 Model Count: 38
 % Troops: 45.0
 % Wargear: 0.0
 Files version: 1.05
 Faith Points: 0