

1500 Pts - Space Marines - 1500 Vanilla Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Space Marine Captain (1⁺, 115 pts)												
Space Marine Captain	1	Grp:										115
Infantry; And They Shall Know No Fear; Combat Tactics; Independent Character.												
...in Power Armour	1		6	5	4	4	3	5	3/4	10	3+/4	[115]
; Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Bolt Pistol; Power Sword (x1)												
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												
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												
Troops: Tactical Squad (11⁺, 250 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	250
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Meltagun; Missile Launcher; Razorback												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[58]
Frag Grenades; Krak Grenades; Combi-Meltagun; Power Fist												
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⁺, 245 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	245
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+	[58]
Frag Grenades; Krak Grenades; Combi-Flamer; Power Fist												
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: Scout Squad (5⁺, 75 pts)												
Scout Squad	4		3	3	4	4	1	4	1	8	4+	75
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 (x4)												
Sergeant	1		4	4	4	4	1	4	2	9	4+	[10]
Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Sniper Rifle												
Fast Attack: Assault Squad (10⁺, 215 pts)												
Assault Squad	9		4	4	4	4	1	4	1/2	8	3+	215
(Jump) Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x9); Chainsword (x9)												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[53]
Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Power Fist												
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.
Jump Pack	Jump Infantry; May be held in reserve and arrive via Deep Strike.
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.
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).
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)
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. Kрак: 48" Range; S8; AP3; Heavy 1.
Multi-Melta	24" Range; S8; AP1; Heavy 1; Melta.
Power Fist	Ignores armour saves, increases strength in close combat.
Power Sword	Ignores armour saves in close combat (p42 WH40K 5E)
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; 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.
Twin Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked

Roster Statistics

% Elite: 40.0
 % Fast: 14.3
 % Heavy: 0.0
 % HQ: 7.7
 Model Count: 46
 % Troops: 38.0
 % Wargear: 0.0
 Files version: 1.05
 Faith Points: 0